

April Issue

Round 1, Phase 1

The SAGA Dice Bag

SPRINGFIELD AREA GAMER'S ASSOCIATION



*A place where stories are brought to life
and friends are made.*

5 Years and Over 5000 Experiences

Special Interest Articles:

- 5 Years and Over 5000 Experiences
- Dave Harp: What SAGA Means To Me
- 7th Sea: Aleksei's Journal

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It started as a gaming store called Table Top Games. Unfortunately, dreams and determination were not quite enough to keep the fire burning. However, several friends decided to gather together and raise SAGA out of the ashes.

Though SAGA has a wide variety of members, it is an exclusive club. Those just looking to get in a quick game of Warhammer or YuGiOh! will not find it at SAGA. SAGA is for those die hard gamers looking for an extreme gaming experience. Though role-playing is the

most popular activity at the club, miniatures and CCG's are also very popular.

Because of the heart and soul put into the club, this year SAGA is celebrating its 5-year anniversary. With the quality of people who make up the membership at SAGA, it is not unlikely that SAGA will see many more anniversaries.

Thank you SAGA for all of the experiences you have given us all. Thank you to those who made it happen.



What SAGA Means To Me



"I don't think people really understand what we have our hands on," says Dave Harp, one of the founding members of SAGA. "SAGA is unique in that there are no other clubs that have our level of organization, our level of gamers, or can compete with our numbers or our longevity. We have a great reputation that reaches outside of our own state. Most gaming clubs don't have their own location. Most gaming clubs work out of someone's basement or out of a gaming store.

"More than anything I wanted a place to game..."

"For me, gaming is a hobby..."

"There are times when the club can be a real drag and unfortunately I don't like to game with everybody. If it comes down to not enjoying myself at a game or not playing, I choose not playing. On the upside, when the games are good, the club is everything I've ever hoped it could be and more."



March Highlights



"The club is everything I've ever hoped it could be and more."

Saturday 05 @ 12:30pm – Master's Meeting
Monday 07 @ 7:00pm – HeroClix Constructed Event
Friday 11 @ 6:00pm – Werewolf; @ 7:00 – Mage Knight Unrestricted Event
Saturday 12 @ 9:00am – Greyhawk; @ 6:00pm – Eberron
Sunday 13 @ 1:00pm – HeroClix Unrestricted Event; @ 6:00pm – Werewolf Demo
Monday 14 @ 7:00pm – Mage Knight Storyline Tournament
Tuesday 15 @ 6:30pm – Atlantis: A New Age
Friday 18 @ 6:00pm – Mage Knight 2005 National Qualifier and Demo
Saturday 19 @ 2:00pm – Spycraft CCG Tournament; 6:00pm – D&D: Dawn of New Age
Sunday 20 @ 1:30pm – Club Meeting; @ 3:30pm – Fireborn: Birth of a Dragon
Monday 21 @ 7:00pm – Mage Knight Constructed Tournament
Friday 25 @ 6:00pm – DC Legacy Marquee and Demo
Sunday 27 @ 3:30pm – 7th Sea: Matushka's Escape
Monday 28 @ 7:00pm – Mage Knight Storyline Tournament

"Congrats again to Charles and Chris, and thanks to all who played!"

On Saturday March 19th there was a grand event at SAGA. Starting at 12:00pm was a Demo for Spycraft to introduce the game to new players. At 2:00pm was the Constructed Tournament. Then at 6:00pm a Sealed Deck Tournament concluded the event. Here is what Liam had to say about the events.

"First was a Constructed Tournament. It was a pitched battle among all the competitors, but Charles eked out on top, with Kevin a close second and Dennis a strong third.

"Then, a fantastic Sealed Deck Tournament, the pre-release tournament of Spycraft's newest expansion, Day of the Bullet. It was a tough combat, lots of competitiveness, everyone starting on equal ground (except for a very vocal AEG hating Ed who played for the first time and was a good sport about being at a rules knowledge disadvantage *g*). But Chris destroyed his competition for a 3/0 record. Winning two very nice promo cards, in addition to a slew of other prizes."



What's Ahead in April?



Sunday 03 @ 3:30pm – D&D: Dawn of a New Age

Saturday 09 @ 10:00am – The End of Spycraft as we know it

Thursday 14 - Sunday 17 – Gorilla Con

Friday 15 @ 6:30 – Lord of the Rings

Saturday 16 @ 6:00pm – D&D: Dawn of a New Age

Sunday 17 @ 1:30pm – Club Meeting; 3:30pm – 7th Sea

Sunday 24 @ 3:30pm – FireBorn: Session #2



Featured Game: FIREBORN



FIREBORN is a roleplaying game set in two times: a mythic age of sorcery and legend, and a modern age of intrigue, danger, and rediscovery. The stories you will tell with FIREBORN will span thousands of years. The places you visit may exist only in mankind's imagination, or may have lain beneath the ocean since the last ice age, waiting to be rediscovered. You will fight things that cannot exist and encounter creatures that we've always known about but never remembered how to see. And in the process, you will remember who, and what, you are.

A Dragon eternal.

Each player in FIREBORN takes on the role of two characters who are, nonetheless, a single entity. In the game's primary setting of modern London, you are a Scion, a human with supernatural abilities and a legacy of powers and memories that separates you from the rest of humankind. Flashbacks

to a mythic age, meanwhile, reveal the truth. You were a Dragon, once, a creature of majesty and power, born of the elements and given life by magic. Your strength is nearly limitless, but even you cannot stop what has already happened: the cataclysmic ending of the mythic age.

The primary story in FIREBORN is that of remembering, and of self-discovery. You are a Dragon eternal, reincarnated throughout the ages in human form. In your previous life as an all-powerful creature, you failed to stop an apocalypse that took the lives of millions, including yours. Now you are but a human, fragile and ignorant, and yet you must try again. You have one advantage now that you did not have then: desperation.

"You have one advantage now that you did not have then: desperation."

This is an excerpt from the FIREBORN Game Master's Handbook.



7th Sea Journal Entry: Aleksei Simonova



"Upon delivering the Avalon queen's gift to the Gaius in Pavtlow, we've made a terrible discovery – the Gaius' gift to Avalon, which was to seal a new alliance, has been stolen!"

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Dusk is falling in Avalon; shadows lengthen as the ever-present fog steals the beauty of a seashore sunset. The gloom matches my mood well. I have spent several weeks searching the length and breadth of the country for my dear sister, and I have found -- nothing! I am nearly out of funds. At the docks in the nearby town, a vessel is seeking guards for its cargo on its journey to Ussura. I think I will apply; I hunger to see my homeland again, and I fear I shall find no answers here.

The trip home proved much more eventful than my first voyage at sea. We were attacked by a Vendel pirate ship. However, my shipmates proved quite able; they quickly turned the tables by boarding the attacking ship. Their discipline leaves something to be desired, though. I suspect that some of them are not so far removed from other, darker occupations -- perhaps the captain as well, for she was curiously soft on them, although that could be because she is just a woman.

We are traveling through the wilderness of Ussura now -- how good it feels to be home! Our cargo must be very important, for we paid for nothing on landing here. Food, clothes, supplies -- all were given to us, even to the carriages we now travel on. I fear little, though. We are a strong group, but more than that, we are in the lands of Matushka. Her power is more evident now than ever; a fierce winter grips the land, even though it is midsummer. The Montaigne invasion has been stopped in its tracks. I pray they die here unheralded, buried by the very land they sought to conquer.

This morning brings mixed feelings. Last night, we stopped at the town of Obolensk. To my surprise, the mayor was none other than my old friend Nikolai! He had continued scouting with the army after I left until a particularly vicious battle killed Sergei and left him crippled. Nikolai is doing well now, though; he is an honored veteran and a respected leader. His companionship warmed my heart, until he delivered his next bit of news: a message from my father. The letter rocked me with its words; Tanya had lied to me! She seemed sincere enough at the time. Never trust a woman -- never again!

Apparently my sister was not abducted by the Montaigne at all. She left before the invasion with someone who claimed to be the daughter of Matushka. Nonsense? Sacrilege? With all that has happened since, perhaps not; the more so as this "daughter's" prophecies were fulfilled to the letter. Regardless, Matushka's daughter or no, I WILL FIND HER.

Upon delivering the Avalon queen's gift to the Gaius in Pavtlow (for that is what our cargo turned out to be), we've made a terrible discovery -- the Gaius' gift to Avalon, which was to seal a new alliance, has been stolen! We've been enlisted to help in the search, as we have little responsibility to tie us down elsewhere. The caravan bearing this artifact was attacked on its way here from Breslau, so our next logical step is to backtrack its journey.

While we were in Pavtlow, the Montaigne picked up a servant named Juan. The Castillian is barely sixteen years old, yet he is unusually mature. He is very quiet about his past and his goals.

We stayed near the town of Sladivgorod last night. It's a very eerie place, seeming rather abandoned. Certainly Matushka feels far away in a place such as this. The lake is just as unpleasant; no signs of natural life can be found. We left in the morning early, pushing to cross the river before nightfall. When we got there, we found that the bridge had washed away. It was the middle of the night or later before we gathered wood for a fire and found a ford to cross over, but I feel much better now with the river between us and Sladivgorod.

We've met up with some nomads on the way to Breslau. The nomads are generous; in addition to sharing dinner with us, they have offered us their company as far as the city. Their women are... "generous" as well. Fortunately, none have approached me, although some of my comrades have taken advantage of their company.

Last night I had a dream of Natalya. She seemed peaceful, as though the animals and the forest were protecting her. Four companions surrounded her; a bear, a cat, an eagle, and a wolf. Her hair was wild and dirty, and she looked almost desperate -- like an animal trapped in a cage. My sister asked me to find her and bring her back to Ussura, promising a magnificent reward. Could there be any greater reward than being united with all that is left of my family?

As the vision faded, I saw one last image: the White Tiger, Matushka's ultimate Gift, given only to the Gaius. I wonder what this could mean....

"As the vision faded, I saw one last image: the White Tiger, Matushka's ultimate Gift, given only to the Gaius, I wonder what this could mean..."

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The players and characters involved in the 7th Sea game are:

- Daten: Garr Thompson – pirate, what more can be said?
Formerly the Second Mate of the SoulFire, currently lowest ranking officer
- Wesley: Cedric Surmot du Sices – Montaigne swordsman and nobleman
Hired on the SoulFire to be a guard, hired Juan Devasquez
- Justin: Antonio Giovanni – Vodacce swordsman and left hand to a prince
Hired on the SoulFire to be a guard
- Dennis: Don Alejandro de la Vega – Castillian doctor and roaming Don
Hired on the SoulFire to be the surgeon
- Kevin: Sir Reynard de la Fleur – Knight of the Rose and Cross, not a Montaigne
Currently Captain Ariel's First Mate
- Robert: Juan Devasquez – mysterious young Castillian still learning his trades
Hired by Cedric to be a Valet, he has no position on the SoulFire
- Chris: Aleksei Simonova – Ussuran countryman out for revenge
Currently the Master Topsman aboard the SoulFire
- Troy: William McGregor – Avalon Highlander, carries a large sword one-handed
Currently the Master Gunner aboard the SoulFire

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