



Welcome to the SaskGames News Bulletin. We at SaskGames are working to strengthen the gaming community in Saskatchewan by sending out a periodic bulletin to inform the gaming community of events and other game related news.

Play On, Saskatchewan!

Looking For Group

Member bio info and people looking for game groups: [HERE](#)

The Marketplace

The marketplace: Post items to buy, sell, or trade [HERE](#)

What's Hitting the Table

Members share insights about games that are hitting their table [HERE](#)

2014 Gaming Goals

Some members are sharing their 2014 gaming goals and progress [HERE](#)

Locally Developed Games

There is a section for showcasing Saskatchewan made games & products [HERE](#)

Game Store Directory

You can find a directory of Saskatchewan game stores [HERE](#)

Table of Contents

Coming Events	3
Upcoming Conventions & Expos	3
Play With Your Food.....	4
Geek Summit 2014 (October 18th)	5
The Colour-Blind Gamer	6
Kickstarter Corner	7
The Yardmaster's Report	8
First Wednesday Night of Every Month Demo Charlie (September 3rd)	11
Operation Market Garden / Home for Christmas (September 27th)	12
First Wednesday Night of Every Month Demo Delta (October 1st)	13
First Wednesday Night of Every Month Demo (November 5th).....	14
Scotch and Games	15
The SaskGames Word Search	16
Call For Volunteers	17
About SaskGames	17

If you want to discuss this issue, feel free to join the discussion or post your thoughts [HERE](#)

Next Issue will come out on December 18th, 2014

Submission Deadline is December 10th, 2014.

Venues

Here is a listing of venues. Simply put, venues are physical locations where games are played.

[ComicReaders \(Downtown Regina\)](#)
[Dragon's Den Games \(Saskatoon\)](#)
[Tramps \(Regina\)](#)
[ChewsDay Challenge \(Regina\)](#)
[Strategy Saturday \(Regina\)](#)
[FRAG Game Days \(Regina\)](#)
[Prairie Game eXpo \(Regina\)](#)
[Wokbox \(South Regina\)](#)
[Miscellaneous Events](#)
[ALBERTA Events](#)
[MANITOBA Events](#)

Welcome To New Members

We would like to extend a welcome to the new SaskGames members. This is a list of members who signed up during the previous month. Welcome, and happy gaming!!

brittanineufeld	SMORLEY
SchmidtyCent	Wazeewa
Dan Bedier	Ishi
JNL	Lindy
Sizedrat	CodyMacD
NonStopMarcell	KathrynT
hlime117	

Cover Photo Credit

Cover photo by Matt Robertson of the Boardgame Krosmaster Arena.

If you have a photo you have taken and would like to showcase it, send to Photos@SaskGames.com

Coming Events

Here is what is coming up in the next 45 days. This is copied directly from the SaskGames site. Click on any of the following events to learn more. If you know of additional events, please make sure they get set up on SaskGames so they will automatically appear here. If you want, SaskGames has a full [Calendar](#) of events that you can view online.

[ComicReaders Downtown: Magic \(FNM\) - 28 Nov](#)
[Dragons Den: Board Game Night - 28 Nov](#)
[FRAG Games Day - North East Community Center - 29 Nov](#)
[Dragons Den: Game of Thrones LCG Tournament - 29 Nov](#)
[ComicReaders Downtown: Magic \(Draft\) - 30 Nov](#)
[ComicReaders Downtown: Heroclix \(War of Light Fin\) - 30 Nov](#)
[ComicReaders Downtown: Yu-Gi-Oh - 30 Nov](#)
[Dragons Den: Pathfinder Adventure Card Game - 30 Nov](#)
[ChewsDay Challenge - 02 Dec](#)
[Tramp's:Demo - Flames of War - 03 Dec](#)
[Strategy Saturday - 06 Dec](#)
[ChewsDay Challenge - 09 Dec](#)

[Tramp's: Flames of War-December Doubles \(MW Tournament\) - 13 Dec](#)
[FRAG Games Day - North East Community Center - 20 Dec](#)
[ChewsDay Challenge - 23 Dec](#)
[ChewsDay Challenge - 30 Dec](#)
[Tramp's:Demo - Flames of War - 07 Jan](#)
[Prairie Game eXpo \(9am-9pm\) - 17 Jan](#)
[X-Wing Tournament \(PGX\) - 17 Jan](#)
[Carcassonne Tournament \(PGX\) - 17 Jan](#)
[DC Comics Deck Building Game Tournament - 17 Jan](#)

Upcoming Conventions & Expos

Here is a list of Gaming Conventions and Fan Expos. This list contains events that are both local and abroad. As events get set up on the SaskGames website, these events will link to the event listing and provide more details. There are many fantastic events on the horizon for you to get your gaming fix. These events provide a great opportunity to play some of the longer epic games.

[November 2014 - BGGCON - Dallas, Texas](#)
[January 2015 - Prairie Game eXpo](#)



Geek Summit October 2014

Play With Your Food



SOULS
HARBOUR
RESCUE
MISSION

Bring you 24 Hours to

Play With Your Food

"Play with Your Food" has been established as a branded series of charity events. The original idea was established as a means to assist food related charities to help feed those in need of food and shelter. This idea has taken shape into a movement by the boardgame community to continue on a path of giving. After all, if we have the luxury to sit for a few hours and enjoy a leisure activity with friends, we are among the richest and can pause to assist others in the community.

This has developed into an annual major event called "24 hours to Play with Your Food". SaskGames organizes and runs the event and has selected Souls Harbour Rescue Mission as the benefactor. The inaugural event in 2013 was a tremendous success and has paved the way for an enjoyable and successful annual event for Regina. The partnership between SaskGames and Souls Harbour Rescue Mission is a great fit and we will continue to host this event annually. Any questions or feedback can be sent to PlayWithYourFood@SaskGames.com

By Matt Robertson

This was the second year for "24 Hours to Play with Your Food" and the success of this is tremendously humbling. As the event chair for the 2014 event, I will share that I was moved and touched deeply by the giving nature of people in this community. The camaraderie of people coming together to play games and raise money for those in need is something we should all feel very proud of, we truly accomplished something special.

First of all, the committee for the 2014 event deserves a big thank you for their efforts in making this happen. **Dana Tillusz, Roxanne Stankieveh, Tom Caldwell, and Bryce Robinson.** You folks rock. Thanks for being part of this, it was a treat to work with you on this project. Here are some numbers for this event.

We set a limit of 100 participants for the event this year as we felt growing the event slowly in a controlled fashion would allow us to keep things manageable. In the end, we had **92** people register spread out over **19** teams. Out of the 92 registrants, **84** people actually participated in the event and played games. **28** managed to play the full 24 hours. Wow, a full third of the attendees were in for the long haul!

Our goal was to raise \$15,000.00 for Souls Harbour Rescue Mission. When the final numbers were tallied, this event raised **\$25,916.50**. That is **172.78%** of our target. Amazing! Simply amazing. The impact of this event is incredible. To put this into more tangible terms, **this money equates to 8,333 meals provided, or 1041 nights of shelter, or this money is enough to put two women and their children through Shayil Home's one year addiction program.** This event makes a profound difference to people in need. The boardgame community and their supporters needs to take a deep bow. Well done.

...Until Next Year, Game on Saskatchewan! Get prepared, get your teams, for you will be given another 24 Hours to Play with Your Food!



The 28 that did the 24



Geek Summit 2014 (October 18th)

By Lance Mathew

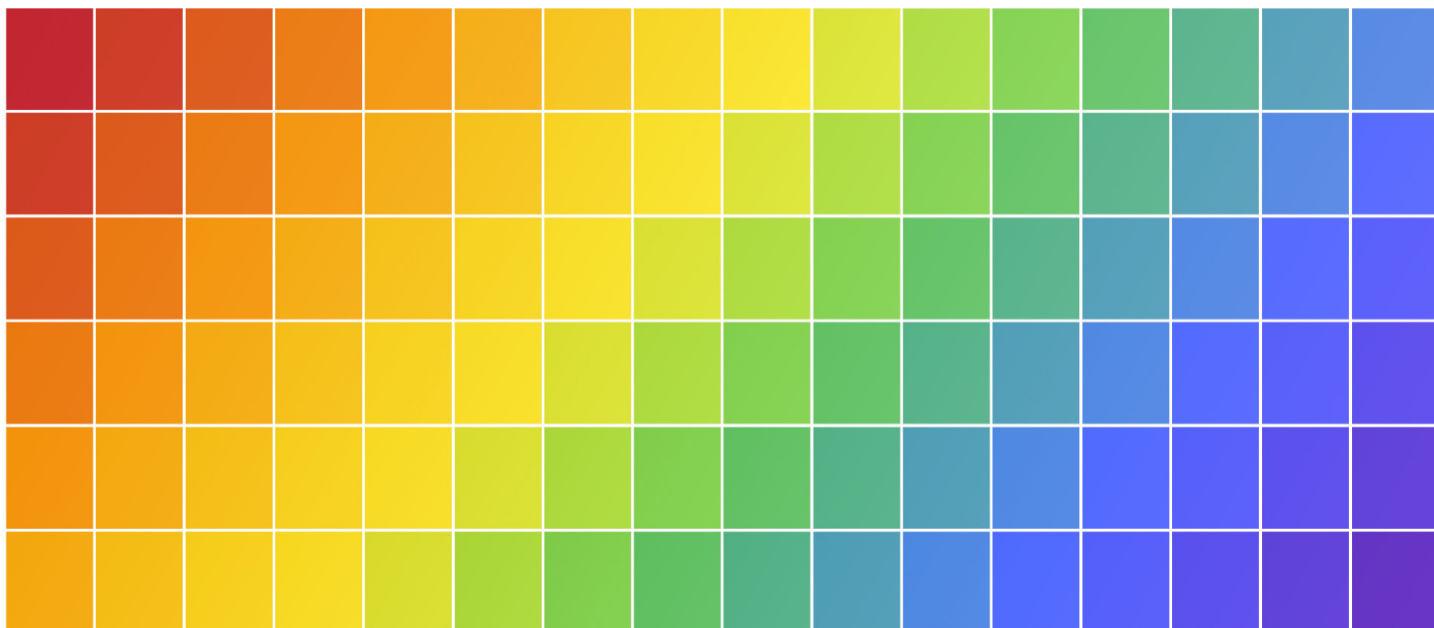
Rob Folk, from Regina Costume League, had put our name, Flames of War Regina Rifles, forward as a group to the RPL (Regina Public Library) Geek Summit. The Geek Summit had 340 attendees last year of people interested in activities around town. When Warren the event organizer's e-mail came I quickly replied with a resounding – YES!

The Event was held in the Core Ritchie Community Centre just off to the side of the Prince of Wales Branch of the RPL. David Nelson and Sean Froc gave me a large hand setting up and doing demos all day. We ended up using a total of five tables in order to display the varied 1K army lists we had brought to the event. We separated the playing area into three portions – EW (Early War), MW (Mid War), & LW (Late War). Two Czech Panzer German lists and one Heavy Tankovy list were available for play for EW. Then, a Schwere, a Mittlere and Tankovy lists were available for MW. Finally, a Canadian Paratrooper, a Canadian Independent Tank Company, two German Kampfgruppen, and a Hero Tankovy were all available for LW.

The EW seemed to attract the most attention with the Tankovy's T35 Landbattleships and cute little Panzer IIs. However, the MW and LW eras also had quite a few people trying them out. It was possible that the required firepower numbers kept the EW section going longer than the later eras. Or, maybe it was simply the first section everyone saw. Our first demo of the day was with the Roller Derby Referee from across the room. And, our last demos were still going until well after the event was over.

Meanwhile, we handed out quite a few of my Flames of War business cards and let everyone we could know about up and coming tournaments and events as well as past ones. Especially, our next weekend's Tournament – Operation Barbarossa; on the twenty-fourth of October. And, following that a MW December Doubles on the 13th! Of course we will still be doing the first Wednesday night of every month at Tramp's Comics & Games.





The Colour-Blind Gamer

Colour-Blind Gamer Designer Focus - Stefan Feld

By Darren Bezzant

I was sitting in the game library racking my brain to come up with a topic for the new Colour-Blind Gamer article to no avail, so I posed the question out to the other authors of SaskGames Magazine to get some ideas. There were a lot of good ideas that I hope to remember for the next couple of months, but the one that Tyler McLaughlin gave me sparked an idea.

"[Why not] a list of games that are just not an option for you presently but you could fix?"

This gave me the idea for my next series of articles! However, instead of just bashing on game after game, I thought I would focus on some of my favourite designers; their exemplars of excellence, and their pastel coloured faux-pas.

I have played or own 12 of the 19 or so designs that Stefan has produced. He is currently one of the hottest designers in the Euro-Game market, and his games are always of interest to me.

This will not be an in depth review of each game. I will put a little blurb about each one, just to 'whet the whistle', but mostly I will cover off the 'pros' and 'cons' of each design from my perspective.

Standard disclaimer applies: every colour blind person has different ranges of spectrum that they can see, even within their own colour limitations. What may work for me as an acceptable shade of red/green or blue/purple may not work for you. As the internet is fond of saying, 'YMMV'.

Now in no particular order: I will note that none of these games are an 'F' (unplayable) as most of the time the colours

in question are visible to other players and I can always ask, but to play a more strategic game, it would be nice to not have to ask all the time. :)

Castles of Burgundy (B+): One of Stefan's excellent designs. The game play is awesome, lots of replayability, and lots of paths to victory. At first glance this game seems fraught with issues. There are at least two shades of green in the game and a beige thrown in for good measure. :) The artwork helps differentiate them, but you have to pay attention. The tiles that give me the most problem in this game are the yellows, and just remembering what they actually do! :)

Trajan (D): This is my game group's favourite Feld game, THAT I CAN'T PLAY!!! There are so many pastel colour combinations that all just start to blur together about five minutes into the game. I have been tempted a number of times to try marking up the various player pieces and tiles (and board) to see if I could play it, but instead, I traded my copy away. If I ever pick up a cheap second hand copy, I may try to fix this one, as my only play, although painful and difficult, was a lot of fun.

In the Year of the Dragon (B): In general, the iconography is excellent, but I needed to mark the red and green scoring markers. The game is so mean, though, you really need to have the right group in the first place to get this to the table.

Macao (D): I've only played this once. Red/green/brown cubes and icons? Blue and purple? So many things that need to be marked up. I think there is enough of a game to make the effort, but I just haven't gotten around to it.

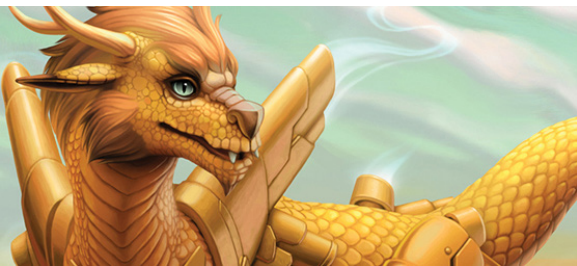
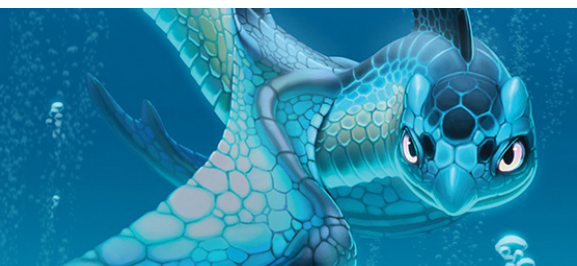
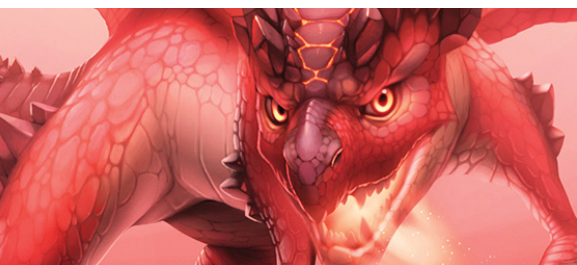
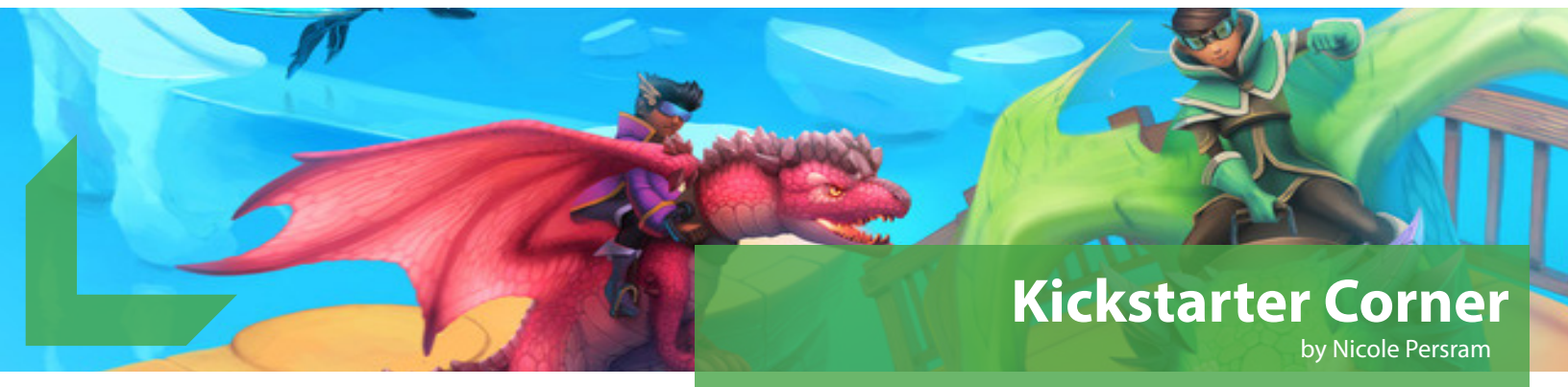
Amerigo (B): I had to mark the green and brown cubes to

differentiate them from the red, but so long as someone else sorts them out on the wheel, I can use the iconography to take my turn. Why they couldn't put the darn icons on the colour track is a mystery to me, but at least they are in the same pattern as the wheel.

Brugge (D): Simple icons could have saved this game, but the reds and the greens can be difficult to determine even for my regular friends. If the cards didn't have the colour on the back, this would be a huge failure. I have been caught a few times by the meeple colour in the text area of the cards, but not enough to pass on the game entirely.

The Speicherstadt (B+): Disclaimer: This is my favourite Feld game, and I will forgive a lot for the excellent gameplay. I have marked up the cards and the cubes so that I can tell everything apart, but even before I did that, I would just muddle through the Ship cards and the contracts with the help of patient players.

Well, it's weird. When I started off writing about Mr. Feld's games, I was a staunch supporter and fan of his games. I still love his games, but none of them are an 'A.' I didn't cover off a couple of games that I own (Notre Dame, Luna, Rialto), as I haven't played them enough to make a decision, and I didn't want this article to run too long.



The Kickstarter Corner is a thread under the SaskGames Forum dedicated to current, upcoming and past Kickstarter crowdsourcing projects. Kickstarter is a platform where users can pledge money towards a project, and if that project meets its minimum funding goal, the product will be made. There has been a big board game boom on the platform, and it's a good opportunity to either get games before they hit retail or to get a lot of extra goodies or promos, while helping fund the games you are interested in. Show your support to new ideas, new opportunities, and aspiring game creators and go back something on [Kickstarter Corner](#).

Dragon Racer is a tabletop game that is easy to learn, but wickedly hard to master. It features a unique combination of card drafting and set collection that makes every game a new and exciting challenge. The base game comes with cards for 2-4 players, but if you add two sets together you can play with up to 8 friends.

Each game of Dragon Racer lasts seven turns. Each turn players will simultaneously draft dragon cards from a collective pool. The goal is to collect the dragon cards you need to support your specific team of dragons. Unlike other drafting games, in Dragon Racer each round you have goals that you will either succeed or fail at - this creates an exciting and tactical drafting experience. Dragon Racer is built with a number of modern game design principles that make it an engaging game for players of all skill levels.



THE Yardmaster's Report

by Tyler McLaughlin

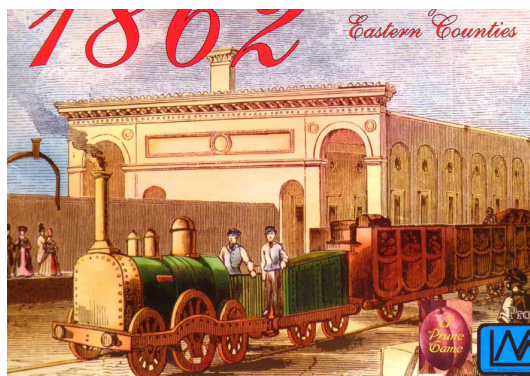
Train games are a very interesting niche of our hobby. There are a significant number of games in the genre of varying styles and complexity. There are also a number of passionate hobbyists that specialize in this genre. This column will feature the stylistic musings of Tyler McLaughlin from Medicine Hat. He will keep you "on track" with any information you need on train games.

Interview Series:

Mike Hutton

Today, children, we have a visitor. Mike Hutton came over to borrow a cup of train sauce. He just thumbed a lift from England and I was able to convince him to come in, stay a while, and enjoy a hot, steamy cup of Canadian hospitality. You know Mike because he designed both 1860: Railways on the Isle of Wight and 1862: Railway Mania in the Eastern Counties. He is a super hero of 18xx design and how Aquaman got a movie before him is beyond me. He is currently leading the charge against tired mechanics and has set out to turn the 18xx design world on it's ear. Mike, how are you and what important personal crap have I left out?

Mike Hutton – I'm great Tyler, thanks for asking. Let's see, I've now been married for 22 years to Debbie, and we have three children in their late teens. I work for a commercial Insurance company in London as an IT consultant, which isn't as boring as it sounds. My main hobby is music – I play violin & piano and play



regularly. I play in a concert every year, and in a band at church. The money I make from selling games funds this hobby, and so far I've managed to fund a decent electric violin and a slew of effect pedals from the proceeds. I also watch American Football (go Broncos!), ride horses, walk the dog, and play games! I used to play Badminton. Badly. My expanding waist says I need to start playing again.

Tyler McLaughlin - 1862's first kickstarter campaign was unsuccessful but you very quickly listed another campaign, I suspect because you knew what an excellent design you had. Did you have a plan in place for if the second kickstarter went south? Also, why the decision to go the kickstarter route to publish?

MH - Kickstarter is a tricky proposition. Quite a few people fail the first time they start a campaign, and it was on that basis the plan was always to re-launch if the first campaign failed. The main attraction is, of course, that you don't have to put up the initial funds to get the game published. Before crowd-funding sites came along you'd need to stump up the cash yourself or sell your game to a publisher, neither of which is easy or ideal. When I started out with 1860 I had the fortune to have JKLM publish, and they part-funded the initial run of 50 copies on the basis that we shouldn't (and almost couldn't) lose financially as a result. Despite a burgeoning 18xx game kit hobby, there hadn't been a commercial 18xx venture for 9 years, and it was a little uncertain whether there would be copyright/patent or saleability issues. In the end we vastly under-estimated the demand, having to expand the run to over 400, and ending with the second edition

some years later.

The main advantage of dealing with 18xx games in general is that, within reason, there is a ready market for them. On that basis it should be possible to publish runs of 500-1000 games and still manage to sell most of them. But most commercial game runs need to be 3000+ in order to be financially viable. So you need a special approach to publishing in order to make the model work. On the basis that most board games cost £10+ a copy to have 3000 professionally printed, you're looking at an outlay of £30k. Minimum. A print run of 1000 could see the cost increase to £20+, so just 1000 copies will need £20k. You get the gist. Most people don't have that kind of money to hand, much less to risk on a game which no-one might want to buy.

TM - With the experience behind you, will you ever publish through kickstarter again? What sorts of unexpected trials popped up during that process?

MH - I would use Kickstarter again. The main thing is to understand that you need a ready market in order to succeed, either from your reputation as a known designer/producer, or from a popular genre. At the moment anything with Zombies seems to succeed, although 18ZA (Zombie Apocalypse) may be a step too far. The other thing is to avoid controversy. Using the JKLM logo in the first campaign was a huge mistake as there are a number of people who have suffered as a result of the business difficulties suffered by the label. Their vocal opposition and concerns damaged the first campaign considerably.

TM - Have you dabbled in other game design or was 18xx the only thing that ever interested you enough to try your hand at design?

MH - I have dabbled in other designs from a fairly early age. They early ones were just roll-and-move fare as that was all I knew. My siblings and I found out that Brio railway was a great platform for this sort of thing. This sort of died out in my teens as music took over. It was only after I discovered German board games in the '90s that I got onto designing again, but this time I had a much better appreciation of what a game could be. I have 4 non-18xx designs on the go, but these are on a bit of a back burner while I get through the 18xx stuff.



TM - I've heard that 1862 went through several years (5+) of play testing before you considered the game to be ready to publish. Does there come a point where you kind of hate your own game and playing/teaching it becomes a chore? If so, what motivates you to power through those feelings? Did 1860 go through similar amounts of play testing?

MH - I learned from 1860 that there comes a point where you have to publish or bin a design. To an extent it's chance whether you publish at the right point or not. Too early and you end up with a mess, and a game which feels unrefined. 1860 is a little like that, although it now seems to have a life of its own. Too late and you have over-refined the game so it is no longer interesting. Or you've given up entirely. The main advantage I have is that I'm not doing this in a hurry, and I have loads of other hobbies to occupy myself with. I have tended to concentrate on games for 6 months and music for 6 months (followed by a concert). I can't imagine trying to do game design all the time without a break. The trick with both 1860 and 1862 has been to get other groups of players involved once the game is fairly stable. That last bit of refinement is the hardest to get right, and it's better left to people who aren't so emotionally connected to the design. Getting the game to the refining stage is the bit that takes the time – 3 years for 1860 and 6 for 1862.

TM - Who, in your opinion, is doing the most interesting stuff with the 18xx genre right now? Is there a particular designer you look up to or perhaps collaborate with to come up with new and exciting game mechanics?

MH - Me?(!!) Being serious about this, the main designer I look up to is Francis Tresham. Apart from being an all-round good egg and fascinating man, he is more inventive than the rest of us. Of the rest Helmut Ohley/Lonny Orgler and Alessandro Lala would be top of the list, although I've not met any of them. I do know Ian D Wilson and David Hecht, although I suspect I'm a bit too much of a radical for either of them! The next 18xx game I'm working on (1833 – London to the South Coast, or Crowbars at Dawn) is actually a collaboration between myself and Tim Franklin. I suspect it will raise more eyebrows than most as we're pushing out the boat on trying new or unpopular mechanisms.

TM - One of the things I really appreciate is the level of historical notes you provide with your titles. Does the

historical setting inspire and guide the design such that you make the design work with the story you want the game to tell, or do the game mechanics get designed first and then a story is found to suit them? Or is it a concurrent development?

MH - The game and historical narrative tend to go hand-in-hand. In the Isle of Wight and East Anglia I chose two areas with a rich and interesting railway history. In fairness I chose the Isle of Wight almost as a joke. I was looking for the smallest arena I could use which was both viable in railway terms (i.e. not 18Malta with its single hex!) and which actually had a real railway history behind it. It was only after the choice that I looked and realized that the Island has probably had more books published about its railways per foot of track than any other on the planet. With the reading comes a search for historical documents, photographs and other collectables, which then feed into the artwork.

TM - When you play 18xx not of your own design, which games do you play? Which is your favourite title and why?

MH - I will play most 18xx games, and most more than once. The main thing is I prefer the shorter designs as it means I spend less time losing. 1825 is a perennial favourite. It's clean, simple, fast, and accessible. I'm fond of 1851 and 18Scan for the same reasons. Of the larger games 18Ardenne is probably top of the list. 1817 is interesting, but I can't help thinking that it takes too long for the shorting and loan mechanisms to kick in, and that's really when the fun starts.

TM - I was hoping you could give us some information about both the 1860 train expansion you mentioned on BGG and what we can expect from you for your next big 18xx design.

MH - When we did the 2nd print run of 1860 I had the train expansion pretty much ready, but it needed more testing. The expansion attempts to pay homage to the engineers who worked tirelessly on the 2nd-hand and often very old rolling stock on the island. There's one train for the majority of the 50 locomotives which were used prior to electrification in the 1960s. The train mix is unchanged overall, but some of the trains behave slightly differently. So for example the two earliest trains (#1 Pioneer and #2 Precursor) are 2+0 trains, but cost slightly less than the usual 2+1. There are also historical anomalies like the railcar and Drewry petrol rail which only saw limited usage. Some of these anomalies are added on top of the usual train mix, and can get you out of trouble for relatively little money – or drop you right in it. Overall the randomly chosen mix of trains

might end up pretty much the same as the standard set, but you could end up with some trains which shake up the train rush in ways you don't expect. The permanent trains provided are now smaller but operate on an 1853 "collect all the dots" principle, which changes the way you need to plan your route building.

TM - When my copy of 1862 arrived and I was reading the rules for the first time, I was really excited by the idea of the three train types and how they all run differently to collect revenue. What is your favourite idea/innovation in 18xx in the last 5 years and why?

MH - I tend to prefer the more radical approach which introduces a completely different approach to parts of the game. Even if it's a bit hit-and-miss you can still bring something new into the game which other people can use and possibly exploit better than you can. The two "new" mechanics I've been most impressed with in recent years are 1880's operating round / company operating mechanism, and 1865's rethink on tokens and run calculation. While 1817 is fascinating with the shorting and loan mechanisms, these seem very volatile, and I'm not sure how these could be effectively transposed into another design.

TM - Can you please elaborate on your thoughts of the importance of graphics in 18xx and where you stand in terms of balancing presentation of information and personal touch?

MH - Any game can live or die with the graphic elements. It was one of the tragedies of Revolution: The Dutch Revolt* that the graphics were so beautiful and yet so impractical. 18xx games, in contrast, have traditionally been rather spartan until a few years ago. Ultimately the graphics have to make the game more playable while being aesthetically pleasing, which is the main reason why I do all my own artwork. That and the fact I probably couldn't get Doris Matthäus to do it for free. 18Hedgehogs!! A lot of the playability advances in 18xx are down to Chris Lawson, who did a lot in the late '90s to improve the provision of play aids in 18xx games. I do like the more sumptuous approach taken with 18OE and the Lookout approach to 1853, although the new-style tiles don't help play, and both this and the new 1830 edition should probably have stuck with the original style of track. The bottom line is that if the graphics and player aids encourage people to play, then they have done the job.

TM - Mike I want to thank you very much for coming all this way to see me. It's been enlightening.

MH - It's been a pleasure.

TM - Good to hear.

Remember gang, You can contact me personally at pt.mclaughlin@shaw.ca or on either BoardGameGeek or SaskGames under the user name "e.e.goings" and I'm always looking for new geek-buddies. I will always make myself available for questions and help. I even have some files I can share for some of the harder to find PnP stuff.

* - so true!





First Wednesday Night of Every Month Demo Charlie (September 3rd)

By Lance Mathew

Tramp's Comics and Games, the LGS (local game store), has plastered our posters all over the store and has now taken down the old expired ones (which was/is a shame as they were really well done – but had specific dates on them). They have also advertised on their website, their Facebook page, and a community site. I have also advertised on the FoW Regina Rifles Facebook page as well as the Saskatchewan Games website: <http://forums.saskgames.com/index.php>

Minnie-Me and I arrived almost on time. Had to deal with flooding in the basement as well as the renovations that Cupcake had begun while I was away at the Flames of War Canadian Nationals (August 30-31st in Ottawa, Ontario). With the expected 70mm of rain the store was pretty quiet. However, as we rushed in we saw that Christopher (from our last demo) was there for a rematch.

I had brought two MW Lists for the MW (Charlie) Demo. The first was a British infantry list supported by recce & Sherman tanks in sympathetic and almost in contrast was the second list which was composed of German Pioniers supported by recce & Panzer III tanks. A pretty even match up I thought. It would also allow Christopher to experience recce and see how they worked. In this case the British recce were Bren carriers or Universal Carriers with optional .50 cal mount and a PIAT (Projector, Infantry, Anti Tank) mount as well. The German recce were one Sd Kfz 223 and two Sd Kfz 222s with AA guns; they could mow down infantry moving in the open.

Christopher chose the white hat British and deployed almost on the middle of the table. He looked at me and I just shrugged and smiled and told him to go ahead. Needless to say when he won the first turn he was in great position to assault my German Pioniers. Since this was a demo this is exactly what I wanted to show him – so all was good. My abysmal defensive fire was unable to pin him down and he pushed back my Germans. I explained why you should deploy in front of an objective

so as to still be in contention even after losing an assault. Nothing works better than showing how effective a tactic is by actually doing it. Christopher realized he would again have to assault me to push me the rest of the way off the objective and outside of contention range in a following turn. He smiled at the tactic that I know he will be employing for himself in the future. Not sure if I should even have had my turn as it was rather ineffective at trying to dig in, bog checks, and even shooting. Guess I had angered the dice gods at Nationals and they were having fun with me now. Christopher's British infantry went over the top and pushed the rest of my Pioneer platoon off and away from the objective. In order to keep the game in play I moved my Panzer IIIs in position to smash the Brits – they achieved little and when I rolled snake eyes for saves they signaled the end of the game with Christopher in sole contention of the objective.

Christopher and I discussed how points are scored with Flames of War while he purchased some Fallschirmjäger tank hunters. Within five games he has gone from pupil to rival. Which I am more than happy to say the demo program has everything to do with.



Operation Market Garden / Home for Christmas (September 27th)

By Lance Mathew

After a busy 2013-2014 season the FoW Regina Rifles set up a big game event to wrap things up. This year we chose Market Garden near the seventieth anniversary of it being launched/ concluded. Our plan was to have three tables to perform Seize and Hold Missions with a fourth table (numbering as the first table) being a Fair Fight Mission. The tables' combined length was 24' long! Unfortunately, we had a few last minute cancellations which brought our numbers down but undaunted we proceeded!

Sean Froc and Don Matwe were our Allied Armour to the rescue versus Christopher Mueller wearing the "black" Fallschirmjäger hat on the first table. I with my Airlanding Company faced off against Cody Youle's 8.8 list; everyone joked that with my normal dismal bogging checks I would have nothing left but five command teams to attack with. Stephen Beauchamp with American Paratroopers faced off against Kyle Steven's SuGs backed up by a King Tiger (KT), SS Scouts and more Fallschirmjäger. And, on the Arnheim table we had David Nelson with Frost (Anthony Hopkins) & Urquhart (Sean Connery) facing off against Justin Scherban's SS Kampfgruppe Arnheim.

Sean and Don fought hard but Chris proved to be the anvil that could not be broken. And, by the end of the day they only appeared on the second table. Planes made multiple airstrikes on the table and even the Allies received an airstrike on their Sextons. But, two to one odds were not enough to break through and Chris became the hero of the day; pretty impressive for a brand new player.

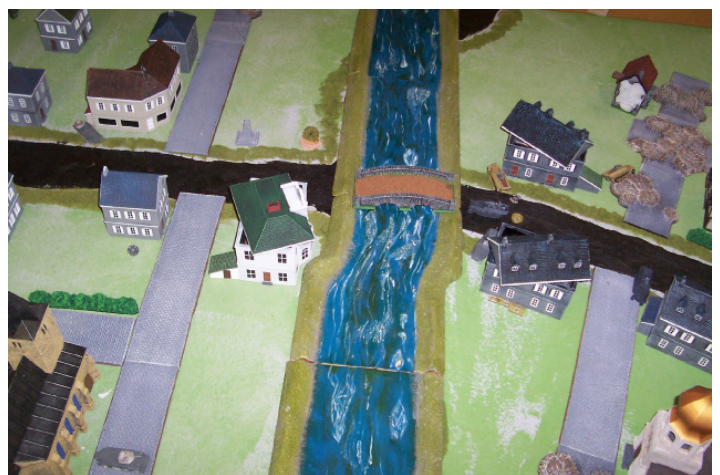
The Airlanding Company really shines in the Seize and Hold Mission. I was criticised for paying 435 points to get a glider for each combat platoon but Cody will attest it was well worth it. With the wind in my favor and the dice on my side I landed right in front of Cody's pinned down 8.8's. My assaults were almost textbook perfect and the second table was pretty much quiet from then on. Sorry Cody!



Stephen's pathfinder seemed to get lost, however in true American fashion they managed to find their way anyways while Truscott trotting over all opposition. Poor Kyle's fearless Fallschirmjäger took the day off and never unpinned until the final turn of the day. Kyle did have some success by rolling over my artillery with his StuGs. However, when he attempted to do the same with my six pounders and his KT the result was not to his liking.

David and his all star cast fought house to house against Justin and his SS. Both players struggled to get their reserves in – then struggled with where they did arrive. Stephen redeployed a platoon of American Paratroopers to come to David's aid.

By the end of the day no Armoured troop was anywhere near Arnheim but the Seize and Hold tables seemed to do just fine without them. We all had a great time and are already gearing up for our next event!





First Wednesday Night of Every Month Demo Delta (October 1st)

By Lance Mathew

Tramp's Comics and Games, the LGS (local game store), only had a single poster in the entire store. Was very surprised as last month they had our demo poster plastered everywhere. Also, no one had signed up on the sign up sheet and with it being a dark and stormy night Minnie-me, Brody, and I knew it was going to be a quiet night for us.

On a plus note a new shipment of Battlefront had arrived and I spent a bit of time notifying the FoW Regina Rifle members that their desires/orders had arrived. A few American players were quite excited that Pershings were in stock, our latest German player was keen to finally get his LG40s, and Minnie-me was ecstatic that Otto's JagTiger had arrived.

As I was spreading the good word Tramp's Assistant Manger, Haida, notified me that a new Flames of War (FoW) player had 'notified' Tramp's owner, Chris, that there was an issue with his recent purchase and he had questions with basing his models. I inquired why he had not been given one of my FoW business cards with his purchase? I got his name, Archie, and contacted him straight away. Archie had had his brother-in-law pick up

the MW German platoon blister and ship it to him on the bus to Estevan (couple cities over/201 kilometers away). Explains why he did not get a business card. He had told the owner he was missing a few of the pieces – namely the panzerknacker. I had a strong hunch that he had it – he just did not know what it looked like. I told him it was a shame he had not gotten the figure carrying a round briefcase-looking device as he went with the command team on the small base. Archie replied he might have to make an apology as he did indeed have that figure. We discussed quite a few topics and he informed me that he had previously signed up on our FoW Facebook page (facebook.com/groups/fowreginarifles); I let him know that if he ever had any questions – ask there – he said he would.

Meanwhile, poor Minnie-me had been waiting patiently for a game as I dealt with the new stock & then Archie. Minnie-me had chosen the German Panther List from Devil's Charge while I was regulated to an Armoured Canadian List from Overlord. Minnie-me struck first blasting at my Canadian trained infantry who took it on the chin and came out in true Canadian style – torn and tattered but just fine. I responded by charging right up the middle with my main force, flanking with my Stuart recce, and boxing the Bosche in the rear with my Hawker Typhoon! Minnie-me smiled like a Cheshire cat right before he disappears.

So we picked up Otto, for Brody, and a box of Pershings ,for Stephen (one of the American players), then we headed for a well known coffee establishment, Tim Horton's, where we split a chocolate chip muffin and enjoyed some non-alcoholic beverages.





First Wednesday Night of Every Month Demo (November 5th)

By Lance Mathew

The chill was definitely in the air as Minnie – me and I headed to Tramp's Comics & Games (LGS-local game store). Captain David Nelson and Mister Matt Valgardson (from our FoW Regina Rifles Ranger group) were already set up and showing off Flames of War when we arrived.

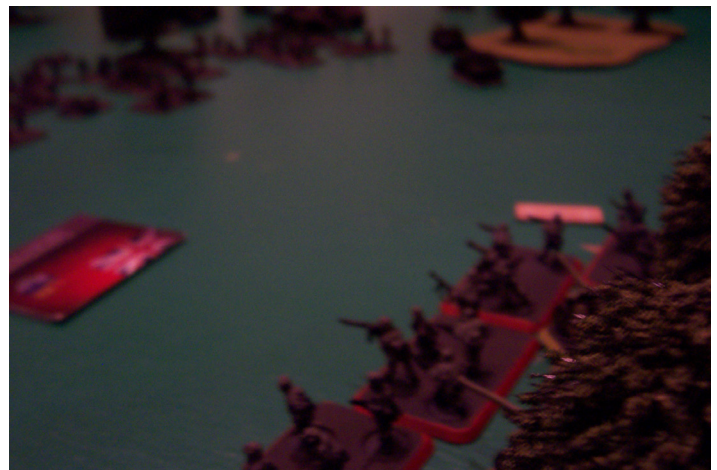
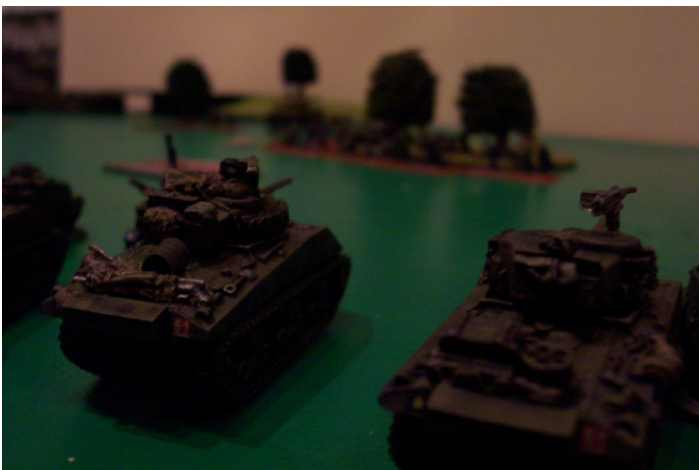
Minnie –me set up some of the latest terrain on a table and we waited patiently for our first demo. After waiting a while I checked the sign up sheet and tried to contact the potential player. Failing in that I reached out to a couple of other newer players – one was under the weather and the other had already made plans of watching Fury. I did let them know that some models were in that they both would be interested in.

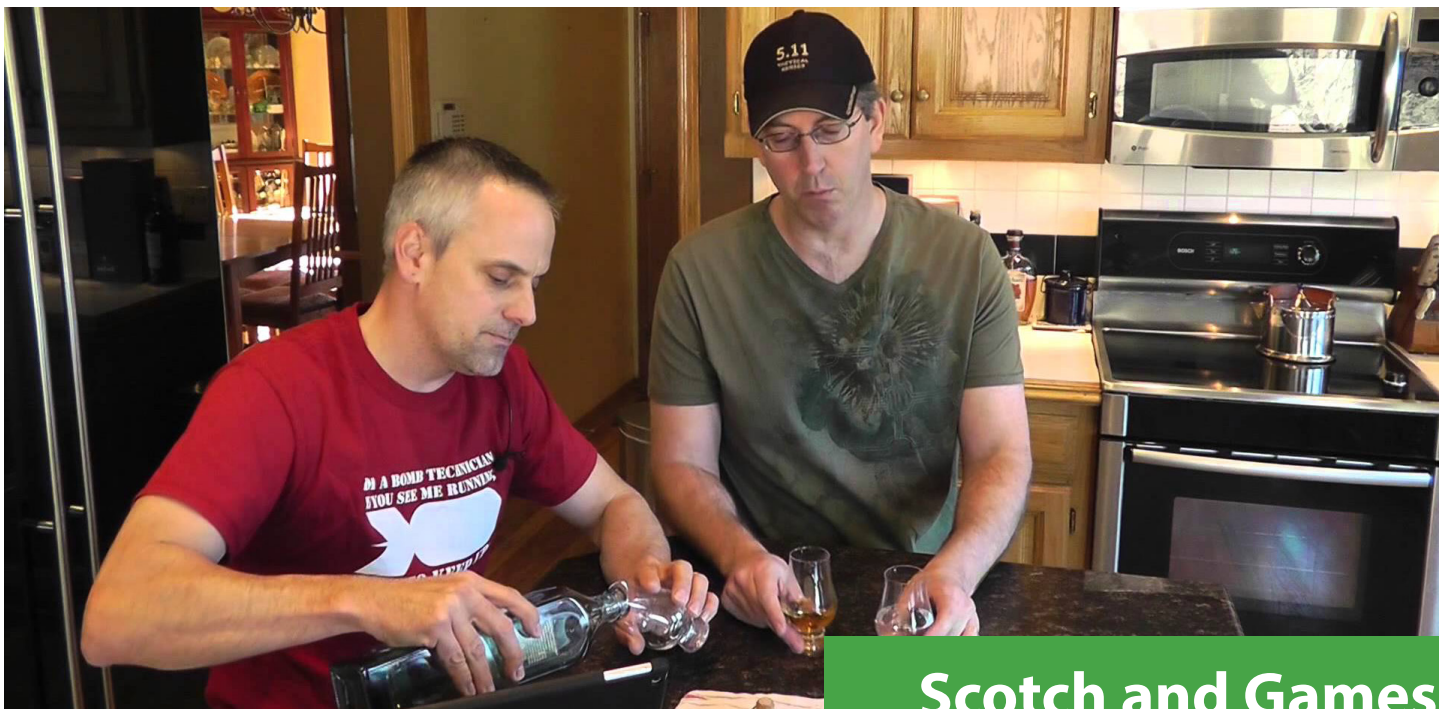
Meanwhile, Matt looked like he was making head way with his British night attack against David's Tunisian Tigers. The Mid War point level of 1710 allows for a lot of equipment and Matt and David seemed quite happy with their lists. However, David's Tiger platoon came out of ambush and squashed Matt's hopes of a quick victory. Shortly after that dawn broke which greatly curtailed Matt's use of air support; which was

his best option for dealing with David's Tiger threats. However, Matt was successful in killing a single Tiger with a well-placed Sherman salvo. But, that was about all he could manage after David began rolling in his reserves that rolled over Matt's men. With David's and Matt's game wrapped up with a failed Canadian company save I tidied up my demo section and then gave them a hand as well.

Ah, well pretty sure I will have better luck next Demo night. Plus I had completed a private demo the Saturday before with a newer player. So, all is progressing at an even kneel.

Post Script – I retuned on Friday night to snag my copy of Barbarossa – what a great book! Very exciting for the Soviet and German players; supposedly, there are also PDFs for the minor nations involved as well. I also got into a long and animated conversation with a 40K player who is thinking of making the change to WWII. He has my card and knows how to get a hold of me – I see another private demo in my future!





Scotch and Games

By Bart 'The Chief' Brunscheen
Dice Tower & Scotch Test Dummies

What's In A Game

Of late I find myself playing games that never appealed to me. These aren't review copies or first time game night attendees wanting to show the game group this great game called Settlers. Not the hot new deck builder, drafter, dice version, coop or worker placer (I do love those workers). Nope. Pokemon and Go Away Monster.

Beau my seven year old found a Pokemon card in his happy meal and a few meals later he felt he had a game and wanted to play. Almost music to my ears, but a collectible? Crap. Ok boy we can do this but we have to play by the rules. More than a few nephews have pulled out this card or that "played" me in a game and won with ever evolving rules. Not the seed of my loins (and here I thought I would never work that phrase into one of my articles).

Seth, my five year old with Down Syndrome found his brother's first game, I'm sure you all just call it GAM, and walked up to me carrying that little briefcase handle attached to the box and said "My Turn" while signing the same on his shoulder, it looks like you are tagging yourself with thumb and forefingers. Oh boy, you had me at hello.

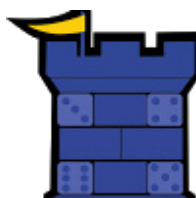
So Beau and I learn the rules and card placement. I find out they print the card power text in a crazy, illegal font size that guarantees to make me look like my grandma, God rest her soul. We play with a couple XY theme decks that are built and

ready to go. Games fly by and the lad cleans my clock a few times, then I wipe the floor with him. We shake before each and after, in accordance with the rules, he's handling winning and losing quite well. I don't handle character pronunciation well at all.

Seth goes through the GAM four choices of children's rooms, apparently looking specifically for the garish yellow with red circles and blue triangles (I get little white bunnies on a field of green). We pass the cardboard carrying bag back and forth, using our touch sense to hopefully, sometimes easily, pluck out the room accoutrements (neither of us can miss picking out the bed). The occasional Sesame Street monster rears his cute head and we yell out unintelligibly "Go away monster, throw it in the pit". Monster flies through the air with the greatest of ease, landing in the open briefcase game box... sorry the gaping maw of the Void out of which no monster shall ever escape or enter Seth's room!

After defeating Bunearry, Heliopile, and Snorlax with my fairy/psychic energy deck I'm asked to shuffle up both decks for a rematch and I love this boy.

Once our rooms are properly adorned, cat picture, bed, teddy bear, lamp and all monsters properly tossed, we sing the cleanup song and I love this boy.



The Dice Tower

Click [HERE](#) to go to the Youtube Channel



Scotch Test Dummies

Click [HERE](#) to go to the Youtube Channel

The SaskGames Word Search

You need something more to do than just read a newsletter. How about we put you to work with a Word Search? Find the game related words below. Can you find them all? We will not give you the words to find, only the following clues:

The theme for this month is Gaming Conventions. There is no shortage of large scale gatherings for hobby enthusiasts. Listed in the word search are a number of gaming conventions, near and far. Find 12 of them.

A number of you commented that you really liked the word search. We're glad you like it and we will try to make sure to add one each issue. A couple of people wished we would print a list of the words. Part of the challenge is using the theme for the words to both identify then find them. To help you out, we will publish a list of words on the website for those looking for a hand. The list will be published in the New Bulletin Thread [HERE](#)

By Matt Robertson

M	U	G	U	S	O	N	K	H	D	K	B	W	D	R	W	G	T	N	P
N	O	C	K	E	E	G	E	M	A	G	D	R	A	O	B	A	S	O	L
V	N	C	D	M	L	O	Q	R	S	F	K	O	S	M	G	M	E	C	A
B	M	T	L	A	F	B	D	G	G	R	A	L	K	L	E	I	W	G	Y
P	O	R	I	G	I	N	S	O	V	E	L	X	I	F	N	N	E	A	O
D	T	Z	S	Y	G	P	G	Z	K	P	F	L	P	S	C	G	H	R	N
W	W	W	S	A	S	K	G	A	M	E	S	C	O	M	O	H	T	F	S
Z	C	A	M	L	Q	D	I	V	O	D	W	H	N	E	N	O	O	P	A
W	F	Y	X	P	L	O	I	C	G	I	I	O	Q	J	Y	O	T	S	S
A	T	L	O	T	Y	C	C	C	G	U	C	L	D	T	P	P	Y	F	K
W	E	W	O	R	K	T	O	H	E	L	P	Y	O	U	P	L	A	Y	A
P	I	I	D	O	O	I	A	N	L	T	G	W	T	Z	R	A	W	X	T
Y	S	Z	T	H	I	Z	W	A	N	G	O	N	X	J	U	Q	K	L	C
R	F	I	J	S	A	Z	F	W	Q	C	X	W	O	Q	F	X	E	O	H
N	G	B	R	S	S	N	X	E	J	K	O	B	E	C	M	H	E	E	E
G	W	W	Q	I	P	Z	A	U	P	Z	O	N	Z	R	N	T	G	J	W
V	C	B	R	E	K	B	H	X	I	Q	S	N	J	L	C	O	B	M	A
M	D	V	U	F	N	O	C	C	E	I	R	I	A	R	P	O	O	X	N
B	P	Z	A	I	Y	U	D	Q	X	P	Y	V	S	F	D	N	N	T	J
H	Z	R	U	L	R	M	Q	U	F	G	P	P	D	Y	O	A	J	Y	H



Call For Volunteers

By Matt Robertson

Would you like to get involved? There are plenty of ways you can help or be a part of the team. We invite people to be involved with our events, our newsletter, and the website. Perhaps you like to write, maybe you are great with people and want to ambassador an event, it could be you like to teach games, or just want to be in the background supporting what we do. In any case, we would love to hear from you!!! Send us an email with some information about what you would like to do:

Volunteers@SaskGames.com

About SaskGames

By Matt Robertson

The SaskGames site is primarily in place to promote board games and help members locate others with similar interests in the Province of Saskatchewan. The site has a calendar where events can be posted for Public or Private gaming venues. The public venues can be viewed and accessed by anyone; the private venues are open to only those members as dictated by the owner of the venue. Each member will only see the events and postings for venues they have been given access to. The result is a consolidated calendar which will show a variety of gaming events occurring in the Province. This will serve to make it easier for people to get involved in various board game activities that interest them. The site has a section devoted to various styles of games where players can indicate their interests in particular games or genres for the purpose of connecting with others who share that interest. We hope this helps members get some of their favourite games to the table more often. "Life is Short; Play Games!"

* OUR MISSION *

(1) Organize gaming in the province of Saskatchewan by having a consolidated calendar of gaming events.

(2) Assist people to connect with other people with similar game interests.

(3) We hope that as word gets out, people who visit Saskatchewan will find it easier to locate game stores and/or board game events.

SaskGames by the Numbers:

750 Members / 22,350 Posts / 3788 Topics / 176,705 Page Views Last Month



Connect to Us!



Email us:

Info@SaskGames.com

Join us:

www.SaskGames.com

Want Future Issues?

[Subscribe Here](#)

Past Issues Available

[Here](#)

Newsletter Team

Chief Meeple / Designer

Nicole Persram

Editor

Marc Bendig

