



# HEROICS

The Newsletter of the Eastern Pennsylvania Gaming Society

## CLUB INFORMATION

The Eastern Pennsylvania Gaming Society (EPGS) is the largest board game / strategy game group in the Delaware Valley. The club was founded in 1991.

Meetings of 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 19047.

It is located about two miles from Exit 3 of PA 295 and about one mile from the Oxford Valley exit from U.S. Route 1.

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

Point your web browser to [www.simon.com/mall/oxford-valley-mall](http://www.simon.com/mall/oxford-valley-mall) for information about the mall's operating hours.

## Social Media and Web Links

[www.epgs.org](http://www.epgs.org)

[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.io/g/EPGS>

## GREETINGS FELLOW GAMERS

It has been quite the hot and dry summer for most of us. Personally, I shall be glad to experience cooler weather. The Eastern Pennsylvania Gaming Society (EPGS) remains a great place to game and see friends and gamers on an autumn or winter Saturday.

See below for the dues structure.

### 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, or about the club in general, contact our club officers.

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## 2022 WORLD BOARDGAMING CHAMPIONSHIPS

For the first time since 2019, the World Boardgaming Championships, often referred to as WBC, were held from July 23-31, 2022 at Seven Springs, PA. Many EPGS members attended and enjoy the gaming and camaraderie that we have not able able to experience at this convention since before the COVID-19 pandemic. I am happy to announce that several of our members has success in winning and advancing in tournaments. However, by far, EPGSer **D.J. Borton** enjoyed phenomenal success at WBC 2022, winning four plaques!

First Place in Automobile  
Second Place in Stone Age  
Third Place in Puerto Rico  
Third Place in Castles of Mad King Ludwig

D.J. also came in second in Underwater Cities and fifth place in El Grande.

In addition to his many successes, D.J. somehow found time to post daily updates on his Facebook feed during WBC. In addition to being well written, his stories provide a glimpse of the whirlwind and the highs, mediums, and lows gamers can experience at WBC. We would not have it any other way. You can read his tales here - <https://www.facebook.com/HotShot53>.

Congratulations D.J.!

For more information about WBC and the organization that runs it, the Boardgame Players Association, point your web browser to <https://www.boardgamers.org>.

## UPCOMING CONVENTIONS

Euroquest 2022  
November 10-13, 2022  
Crowne Plaza Annapolis, Annapolis, Maryland  
<https://www.euroquestcon.com>

Save Against Fear  
October 6-9, 2022  
Heritage Hills Resort, York, PA  
<https://www.thebodhanagroup.org/about-the-convention>

Liberty Cup  
October 7-9, 2022  
Doubletree by Hilton, Center City Philadelphia  
<https://liberty-cup.com>

Fall In! 2022  
November 4-6, 2022  
Wyndham Resort and Convention Center, Lancaster, PA  
<https://www.hmgs.org/page/FIHome>  
#FALLIN2022

PAX Unplugged  
December 2-4, 2022  
Pennsylvania Convention Center, Philadelphia, PA  
<https://unplugged.paxsite.com/>

Update information can be found on <http://www.gameconventioncentral.com/p/mid-atlantic-nj-ny-pa.html>.

## Featured Game Article

### CAESAR: ROME VS. GAUL

by Greg Jablonski

#### Introduction

The game covers Julius Caesar's 57-52 BC campaign to conquer Gaul and add it to the Roman Empire. It is a Card Driven Game (CDG) where players use cards to perform actions and/or events.

The game was designed by Mark Simonitch who also designed the classic CDG Hannibal: Rome vs. Carthage from 1996 which covered the Second Punic War between Rome and Carthage. Hannibal's campaign included his invasion of the Italian Peninsula in 212 BC.

#### Components

Map, rules, cards, counters, player aid card, and dice are all high quality components that a player has come to expect from GMT Games. As a bonus the game includes card sleeves for the Action cards which are taller and wider than standard playing card size.

#### Map

A 22 x 25.5 inch mounted mapboard displays the Regions of Gaul (Belgica, Celtica, Aquitania, and Provincia), Britannia, and Germania. Each region consists of provinces which have multiple spaces. Spaces can be land spaces (round), ports (round), strongholds (hexagonal), or walled cities (square). The map is an area movement map with Regions identified by color and provinces identified by number. Players attempt to place Influence Markers in spaces to control the majority of spaces in a province and the majority of provinces in a region.

#### Rules

There are 20 pages of rules and a 5 page extended example of play, 1/2 page Table of Contents on the cover page, 1 page index on the last page and Hints on playing the game on the last pages in the rule book. This is a well organized rule book that explains concepts with illustrated examples. It is relatively easy to find items in rulebook and resolve questions using the index or Table of Contents. There is some minor errata available at the GMT web-site at [www.gmtgames.com](http://www.gmtgames.com).

#### Cards

55 action cards with illustrations at the top. Cards are slightly larger than playing card size at Tarot Card size and the game also includes card sleeves. Cards have a circle with a number in it that is the Action Point value in a blue, red or gray circle. Red cards are for Roman Events only. Blue cards are Gallic Events only. Gray cards are Events for both players. A Card will also have the Event Name and picture and description of the event.

#### Counters

The counters are used to identify Roman and Gallic Combat units and Leaders, Mercenary units, and control markers (Fortified Town-Gauls, Walled city-Romans, Gallic Stronghold, and Gallic and Roman Influence Markers). Leaders have numbers indicating a Battle Rating, Combat Rating, and Movement Allowance. Combat units have numbers indicating Battle Rating, Combat Strength, Setup Code or Arrival Province, and Movement Allowance.

#### Player's aid card

This is a double-sided 8.5 x 11 inch cardstock chart with combat tables (Battle Table, Interception and Avoid battle table, Siege Table, and Storms at Sea table) on one side and non-combat tables on the reverse side (Sequence of Play, List of Actions, Movement Point Costs, and Governance Victory Points).

#### Interesting rules/game mechanics

Gallic Activations can occur via random selection during the Gallic Reinforcement phase at the start of a turn or via a Gallic Action from the Gallic Council Box or by declaring a Major Revolt. This gives the Gaul flexibility on where and when to challenge the Roman invaders.

Rerolls of battle dice gives the Romans advantages in battles and gives them advantages when attacking larger Gallic armies. But by concentrating combat units to fight battles the Romans are giving up the chance to flip Gallic IMs using dispersed combat units.

## **How the Game Plays**

Romans - Have a very short time frame to accomplish their goal of conquering Gaul and limited resources to do it with. They have to be aggressive about destroying Gallic Fortified Towns and conquering Gallic Provinces. The Romans will usually win battles and sieges before the Gallic Leaders arrive on Turns 4 and 5. The issue is that the Romans have a balancing act between concentration of combat units to fight battles and dispersion of combat units to flip enemy IM markers to friendly IM markers and conquer provinces. The Romans have to be aware of the victory conditions and decide when it's worth trying to invade Brittania and Germania or continue to destroy Gallic Tribal Units for VPs. The Romans have to be aggressive almost to the point of recklessness to keep the Gauls reacting to the Roman plans.

Gauls - Start out with small scattered forces and must try to prevent the Romans from conquering Belgica and Celtica quickly or wiping out their tribes before Vercingetorix arrives to unify their forces. Their main Leaders arrive in the last half of the game so they have to use delaying tactics to slow down the Roman invasion and avoid battles with Caesar's army except when the battle could protect an important Fortified Town or prevent an important province from being controlled by Roman IM markers. As soon as Vercingetorix appears on the scene, the Gauls can gather a large field army if they have the tribal units left. Then they can challenge Caesar's army in a field battle. At some point, in the last couple of turns the Gauls could also try a Major revolt to bring back submitted tribes to challenge Roman dominance. There can be a temptation to build a large army when Vercingetorix arrives but the timing has to be right. If there is a major Gallic defeat, Vercingetorix could die in battle and the Tribal losses could put the Romans over the top on VP totals.

The Roman player is the more difficult side to play so the more experienced player should play that side. They are on a difficult time-table and have a dilemma: Does Caesar's army stay together for battles or disperse into multiple stacks led by Caesar and minor leaders to try and spread Roman control using Influence markers placed via combat units dispersed throughout Gaul.

## **Summary**

I like this game because it is an interesting challenge for the Romans who have to be aggressive to get the 12 VPs needed to win the game in a 6 turn game. The issue is that the Gauls will activate randomly and the Roman may have to go all over the board to try to destroy the Gallic Tribal Fortified Towns. So individual Gallic units can get behind the Roman units attempting to 'Clear and Hold' Provinces and Regions.

How long should the Romans focus on placing IMs each turn and when should they concentrate their forces for battles to try to rack up Gallic Losses and gain VPs? This is a key strategic question. In terms of battle tactics: Where should the Romans use their precious re-rolls? There is lots of replay value in this game and it is the best game I've played on this campaign. I would recommend it with the qualification that it is difficult to duplicate Caesar's feat of conquering Gaul in the historical time frame but still lots of fun trying to do it.

For more information on this game, point your web browser to the link below:  
<https://boardgamegeek.com/boardgame/276386/caesar-rome-vs-gaul>