



HEROICS

The Newsletter of the Eastern Pennsylvania Gaming Society

CLUB INFORMATION

Where

Meetings of the Eastern Pennsylvania Gaming Society (EPGS) are held in the Community Room of the Oxford Valley Mall

The address for the Oxford Valley Mall is 2300 E. Lincoln Highway, Langhorne, PA.

It is located just under two miles from old Exit 44 of I-95, proceeding north on US Business Route 1.

When

EPGS meetings are held on the first and third Saturdays of every month unless otherwise announced.

The Oxford Valley Community Room is open during mall hours. See the website below for mall hours.

www.simon.com/mall/oxford-valley-mall

Social Media Links

www.facebook.com/EasternPennsylvaniaGamingSociety

www.meetup.com/Eastern-Pennsylvania-Gaming-Society

GREETINGS FELLOW GAMERS

Below is the dues structure for members of the Eastern Pennsylvania Gaming Society and attendees to their meetings

Option One

\$60 payment for the entire calendar year, due by the end of January of the calendar year.

Option Two

\$35 payment for the first half of the calendar year, due by the end of January of the calendar year.

\$35 payment for the second half of the calendar year, due by the end of July of the calendar year.

Option Three

\$7 per meeting due by the end of the meeting.

As always, the first meeting of a new or lapsed member is free!

For further information about dues, including discounts for family members, contact either of the two officers below.

Steve Cameron, President

blueroutegamers@aol.com

610-721-5507

Michael Kaltman, Treasurer

coyotek44@aol.com

215-876-7897



UPCOMING GAMING CONVENTIONS

WashingCon
Labyrinth and NorthStarGames
September 8-9, 2018
Georgetown University Washington,
DC
www.washingcon.com

Congress of Gamers
Gamers Club of Maryland
October 13-14, 2018
Rockville, Maryland
www.congressofgamers.org

Save Against Fear
The Bodhana Group
Eighth Annual Tabletop Gaming
Fundraiser
October 12-14, 2018
Harrisburg, Pennsylvania
www.thebodhanagroup.org/about-the-convention

Euroquest
Gamers Club of Maryland November
7-11, 2018
Pikesville, Maryland
www.euroquestcon.com

Prezcon Boardgames Convention
Charlottesville, Virginia
February 25-March 3, 2019
www.prezcon.com

Pax Unplugged
Philadelphia, Pennsylvania
Pennsylvania Convention Center
November 30-December 2, 2018
unplugged.paxsite.com

For more information on gaming,
comic, science fiction,
and other related conventions, point
your web browser to . . .
www.upcomingcons.com/gaming-conventions.



WORLD BOARDGAMING CHAMPIONSHIP RESULTS

The annual World Boardgaming Championships convention took place in Seven Springs, Pennsylvania from July 21-29, 2018. There were a number of notable individual achievements among some of the regular attendees to EPGS meetings.

David Borton

Winner of the *Castles of Mad King Ludwig* tournament for the second consecutive year

Mike Kaltman

Winner of Amun-Re

Aaron Kaltman

Winner of THREE junior events: *Las Vegas*, *Ingenious*, and *Love Letter*

Qualified for two semi-finals: *Alhambra* and *Monsters Menace America*

WORLD BOARDGAMING EXPERIENCE FROM A LONG TIME WBC MEMBER

Robert Stribula is one of the longest active members of EPGS who regularly attends its meetings. During WBC 2018, Bob game mastered the Empire Builder (EBP) event for the ninth consecutive year. EBP consists of 15 different titles and includes four different maps designed by Bob.

- Lunar Rails
- Martian Rails
- Möbius Rails
- Irish Rails

With 65 entrants and 20 plus hours of programming, EBP kept Bob busy through the first six days of WBC. He also demonstrated two unpublished games during the open gaming sessions. Bob played in the three heats of the EBP tournament, winning two games and advancing to the semi-final. The EBP final included the WBC Convention Director, Ken Gutermuth, the official WBC convention photographer, Debbie Gutermuth, and three other members of the highly skilled Train Gamers Association.

WHAT'S NEW IN GAMES

I have played two new strategy games on which I shall offer my opinions. Descriptions are courtesy of www.boardgamegeek.com.

GAIA PROJECT **Z-Man Games**

Description

Gaia Project is a new game in the line of *Terra Mystica*. As in the original *Terra Mystica*, fourteen different factions live on seven different kinds of planets, and each faction is bound to their own home planets, so to develop and grow, they must terraform neighboring planets into their home environments in competition with the other groups. In addition, Gaia planets can be used by all factions for colonization, and transdimensional planets can be changed into Gaia planets.

All factions can improve their skills in six different areas of development — Terraforming, Navigation, Artificial Intelligence, Gaiaforming, Economy, Research — leading to advanced technology and special bonuses. To do all of that, each group has special skills and abilities.

The playing area is made of ten sectors, allowing a variable set-up and thus an even bigger replay value than its predecessor *Terra Mystica*. A two-player game is hosted on seven sectors.

Thoughts

I have enjoyed playing *Gaia Project*. In my view, it is a "cleaner" version of *Terra Mystica*. One of the things that always plagues me when playing *Terra Mystica* is the whole power cycle aspect of the game. *Gaia Project* makes the explanations and understanding of that more intuitive. More importantly, however, Gaia Project has a better theme to me and makes the goals and adventures more logical and thus more achievable. I still have far to go up the learning curve with this game, but at least I have a great desire to travel up that ladder further.

PRELUDE TO REBELLION **Compass Games**

Description

The Patriotes of Lower Canada became notorious for uprisings in 1837-1838 that prompted a bloody crackdown by the colonial authority. The battles that resulted from this escalating violence left quite a mark on the imagination and history of a modern-day nation unused to armed conflict.

But most Quebecers today know little about what led to these events. In the years before the rebellion, the demands for greater power for elected officials and for recognition of the Canadians' rights were at the heart of an ideological struggle between the Patriotes and a coalition loyal to the system in place under the British crown.

Prelude to Rebellion depicts this conflict as a card-driven game using key events from 1834 to 1837. Each player strives to mobilize the people of the various counties of Lower Canada and rally them to his point of view.

Relive the history of the famous characters who shaped the province of Quebec in a strategic duel where each turn will bring plenty of unique tension and excitement!

Thoughts

If you like *Twilight Struggle*, I think you will enjoy *Prelude to Rebellion*. *Prelude to Rebellion* has the mechanisms of tense back-and-forth card play with opportunities for each player to win in different ways. There are differences from other similar types of card driven games, particularly in the ways that each player can and should use their resources and abilities to win. The biggest difference, however, and the one that I most like, is the setting of the game prior to the conflict it is intended to represent. This makes the theme all that more fascinating to me.