

7607 HAMILTON AVE
CINCINNATI, OH
45231

VOLUME 3, ISSUE 3

MARCH, 2010

YOTTA NEWS

YOTTAQUEST
FANTASY GAMING

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Spring Cleaning Sale!
Saturday March 13th
10 AM to 10 PM
Buy 2 Get 1 Free
and
special clearance
items!

Buy 2 get 1 Free
Buy any two items in the store, get third item of equal or lesser value for free. This does not apply to held items and special order items. Limited to on hand quantities.

A LOTTA YOTTA: STORE NEWS

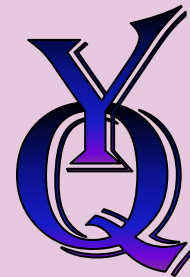
Snow was the word for February. I personally have had enough of it. Despite the weather YQ had a very nice turn out for the Warmachine/Horde Resurgence event. Everyone had a great time.



Well there are rumors floating around that YQ is moving. To set the story straight, here are the facts. I am attempting to buy the building next door. If everything goes as planned, sometime this summer YQ will move to the new location. I am planning on a minimum amount of down time for the move (less than a week, more than a day). What this will mean is increased play space and a building that

will be a permanent home for Yottaquest. If you see me around, ask questions if you like. Things are changing daily. If any of you have bought property before, you know what I am talking about. So, if you are talking to me and I appear to be more distracted than usual, it's because I am probably thinking about the million and one things that go into this endeavor. Till next month.

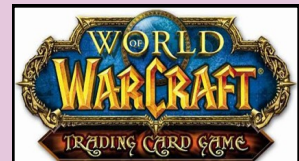
-Matt



Editors Note: Yotta News is 2 years old with this month's issue. Thanks for reading!

News of the Realm Industry News

Upper Deck and Blizzard Entertainment are parting ways. At this time they will not be renewing their contract to distribute the *World of Warcraft Trading Card Game* or the *WoW Collectible Miniatures Game*. According to Blizzard Entertainment, they will be looking for a new partner. A recent online statement said, "As some of you may already be aware, we will not be renewing the *World of Warcraft: The Trading Card Game* license with Upper Deck. We want to assure you that we are committed to supporting the TCG, and players can look forward to new content and strong organized play support in the near future. We will share additional details about the game's transition to a new partner as soon as possible." The *WoW TCG* has been a best seller and there are no details yet as to why the two companies are not renewing their partnership.



EYE ON YOU

Scott Finke

My name is Scott Finke. When you see me up at YottaQuest I am usually carrying some 'luggage'. That's because I play *Warhammer 40K* and I need two or three bags to transport my 'army'. What is 40K? An addicting miniatures game set in the far future where the universe is a 'grimdark' place of eternal war. What a great setting for a wargame! There are several different 'forces' you can collect and play, and they all have different strengths and weaknesses which we try to exploit in our games as we battle each other. It's really a 2-part hobby - collecting and painting the minis, and then planning and playing out the battles.

I played *D&D* & *RISK* for years in High School and College (didn't everyone) but later kids and work ate up my hobby time. I am recently getting back into gaming and was really glad to find such a great gamestore only minutes from my home! I live right down the street in College Hill and I own (and operate) Brentwood Printing & Envelope on Winton Road in Finneytown (522-COPY). So give me a call if you or

your company needs printing, mailings or envelopes.

My son (Marshal) and I got into miniatures a couple of years ago when he bought a big box called *BattleMaster* at a garage sale. It's a simplified miniature wargame from Games Workshop with cards, dice and movement trays. We painted up all the figures and had some mighty battles in our basement. Later I bought Marshal a *Battle for Macragge* set for his birthday and we had our first 40K battle on the kitchen table. Since then he has painted up a Space Marine force while I have built a mighty Ork army. He recently gave up on his Marines and built a Tau Battleforce (a high-tech alien race) and I am finishing up the family Marines - since I am a faster painter!!

The 40K league at Yotta has been a great way for us meet other local players and get in some great games. We started out at lower point games, but now I have played some bigger ones, even some 'everything goes' Apocalypse games that take two tables and four players. The league does not have a 'regular' night for 40K matches, since the games take so long. We schedule our league matches online

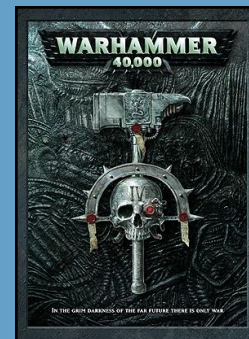
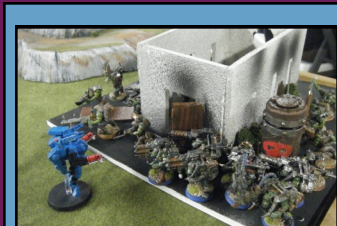
using the YottaQuest message board and play pick-up games between. My army is taking a beating during the Winter League, but I am hoping for a strong finish. Matt has lots of terrain available (and 40K requires that big 4'x6' board!) so we are all looking forward to bigger table space as YottaQuest grows and expands.

There is a lot of bandwidth devoted to the 40K hobby online, including strategies, army lists and endless debates on rules, but the best way to learn it and enjoy it is just get in some games with the friendly folks at YottaQuest. Always support your local gamestore. Matt has a wide variety of 40K stuff available, and can order up anything you need. He also stocks a lot of great tools and supplies to build custom terrain and paint your minis and bases.

I was one of the winners in the T-shirt design competition, and so my new Marine army got a much-needed upgrade with quality armaments (thanks Matt).

So if you see me playing 40K stop by and say "Hi".

-Scott



WELCOME A BOARD!: TABLETOP BOARD GAMING

Game review

Conflict of Heroes: Awakening the Bear

My opinion of war games changed in June of 2008 at Origins in Columbus when I was drawn to a large crowd at the Academy Games booth. On display was a soon to be released game called *Conflict of Heroes: Awakening the Bear*. You just didn't see this kind of crowd at the other war games booths like Multiman Publishing, or Avalanche Press. Until this time, war games were things that I would buy and look at on my shelf while wishing I had friends who could see how fun pushing stacks of tiny pieces of cardboard around a paper map could be.

The game designer, Uwe Eickert, and his son, Gunther, were giving demos and showing off this beautiful game. Let me stress beautiful. The game consists of gorgeous mounted map boards which can be arranged in many different configurations, as well as 1" square, thick tiles representing units. I won't call them chits, these things are weighty eurogame quality tiles.

I had the opportunity to play a demo with the designer, and within 20 minutes we had successfully fought a small firefight with a few squads per side. We didn't have to consult a single combat result table, (CRT) for you grognards.

Everything you need to know about a unit is printed on the tile. Cost to move,

cost to fire, range of fire, front defense, flank defense, as well as ammunition type are easy to read and consistent for all units, whether infantry or armor.

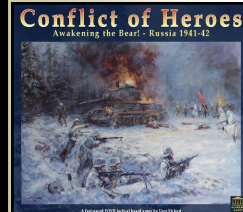
The game play was unique for me. This is no "I'm going to take my turn, come back in an hour" kind of affair. Each player has a pool of Action Points (AP) that applies to an activated unit, and a pool of Command Action Points (CAP) that apply to all units under your command. You begin your turn by activating one of your units, or a group of adjacent units. You then take an action. An action can be either move, shoot, or something like constructing a defense. Each action has a point cost associated with it (all printed on the tile). After you have taken a single action, your opponent has a chance to respond to that action by taking an opportunity action with one of his units. His opportunity action can either cause his unit to become spent, or if he decides to spend CAP (a precious resource to be sure), that unit still remains available to him for activation on his turn. This type of action/reaction continues until your activated unit is out of AP. It is then your opponents turn to activate one of his unspent units and your chance to react to his actions. Play continues in this manner until both sides have spent all of their units. Then the new turn begins, CAP is replenished and the process starts over again.

Combat is simple to resolve. Roll two dice, add the result to your firepower (printed on the tile), add in any modifiers (close combat, combined fire, etc) and compare that to the defense value on your opponents tile, adding in modifiers for cover. If it's equal or greater, the unit has been affected, and draws a damage tile at random. The damage tiles will either modify the unit in negative ways or outright kill them. If you hit a target that already has a damage tile associated with it, the unit is killed. If your modified firepower exceeds the target's defense by 4 or more, it's automatically killed as well.

The rule book is a model of what all war games rule books should be. The well researched firefights that come with the game are intended to ease you into the rules, with each one adding more aspects of the game. The first firefight has you doing basic squad tactics, and by the time you've played through the final one you've picked up the rules for off-board artillery strikes, hidden troop movement, and defensive structures.

CoH: ATB is the first in a series of games, some standalone, like the newly release *Conflict of Heroes: Storms of Steel* which covers the Kursk campaign. I can't think of a more approachable and enjoyable war game.

-Scott Hall



MARCH 2010

Every Week:

Mondays

Warhammer 40K
10am to 4pm

[Magic The Gathering Monday Night Madness @ 6pm](#)

Tuesdays

Flames of War
10am to 4pm

[Board Game Night 6pm to 10pm](#)

Wednesdays

[Hordes / Warmachine League Play](#)

Thursdays

Field of Glory
10am to 4pm

[Pokémon League Play @ 5pm](#)

Fridays

Miniature Painting
10am to 4pm

[Magic The Gathering Friday Night Magic Standard @6:30pm \\$5 Side Event Drafts \\$15](#)

Saturdays

Board Games
6pm to 12am

Sundays

Open Play
12pm to 10pm

SUN	MON	TUE	WED	THU	FRI	SAT
	1 RPG: Scott H. Castles & Crusades 6-10pm	2 RPG: Chris S. D&D 4E 6-10pm	3 Hordes / Warmachine League 50 pts Week 5 Start RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM RPG: Chris L. Exalted 6:00-10pm	4 RPG: Pathfinder Society 6-10pm Reaper Demo for Warlord 2 @ 6 PM	5 OWBN Sabbat LARP 7pm	6 MTG Worldwake Game Day Reg 9 AM/ Start 10 AM RPG: RPGA LFR D&D 4E 11am-3pm OWBN Camarilla LARP 7pm RPG: Kurt L. D&D4E 5pm-11pm Warhammer 40K Winter League Round 5 Begins
7 RPG: Matthew M. 1st Ed. AD&D Classics 12-6pm RPG: Chris J. HERO 5th Ed. 12-6pm RPG: David D. 4E D&D 12-6pm	8 RPG: Scott H. Castles & Crusades 6-10pm	9 RPG: Chris S. D&D 4E 6-10pm RPG: Jeffrey O. D&D 4E 6-10pm	10 RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM RPG: Mike K. Scion 6:00-10pm RPG: Andrew J. Hollow Earth Exp.: 6:00-10pm	11 Meetup Greater Cincinnati Role-Players @ 7p Reaper Demo for Warlord 2 @ 6 PM	12 Magic The Gathering Friday Night Magic Standard @6:30pm \$5 Side Event Drafts \$15	13 Spring Cleaning Sale! 10 AM to 10 PM Buy 2 Get 1 Free and special clearance items! RPG: RPGA LFR D&D 4E 11-3pm
14 RPG: Matthew M. 1st Ed. AD&D Classics 12-6pm RPG: Chris J. HERO 5th Ed. 12-6pm RPG: David D. 4E D&D 12-6pm RPG: Will L. 3.5 D&D 1-7pm	15 RPG: Scott H. Castles & Crusades 6-10pm	16 RPG: Chris S. D&D 4E 6-10pm	17 RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM RPG: Chris L. Exalted 6:00-10pm D&D Encounters: 615-Sp GM Greg H. D&D Encounters 8-10 St. Patrick's Day	18 RPG: Pathfinder Society 6-10pm Reaper Demo for Warlord 2 @ 6 PM	19 OWBN Sabbat LARP 7pm	20 Player's Handbook 3 Game Day OWBN Camarilla LARP 7pm
21 RPG: Matthew M. 1st Ed. AD&D Classics 12-6pm RPG: Chris J. HERO 5th Ed. 12-6pm RPG: David D. 4E D&D 12-6pm Hordes / Warmachine League Playoff Warhammer 40K Winter League Playoff	22 RPG: Scott H. Castles & Crusades 6-10pm GTS	23 RPG: Chris S. D&D 4E 6-10pm RPG: Jeffrey O. D&D 4E 6-10pm GTS	24 RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM RPG: Mike K. Scion 6-10pm RPG: Andrew J. Hollow Earth Exp: 6:00-10pm D&D Encounters: 615-8p GM Greg H. D&D Encounters 8-10 PM GTS	25 RPG: Pathfinder Society 6-10pm Reaper Demo for Warlord 2 @ 6 PM GTS	26 MTG Friday Night Magic Standard @6:30pm \$5 Side Event Drafts \$15 GTS	27 RPG: RPGA LFR D&D 4E 11am-3pm Camarilla Fan Club Changeling & Requiem 2-6 Changeling 2-6 Requiem 7-12 Flames of War Event 10-6pm
28 RPG: Matthew M. 1st Ed. AD&D Classics 12-6pm RPG: Chris J. HERO 5th Ed. 12-6pm RPG: David D. 4E D&D 12-6pm RPG: Will L. 3.5 D&D 1-7pm	29 RPG: Scott H. Castles & Crusades 6-10pm	30 RPG: Chris S. D&D 4E 6-10pm	31 RPG: Chris L. Exalted 6:00-10pm RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM D&D Encounters: 615-8p GM Greg H. D&D Encounters 8-10 PM	1 APRIL RPG: Pathfinder Society 6-10pm	2 OWBN Sabbat LARP 7pm Good Friday	3 OWBN Camarilla LARP 7pm RPG: RPGA LFR D&D 4E 11am-3pm
4 Closed Easter	5 RPG: Scott H. Castles & Crusades 6-10pm	6 RPG: Chris S. D&D 4E 6-10pm RPG: Jeffrey O. D&D 4E 6-10pm	7 RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM RPG: Mike K. Scion 6-10pm RPG: Andrew J. Hollow Earth Exp: 6:00-10pm D&D Encounters: 615-8p GM Greg H. D&D Encounters 8-10 PM	8 Meetup Greater Cincinnati Role-Players @ 7p	9 MTG Friday Night Magic Standard @6:30pm \$5 Side Event Drafts \$15	10 RPG: RPGA LFR D&D 4E 11am-3pm Spring Gathering VIII

We're on the Web!
<http://yottaquest.com>

By: Sara Geeee twobitar.t.com

ARR Pee! WTF BBQ!

...MEANWHILE, IN THE PASS LEADING TO THE WOODS OF NOR...

...A STRANGE CHANT ECHOES IN THE MOUNTAINS...



What should we name the female rogue/ninja/assassin? Let us know. -Sara



Monday - Thursday 10 AM to 10 PM
 Friday & Saturday 10 AM to 12 AM
 Sunday Noon to 10 PM

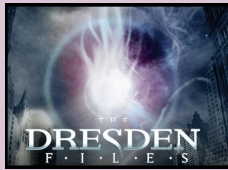
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 ROLEPLAYERS MEETUP GROUP AT
<http://www.meetup.com/Yottaquest/>

ON A ROLE: ROLE PLAYING GAMES

Evil Hat Productions will be releasing *The Dresden Files Roleplaying Game* this June. It is based on the fiction series by bestselling author Jim Butcher. The RPG will use the Fate game engine that is also utilized by their *Spirit of the Century* title.



Wizards of the Coast has announced an extensive list of summer releases. First and foremost are the new line of *Dark Sun* products. A popular expansion in the past, this set introduces the players to a gritty desert world with new races, character themes, classes, options, equipment, and more. Other new releases this summer include: *D&D Player's Strategy Guide*, *Monster Manual 3*, *Player's Handbook Races: Tieflings*, and the *Demonicon* plus several more products.



Axis & Allies

Calling all Axis & Allies board gamers; join us for the 8th Annual 2010 Axis & Allies "Spring Gathering VIII", April 9 & 10, in Cincinnati, Ohio. The Spring Gathering is a day and a half of friends and AA advocates getting together from across the country to play all variants of AA, AA Mini's, WAS and war games alike. There will be many events for all the variants of Axis & Allies games including the new AA 1940 World game, AA Mini's and War at Sea planned throughout the weekend. We will be adding non-AA games as well including such games as: Settlers, Dominion, Ticket to Ride etc.

There will also be a DEALERS TABLE AREA with tons of great AA miniatures, games, die-casts and other great WWII games/miniatures that will be on sale at ridiculously low prices...so come and get it!

If you choose to attend;
 Please, bring a copy of whatever game(s) you wish to play!

Cost: \$5 at the door/person. Plenty of great door prizes to be given away throughout the day!

Friday April 9th events will be held at ACME Games and Saturday's events will be held at Guarding Angels Undercroft on the east side of Cincinnati.

For more information and registration for this event, go to:

www.headlesshorseman2.com

-Greg Smorey, Axis & Allies Event Coordinator, GEN CON/Origins/SGVIII



WINNERS' CIRCLE

FRIDAY NIGHT MAGIC

2/5 (Draft)	Jarod Asher
2/12	John McBroom
2/19	Justin Williams
2/26	Brad Collins

MTG Worlwake Launch Day

Andrew Sieber

Warmachine: Resurgence

Champion	Mark Reidel
Cryx	Lou Coduti
Cygnar	Shane Coates
Khador	Michael Beck
Protectorate	Mark Reidel
Hordes	Brian Kamp

YOTTA NEWS VOLUME 3, ISSUE 3 MARCH, 2010

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