

YOTTA NEWS

Y O T T A Q U E S T
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NEW PRESIDENT AT WIZARDS OF THE COAST

On March 14th, Wizards of the Coast announced that Greg Leeds was stepping up from Hasbro's International Marketing division to become the new President effective March 21st. Hasbro, Inc. is Wizards parent company. Greg will be replacing Loren Greenwood, a 12-year veteran of the company. "Wizards is a fantastic game company with great opportunities to expand and enhance player communities around the world," Leeds says. "I feel privileged to join the team and carry-on our culture of captivating gamers everywhere they want to play."

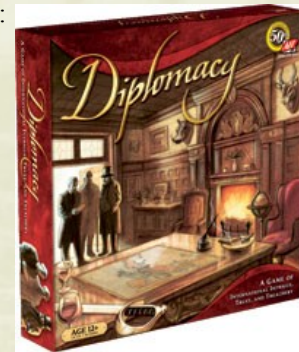


Greg Leeds

AVALON HILL CELEBRATES 50TH ANNIVERSARY

This year marks Avalon Hill's 50th Anniversary. To celebrate, Wizards of the Coast has announced an exciting release schedule. First off, they are re-releasing two classic titles: *Diplomacy* and *Acquire*. They will wrap up the year with the 50th Anniversary Edition of *Axis & Allies*. See below for this years line-up:

- *Diplomacy* (Available Now)
- *Acquire* (June 13th)
- *Axis & Allies* 50th Anniversary Edition (October 23rd)



Releases scheduled for the *Axis & Allies* miniatures game:

- *A&A North Africa 1940-1943* (Available Now)
- *A&A North Africa 1940-1943 Map Guide* (Also Available Now)
- *A&A War at Sea: Task Force* (July 25th)
- *A&A Eastern Front 1941-1945* (October 10th)
- *A&A Eastern Front 1941-1945 Map Guide* (Also October 10th)

NEW 'SETTLERS' EXPANSION DUE THIS SUMMER

Mayfair will be releasing *Catan: Traders and Barbarians* on June 26th. The expansion continues the award-winning board game's tradition with five new scenarios and a two-person contest. The set allows for new ways to reinvent a player's *Catan* experience.



BANDAI ANNOUNCES 'DRAGON BALL CCG'

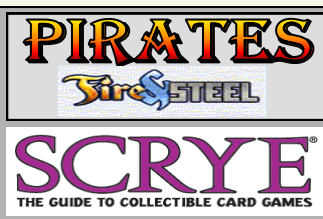
Bandai America will launch *Dragon Ball CCG* this summer. The Game will incorporate all three franchises consisting of *Dragon Ball*, *Dragon Ball Z*, and *Dragon Ball GT*. The first set, *Warriors Return*, will arrive on July 18th with Starter and Booster packs. The game has already been released in Asia and Europe and has been a "huge success", says Bandai's Danny Satyapan.

PAIZO PUBLISHING UNVEILS PATHFINDER RPG

Beginning March 18th, Paizo began a year-long Open Playtest of the new rules based on WotC's D&D 3.5 rules set. The Alpha release is available now as a free 65-page PDF download at paizo.com/pathfinderRPG. The final hardcover release is due August 2009.



NEW RELEASES IN APRIL



RUMBLES UNDER THE STAIRS

If you happen to hear any noises emanating from below your feet, not to worry. Yottaquest is remodeling their Dungeon to facilitate more room for gaming! Once complete, there should be room for about 50 card players or several RPG or miniature gaming tables. We'll keep you posted on the progress, but we anticipate the Dungeon Dwelling should be open some time this summer!

CLASSIFIEDS COMING SOON

Are you a gamer looking for a game? Are you a GM looking for victims...err players? Yotta News will soon be posting "Games & Names" in upcoming issues. Please send us an email at editor@yottaquest.com with your game or player requests. Or, check out The Greater Cincinnati Roleplayers Meetup Group at meetup.com. The group's next meeting is April 10th @ 7PM.



EYE ON YOU



Tony Hershberger

My gaming career began back in the summer of 1981 when my best friend Greg received the Dungeon and Dragons basic box set for his birthday. We played all summer and we were frankly terrible at it. It was "roll" play at its best and we were all loaded in swag and carried golf bags in lieu of scabbards.

I have always played a wide range of genres. For fantasy I like D & D mainly because of the Forgotten Realms setting and ease of play. I also like Fantasy Hero which uses the Champions system. I like Battle Lords of the 23rd Century as a Sci-Fi game. It is a dark game and has a lot of interesting races and equipment. I would like to find a good set of rules for Cyberpunk which I love

as a genre but I find it requires a very mature group of people to be played correctly. I was recently introduced to Savage Worlds which is great for Pulp and to Deadlands, a weird western game. For Super-Heroes I play Champions but have recently picked up Mutants and Masterminds. Champions becomes really cumbersome when you have the large battles I favor as a GM.

I really like to role-play over the tactical aspects of the game. Though I find in a fight I do prefer miniatures as I find that it makes it easier for people to know the situation. I am currently playing a lot of light hearted characters and

most of them tend to be female. Generally if I play a male character he is much darker in his aspect. I am considering playing a male



Paladin if anything should happen to my current female Barbarian, fighter. A lot of times I pick my character based on miniatures. I find an interesting one and then build a story and personality for them. I usually try to write up a full history for my

characters. I do a lot of Game Mastering. I was recently running a Battle Lords game that was borrowing heavily from Lovecraft, but it has been placed on hiatus since we have not been able to get a steady

group together for the game. I am now starting up a Forgotten Realms campaign using 3.5 rules that will start in the Moonsea. I am playing in two campaigns. One is a D & D game where I play Anja, a slightly silly Barbarian, Fighter. She's a lot of fun for me but a bane to the gnomish Monk. I will soon begin play in an Earthdawn game which is new to me. I play Candace Stormdancer Queen of Thieves. She is a self proclaimed Queen, mind you, and is actually more of a sword fighter than a thief. She is quite boastful and should be a lot of fun.

Editor's Note: Tony can also be found playing miniatures games such as Flames of War or War-Machines/Hordes in his spare time....

GAME REVIEW



As the saying goes, 'The Road to Hell is Paved With Good Intentions'. I think this is as good a summary of the situation regarding Wizards of the Coast's D20 system as you could imagine. When WotC released 3rd Edition *Dungeons and Dragons* in 2000, and the attendant D20 Open Gaming License, it was an effort to reduce the number of divergent role-playing systems then on the market - to establish a baseline standard RPG system. Or so they said. Others of a more cynical nature interpreted WotC's actions as an attempt to homogenize the RPG market in a fashion that would benefit their interests - fewer non-D20 systems meant less direct competition. Whatever your opinion of the 3rd Edition rule set

(and it's just-as-controversial follow-up, 3.5), there's no denying that the upcoming 4th edition rules and newly minted OGL are every bit as contentious - perhaps more so, with the new system's suspicious ties to MMORPG's (read: 'World of Warcraft'). So what's a die-hard tabletop D&D player to do? In what is perhaps an ironic twist, WotC's own OGL may be just what the doctor ordered. Paizo Publishing, which has built a successful business publishing and selling D20 products, has vowed to carry the 3rd Edition torch for those not willing to move to 4th Edition D&D. The OGL, which provides for enthusiasts to utilize obsolete versions of the License, makes it possible for Paizo to continue to publish modified or compatible 3.5 material. Even better, Paizo has opted not just to continue to publish 3.5 material, they've adapted the 3.5 rule set and used it as the basis for a whole new RPG, *Pathfinder*. If the name is familiar, it should be - Paizo

has been publishing a series of detailed adventures under the Pathfinder name for the better part of a year. Utilizing Paizo's own in-house campaign setting, Golarion, *Pathfinder* promises to be an exciting extension of the 3.5 system for those who are interested in an alternative to WotC's latest iteration of D&D.

With the first alpha release being made public on Paizo's website free-of-charge, Paizo has given the gaming community a unique opportunity to playtest *Pathfinder* a year before it's 2009 debut. Already in the first week an updated .pdf of the *Pathfinder* document has been released, and the download figures have been staggering - 10,000 downloads in seven days, according to a recent Press Release.

So how does *Pathfinder* stack up?

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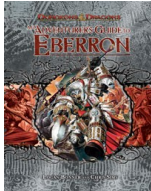
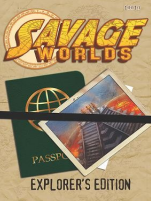

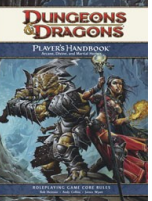
EVENT SCHEDULE



APRIL 2008



Sun Mon Tue Wed Thu Fri Sat

		<p>1 Board Game Night 6-10</p>	<p>2 Hordes / Warmachine League @6pm Chaotic League @5pm</p>	<p>3 Pokémon League Play @5pm</p>	<p>4 Friday Magic Flames of War OWBN LARP @7PM</p>	<p>5 OWBN LARP 7pm Kingdom Hearts Curse of the Heartless 11am WoW TCG: Servants of the Betrayer Release Celebration @ 11 AM Gaterunner Demo @ 12</p>
<p>6 WotC Minis Game Day</p>	<p>7 Magic the Gathering Extended @6pm Swiss</p>	<p>8 Board Game Night 6-10</p>	<p>9 Hordes / Warmachine League @6pm Chaotic League @5pm</p>	<p>10 Pokémon League Play @5pm RPG Meetup @7</p>	<p>11 Friday Night Magic Flames of War</p>	<p>12 Board Games 6pm-11pm D&D Mini Constructed Qualifier Reg 10am, Start 11am</p>
<p>13 Star Wars Minis Legacy of the Force Day</p>	<p>14 Magic the Gathering Extended @6pm Swiss</p>	<p>15 Board Game Night 6-10</p>	<p>16 Hordes / Warmachine League @6pm Chaotic League @5pm</p>	<p>17 Pokémon League Play @5pm</p>	<p>18 Friday Magic Flames of War OWBN LARP 7PM</p>	<p>19 Board Games 6pm-11pm OWBN LARP 7pm MTG Legacy Reg 10am, Start 11am</p>
<p>20 WotC Minis Game Day</p>	<p>21 Magic the Gathering Extended @6pm Swiss</p>	<p>22 Board Game Night 6-10</p>	<p>23 Hordes/Warmachine League @6pm Chaotic League @5pm WoW 5-10 Battlegrounds #4-1</p>	<p>24 Pokémon League Play @5pm</p>	<p>25 Friday Night Magic Flames of War</p>	<p>26 Board Games 6pm-11pm WoW Kit #4 Marquee Event Reg 10am, Start 11</p>
<p>27 WotC Minis Game Day WotC Demo Axis & Allies Miniatures 1-4pm</p>	<p>28 Magic the Gathering Extended @6pm Swiss</p>	<p>29 Board Game Night 6-10</p>	<p>30 Hordes/Warmachine League @6pm Chaotic League @5pm WoW 5-10 Battlegrounds #4-2</p>			



Matthew M Fay, Proprietor
Phone: 513-923-1985
E-mail: matthewm@yottaquest.com

"I GOT GAME"

Join *The Greater Cincinnati Roleplayers Meetup Group* at meetup.com

Mission statement:

Maximizing your gaming fun in a friendly environment.

What is YottaQuest?

Yotta is a metric prefix.
(1x10 to the 24th)
and

Quest meaning an Adventure.
Septillion Adventures

**S T O P I N , W E A R E
O P E N 7 D A Y S A
W E E K .**

Monday - Thursday 10 AM to 10 PM
Friday - Saturday 10 AM to 11 PM
Sunday Noon to 6 PM

-game review continued

First off - *Pathfinder* is still 3.5 D20. Without having actually run a game under the Pathfinder alpha, it looks to me as if the game will play out in a similar fashion. This is not to say the developers aren't taking some interesting chances with the mechanics. I have to say I'm impressed with the brazenness of some of the changes, even if I'm not convinced they'll make for better gameplay. The first thing that comes to mind is the line-of-sight rules for combat. While I think we can all agree that 3.5 didn't do a *great* job with line-of-sight, *Pathfinder* doesn't do much to make it easier. *Different*, yes - but not necessarily *better*. *Pathfinder* requires you to draw lines from the four corners of your space to the four corners of your opponent's space. The same goes for ranged combat. And for ranged combat, depending on how many lines cross objects between you and your opponent, they are afforded different AC and Reflex bonuses. It seems a bit of a hassle to have to make four separate measurements just to make one attack. *Pathfinder* also introduces a new stat to track - the CMB or Combat Maneuver Bonus, which essentially equates to your Base Attack plus your Strength CMB (and size modifier, if any). So - Bull Rush, Disarm, and even the dreaded Grapple, all run off your CMB. While the removal of opposed checks is nice, I'm not necessarily in favor of having to track yet another stat. I have to give Paizo credit for simplifying the Grapple rules, though. I don't know how 4e will deal with it, but based on the presentation at last year's GenCon, WoTC is working on a solution of their own. It'd be interesting to see how the two solutions stack up. It also appears the magic system from 3.5 is fairly untouched (although the alpha rules contain the telling statement 'at this time', so who knows if this will remain the case when the game is actually released). I know there are those who feel the old-school D&D magic system works, but I'm not one of them. Green Ronin's *Thieves' World* is a great example of a re-tooled magic system. I won't re-iterate the whole thing here, but it removes cast-and-forget spell lists while making repeated casting punishing, preventing mages from flicking off endless magic missiles. It would have been nice to see something like that here.

I do like the 'burst of positive energy' that clerics give off when turning or rebuking undead, which allows clerics to dish out damage and help the party at the same time. The skill system is a little hit-and-miss for my taste. Instead of having skill levels, you now are either Trained or Untrained. Your ability to use a skill is dependent on whether or not you are Trained, and whether or not the Skill is a cross-class skill - plus the usual Ability and Racial modifiers. Each of these variants has a different formula. It's simultaneously more and less streamlined than the old system (which I thought was impossible), and in my eye, makes less sense. I'm sure some will prefer the new system, but I don't particularly think the old one was so broken as to require an overhaul - it could be argued that some skills were redundant or unnecessary, but that is easily remedied by tidying up the skill list. Instituting a whole new skill system really wasn't warranted, in my estimation. Hit Dice for certain classes have also been jiggered with a bit: Rogues now sport D8 Hit Dice, while Wizards get D6, making them a little more resilient at lower levels. The alpha release also includes some new rules for building encounters and awarding XP to players. Both of these systems are a little easier than the established 3.5 rule set. The encounters now use an abstract 'Average Party Level' to determine the size and lethality of encounters, easily cross-referenced on a chart. If I sound a little disappointed with *Pathfinder*, it should be taken with a grain of salt - the alpha release was done with the intention of playtesting, and I'm sure that between now and 2009, plenty of playtesting will be done and some or all of these issues will be addressed. Plus - everything that's good about 3.5 is still intact, so there's not much to say about that. There's a lot more in the alpha booklet than I can cover in a simple preview, but I hope I've given you a taste of what *Pathfinder* has to offer. As an improvement over 3.5, however, I'm not entirely sold. Overall, I'm impressed with the product. Paizo has promised that new updates to the alpha will appear regularly, and I'm eager to see what they contain. I'm still skeptical whether it will make me convert (I'm still on the 3.5 / 4 fence), but for those looking for a solid contender for a 3.5 successor, *Pathfinder* may very well be what you are looking for.

-Alex Mayo

Check out Alex's website at Yellow-Menace.com

WINNERS' CIRCLE

FRIDAY NIGHT MAGIC

STANDARD

March 7th Derek Stuckey
March 14th Matt Alden
March 21st Dan Gerhardt
March 28th Nate Souders

MAGIC THE GATHERING EXTENDED

March 3rd Ben Wienburg
March 14th Vince Williams
March 24th Steve Sause

Pokemon Tournament

March 22nd

Juniors Division Arthur Cilley
Masters Division Ryan Freed

STAR WARS MINIATURES

March 2nd 200 pt.
Norman Rich
March 9th 150 pt.
Aaron Brueckman
March 16th 150 pt.
Norman Rich

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STAFF
EDITOR.....MIKE ONEY
ASSOCIATE EDITOR.....JONATHAN FAY

APRIL GAME REVIEW.....ALEX MAYO
eMail questions or comments to:
editor@yottaquest.com