



HEROICS

The Newsletter of the Eastern Pennsylvania Gaming Society

CLUB INFORMATION

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.

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](http://www.facebook.com/EasternPennsylvaniaGamingSociety)

[www.meetup.com/Eastern-
Pennsylvania-Gaming-Society](http://www.meetup.com/Eastern-Pennsylvania-Gaming-Society)

[https://groups.yahoo.com/neo/groups/
epgs/info](https://groups.yahoo.com/neo/groups/epgs/info)

[https://groups.yahoo.com/neo/groups/
epgs_announce/info](https://groups.yahoo.com/neo/groups/epgs_announce/info)

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.

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

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610-721-5507

Michael Kaltman, Treasurer

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215-876-7897



UPCOMING GAMING CONVENTIONS

PrezCon 2019
February 25 to March 3, 2019
Charlottesville, Virginia
www.prezcon.com

BFGCon 2019
March 15 to 17, 2019
Frederick, Maryland
www.bfgcon.com

Unpub Convention 2019
March 21 to 24, 2019
Hunt Valley, Maryland
tabletop.events/conventions/unpub-9

DERAIL 2019 - The 13th
Annual Delaware Train Game
Tournament
March 29 to 31, 2019
Embassy Suites, Newark/
Wilmington, DE
Sponsored by The Days of
Knights and the Games Club
of Maryland
Contact
pmsleboeuf@yahoo.com to
preregister.

GMT East
March 29 to March 31, 2019
White Plains, New York
[http://www.insidegmt.com/?
event=gmt-east](http://www.insidegmt.com/?event=gmt-east)

Game Days 2019
Games Club of Maryland
April 25 to 28, 2019
Parkville, Maryland
www.gamesclubofmd.org
www.gamedays.gamesclubofmd.org

World Boardgaming
Championships 2019
July 20 to 28, 2019
Seven Springs Mountain
Resort, Pennsylvania
www.boardgamers.org

GAME REVIEW

Architects of the West Kingdom

Background (courtesy of boardgamegeek.com)

Architects of the West Kingdom is set at the end of the Carolingian Empire, circa CE 850. As royal architects, players compete to impress their King and maintain their noble status by constructing various landmarks throughout his newly appointed domain. Players need to collect raw materials, hire apprentices, and keep a watchful eye on their workforce. These are treacherous times, and rival architects will stop at nothing to slow your progress. Will you remain virtuous, or be found in the company of thieves and black marketeers?

The aim of Architects of the West Kingdom is to be the player with the most victory points at game's end. Points are gained by constructing various buildings and advancing work on the Archbishop's cathedral. Throughout the game, players need to make a lot of moral decisions. However, only at the game's end will their virtue be judged. A few underhanded deals here and there might not seem like much, but fall too far and you will be punished. The game ends once a set number of constructions have been completed.

Review

It is safe to say that this game is my new favorite "worker placement" game. It has a unique mechanism on how a player refreshes his/her work pool, and forces a player to make decisions on how to do this as efficiently while looking to achieve other goals. I also enjoy the game because of the theme and subject matter. Generally speaking, my desire to place a Euro game stems from its design and replayability. However, for me, Architects provides a chance to immerse oneself in the world of Charlemagne's empire, albeit at a very abstract level. I urge my fellow gamers, even my fellow grognards, to give it a try.

GAME STORE ANNOUNCEMENT

Two new members of EPGS, Josh and Kim Jacquay, will be opening a new game store by the summer of 2019. It will be called *Lookin' for Games*, and it will be a game store and lounge. To find out more information, or to join their mailing list go to www.lookinforgames.com.

Special Contribution

by Greg Jablonski

Game Review - Time of Crisis

Overview

Time of Crisis is a board game that was published by *GMT Games* in 2017. It is set in the Third Century AD in the Roman Empire when it nearly collapsed in the midst of almost continual Civil War and barbarian invasions from multiple directions. Time of Crisis is a multi-player game for 2-4 players and is playable in 2 to 4 hours. It is a 'light' wargame that should appeal to both wargamers and board gamers looking for an interesting challenge as they try to gain the most Legacy points (Fame) and have their name go down in history as the Emperor that saved Imperial Rome during its Time of Crisis.

Map

The game comes with a sturdy mounted map that shows an overhead view of the Europe from Britannia in the Northwest map corner to Syria in the Southeast map corner. The map has a clean, uncluttered look showing terrain features like mountains, forests, and deserts through the subtle use of color. The map contains these features: 12 provinces, 4 sea regions, and 5 Tribal homelands. Each province shows the province name, a track from 0 to 4 that is used to measure Support, and a square representing the Provincial capital along with a dotted line boundary with adjoining provinces and barbarian homelands. At the top of the map, there is a track from 0 - 40 that is used to record each player's Legacy and number of Emperor Turns. There is also a map key and the Crisis table for the 4 player game. The Crisis table is used to generate barbarian invasions and other random events during each player's turn. Each barbarian homeland also has information indicating a dr (1d6 die roll result) and a Province Name. This indicates which province the activate barbarian units will invade.

Counters

The counters are large - 3/4 inch (units and markers) square or 1/2 in by 1 1/4 inch rectangular counters (Improvements). They represent Roman legions, improvements, barbarian tribes, and informational markers. There are 4 different Roman factions represented by the colors light blue, red, green, and yellow. The different counters have distinct shapes: square for military units and markers, rectangular for Improvements/buildings, hexagonal for special markers. Overall the counters have an uncluttered look and look very good when placed on the map.

Cards

There are 105 influence cards and 15 event cards. The influence cards are the 'currency' that the player uses to perform actions. The event cards are drawn when a player rolls a 7 with 2d6 during the Crisis phase of each turn.

Every turn, each player gets a 5 influence card hand that they use to perform actions. Cards can be used to perform actions such as the following: appoint a governor, create an army, recruit a general, add a legion, move an army, hold games, build improvements, etc.

There are also 15 Random Event cards that are drawn during the Crisis Phase if a player rolls a 7 using 2d6 (two six sided dice). Random Events include things as diverse as inflation, plague, activation of Pretenders to the Throne, and activation of barbarian kings.

Charts

There is a 4 player Crisis table is printed on the map. There are also separate Crisis tables for the 3 player and 4 player scenarios. These are used to activate barbarian units or generate random events via card draws. Activated barbarian units can invade nearby provinces if they pass their invasion roll where 1d6 black die indicates the number of invading units and 1d6 white die indicates where the barbarian invade.

Rules

The Rules booklet consists of an index on the front page followed 12 pages of rules. After the rules is an extended example of play for Turn 6 in a four player game. The booklet ends with a couple of pages of historical notes. Overall the rule book is laid out well, has many full color pictures and examples of rules concepts. It is well done with almost no typos and very little errata.

Player Mats

The player mats are large (8 ½ by 6 inches) laminated mats that are used to hold the player's draw and discard influence card piles as well as their available governors and generals. There are also checklists for the Game Turn Sequence, Legacy Points, Buy/Trash Cards, Military Actions, Senate Actions, and Populace Actions. The cards are well-organized and extremely useful as a memory aid for all the details needed when performing game activities. These play mats are extremely well done and a player can almost learn the game by reading only the play mats. They really do make the player's life much easier and are one of things that really set this game apart from most games.

Summary

This is a fascinating game because the game mechanics are simple but a player's choices and strategy can be complex. The main issue is that the players have a limited number of cards in their hand and have to anticipate their future needs when they buy new cards to add to their discard pile and when they draw new cards to refresh their influence card hand. The

complicating factor is the Events phase which can create active barbarians waiting to invade on a player's border. This implicit threat can really create a sense of anxiety about massing enemy armies just across the border. Should I build Limes, get a 2 Blue Tribute card or add legions to my army to get ready to battle the invaders?

Even though I played this game at least 10 times, I can't say that I know what to do after the first two game turns. Too much depends on the Events and what the other players are doing. You have to be ready to seize the initiative and place your own governor in Italia as soon as the opportunity presents itself. In the 8 four player games that I have played so far, the following provinces have won: Asia, Hispania(2 times), Aegyptus(2 times), Gallia(2 times), and Macedonia.

Needless to say, I really like this game. It's easy to set up and play but difficult to master. There are lots of ways to gain Legacy points. The interesting and fun part of the game is to decide which cards to buy and when. That gives you the tools to do the job. Next you have to execute your plan to become Emperor and figure out how to use your influence to fend off barbarian invasions and fend off pretenders and hostile factions that are trying to steal your governed provinces. There's a lot going on but you never feel like the game mechanics are a burden or make life difficult. I highly recommend this game. Fortune favors the bold!

For an extended version of this article, please contact me at gjablons@gmail.com.