

2015 Society Board Elections

FYI, the result of the Society Board elections are in and here are the results. The candidates elected to the Society Board for two year terms are:

John Jones 47
Olan Knight 50
Dane Lyon 32
David Wood 28

Votes were also received for:

Jason Dziuk 25	Spencer Corbin Lawson 4
Brandon Slaten 2	Camille Westlake 2
William Haddon 2	Jim Davie 1
Beth Magness 1	Ray Michel 1
Peter Sartucci 1	Jonathan Wisner 1
Ryan Socia 1	Benji Hall 1
Bret Halford 1	Canon Alexander 1
Lisa Schaefer 1	Camile Graves 1
David McMillen 1	Chris Vrem 1
Vanessa Michel 1	Abstain/Other/?/None 15

Jamie Benson was the Election Chair, and she did a great job. Please thank her the next time you are in contact with her

Everyone is encouraged and invited to participate in the elections not only by voting, but by running for office, or volunteering for a Committee. Both the Society and the Chapter Boards are always seeking people to help make our gaming the best it can be! And YOU are part of the solution!

See You Next Year,
Olan Knight

Options To Simplify Combat

After the results of a poll conducted by the FRC, the Society Board has tasked the Fantasy Rules Committee (FRC) to investigate the various options to simplify our current combat system. Most of the public discussion has occurred on the Facebook group "IFGS 8.0". The three main options that have been discussed so far are:

1) The Quiet System

All damage hits are one point. No one calls damage unless an SAS or a "spike" is used. A "spike" is a damage bonus assigned to a class; i.e. FTs get 4 x +3 spikes per level per combat, KNs get 4 x +2 spikes per combat, and CL/RN/MK get 4 x +1 spikes per combat.

2) Additive Armor

Your "normal" armor is added to your hit points in some increment. There is no subtraction from any damage attack. Example: A FT with +3 plate gets +3 x 4 = 12 points added to their HP per combat. A KN with +3 place gets +3 x 3 = 9 points added to their HP per combat. And so on. When a PC gets hit for 4, they take 4 from their HP. In this system, your armor is back to full after each combat.

Options To Simplify Combat ...cont'd

3) Ablative Armor

This is just like the Additive system, except after the combat your armor must be repaired, mended, or healed. *Variations:* Repairs to armor can be restricted to non-combat periods OR can be allowed in combat.

After the game "Bortherhood of the Wolf" on 13-DEC-2014, most of the people who attended the game - about 25 or so - play-tested these three options. This is my UNOFFICIAL review that reflects my PERSONAL OPINION only.

Option 1: The Quiet System:

Terrible. The combats are extremely short, the rules encourage machine-gunning, and the end result is that safety and fun are both compromised. In addition, I fought sword & board and found my sword trapped between the torso and arm of my opponent who was using two swords, as he was hitting me multiple times VERY quickly (L, R, L, R, L, R.....). His sword strikes were legal - 18" minimal stroke per hit, but he was right in my face swinging as fast as possible.

Option 2: Additive Armor:

Not bad. We were given the same PC stats as we used in the Quiet system, with the armor adjusted for this system. The combat was still much shorter than our normal style of play, but it was not horribly short, calling our damage helped keep swings at a reasonable speed. I'm just not sure that this resolved any issues or really simplified our current combat system.

Option 3: Ablative Armor:

Again, not bad. There was only a minor bit of difference from the Additive system, and the results were very similar to those of the Additive system play-test. We were not allowed to repair armor during combat in this play-test.

Option 4: No Limb Points:

We did not play-test this option. I was disappointed that we did not get to test this as I feel it would truly simplify combat - no more limb points to track - and would cause minimal disruption to the current system.

Dallas Chapter

All four systems were discussed in detail by the folks there for almost 2 hours. Pros and cons of each system were analyzed. The bottom line was:

1. People were willing to give up some of the current IFGS combat flavor in exchange for a simplified system.
2. Only a few people thought the current system was too difficult.
3. We discussed the No Limb Point option as a group, and though it was not play-tested, people seemed to think that it would make combat simpler and be minimally disruptive.
4. No one wants change for change's sake. Any revision to the combat system will have to actually SOLVE THE PROBLEM and genuinely simplify the combat system we are currently using to a significant degree.

One point that was stressed was that no matter WHAT option is eventually chosen, EVERYTHING else in our gaming system - SAS, armor, damage, and so on - would have to be modified to maintain class balance.

I strongly encourage EVERYONE in the IFGS to join the "IFGS 8.0" Facebook group, to follow the discussions, and to contribute to them! Let your opinion be known! Get involved! The more people that get involved, the better the end result will be for everyone!

Olan Knight
Dallas Chapter

“Brotherhood of the Wolf” Bank Report

We were blessed with PERFECT gaming weather on Saturday, 13-DEC-2013, for the running of "Brotherhood of the Wolf". We had delightful temperatures with a nice cooling breeze, which was a good thing since the first two hours was almost pure combat!

Apparently *The Blighter* has been resurrected by some Greater Nemesis! The evil Druid returned with a vengeance, and in the process she managed to corrupt the majority of the PCs that had arrived to attend the Festival celebrating the return of Princess Brightmoon of the Navarro! *<insert much screaming and looks of horror>*

Fortunately, his majesty King Kae-Su (Jim Davie), along with his retinue, arrived late and were not affected by the possession. Examination of this terrible problem showed His Majesty how the possession could be removed and all persons restored to themselves. So began the **LONG** processes of subduing each of the possessed, and bringing them to His Majesty's team so they could apply the cure.

Sadly, it seems that after all of the possessed were cured, it was revealed that *The Blighter* had used the distraction of the combat to possess King Kae-Su and his group of followers. Most dangerous were the Lakotan Lycanthropes, including the king himself, and his faithful puppy, I mean follower, Lug (Olan Knight).

Now it became the task of the early attendees to subdue King Kae-Su and his retinue, and to restore those unfortunates to themselves. This was accomplished with a **great** deal of effort. The final blow was struck when Sariah The Druid (Lyndsey Wood) pulled her spray bottle of water and squirted Lug with the incant "BAD doggie! BAD!" That was the LAST hit point required to take down Lug, and the possessed Lug fell with a hideous shriek! After that, King Kae-Su's pack and retinue was restored and the Festivities began!

~ ~ ~ ~ ~

The Festival had a great many events, and a good time was had by all. The Tournament results were as follows:

1st Dagger Melee

1st Greyson Cox as Widget Boom
2nd Robert Armbruser as Tiberian
3rd ???

2nd Dagger Melee

1st Robert Armbruser as Tiberian
2nd Lyndsey Wood as Sariah
3rd Rachel Bickett as Temperance Hart

Lock Pick, Novice

1st Alex Foreman as TBD the Thief
2nd Robert Armbruser as Tiberian
3rd Pat Wade as Zaden

Lock Pick, Advanced

1st Olan Knight as Lug
2nd John Jones as Gordon Dexter
3rd <none>

Distance Judging

1st Chris Kuykendall as Traveler
2nd Robert Armbruser as Tiberian
3rd Rachel Bickett as Temperance

Team Dagger Melee

1st Greyson, Tyler, Olan, Alex F., Chris, Dane, Pat, Mason, Ray
2nd Robert, Rachael, Alexander B., Jim, Sarah, Tom Paul, Alyssa, Tabitha, Lyndsey

<There were other people on both teams, but these were the only ones that wrote it down on their Gamer Form, so they're the only ones that can be listed with certainty! >

“Brotherhood of the Wolf” Bank Report...cont'd

Note that most people listed themselves as a PC on their Gamer Forms; there were only a very few listed as NPCs.

NPC Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
7	7.5	8	6	6.5	6	8

PC Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.5	8	8.2	5.4	7.2	8.3	7.5

Best of the PCs:

Roleplaying

1st – Lyndsey Wood as Sariah
Jim Davie as Kae-Su

2nd – Brittney Flatt as The Blighter
Tina Spence as Hollow
Olan Knight as Lug (reacting to the puppy spray)

3rd – Sarah Gibson as Glimmerfluff
Greyson Cox as Widget Boom

Costume

1st – Jim Davie as Kae-Su (*Again by an enormous landslide!*)

2nd – Sarah Gibson as Glimmerfluff
Tina Spence as Tashlin
David Spence as Nicolin

3rd – Rachael Bickett as Temperance
Alex Foreman as TBD
Mason Young as Sir Trey
Lyndsey Wood as Sariah

Monster

1st – Olan Knight as Lug

2nd – Brittney Flatt as The Blighter

3rd – Jim Davie as Kae-Su

4th – Lyndsey Wood as Sariah with the spray bottle
The Catapult

Humor

1st – Lyndsey Wood as Sariah

2nd – Sarah Gibson as Glimmerfluff
Greyson Cox as Widget Book
Olan Knight as Lug reacting to Sariah's spray bottle

3rd – Alyssa Phillips as Sera and her puns
Hank Wood as Gozer
Tom Paul Grissom as Saureen

Fighting

1st – Olan Knight as Lug

2nd – Jim Davie as Kae-Su

3rd – Tyler Davis as Raum

4th – Robert Armbruster as Tiberius
Brittney Flatt as The Blighter

Special Effect

1st – The Catapult

2nd – Jim Davie as werewolf Kae-Su

3rd – The possession of the PCs
The Altar
Lyndsey Woods and her spray bottle of Doom
David Spence as Nicolin

“Brotherhood of the Wolf” Bank Report...cont'd

Roleplaying

1st – David Wood as Zanith
Tom Paul Grissom as Saureen

Costume

1st – Jim Davie as Kae-Su

Monster

1st – Jim Dvie as Kae-Su
Olan Knight as Lug

Humor

1st – Lug being taken down by the spray bottle
Tom Paul Grissom as Saureen

Fighting

1st – Olan Knight as the Lug

Special Effect

1st – Lug being taken down by the spray bottle

This was another great game in which everyone got to play both sides of the fence: both good and evil! The tournament that followed allowed for everyone to earn some gold, be exposed to a few new activities - like Lock Picking for non-Thieves, and Distance Judging for non casting types! It was also a great way to meet new people and new PC.

We had a novice show up for her first game, so everyone please be sure to welcome **Alex Foreman** the next time you see her! Welcome Alex! We hope to see you in 2015 at the Annual Banquet!

Happy Gaming,

Olan Knight
Bank Rep

Dallas Chapter IFGS - Board Meeting Minutes

Nov.26,2014

President David Wood called the meeting to order at 8.09. Closed door for election purposes.

People in Attendance :

David Wood, Angela Wood, Sara Gibson, Greyson Cox, David Spence

No committee reports were requested.

David Wood passed on that the Society Board had authorized the 8.0 rules set. Society board thinks it should be done in 4 years but would like it sooner.

Elections: 3 expiring terms, David Wood, Angela Phillips, Greyson Cox. We have 3 people currently running and we really need a 4th. David Wood and David Spence to contact 2 more members to see if they want to run. Wood motion to approve money for election buddy, Angela 2nd, passed 5 – 0.

Next meeting on 12/13 at Brotherhood of the Wolf.

Meeting closed at 8:26

BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

<i>President</i>	David Wood	president@dallasifgs.org
<i>Vice President</i>	Alyssa Phillips	vice_president@dallasifgs.org
<i>Secretary</i>	David Spence	secretary@dallasifgs.org
<i>Board Members</i>	Rich Adkisson	board_member_2@dallasifgs.org
	Angela Gallegos	board_member_3@dallasifgs.org
	Greyson Cox	board_member_4@dallasifgs.org
	Sarah Gibson	board_member_5@dallasifgs.org

Standing Committees

<i>Treasury</i>	Tracey Skopinski	treasurer@dallasifgs.org
<i>Newsletter</i>	Paul Coley	newsletter@dallasifgs.org
<i>Quartermaster</i>	John Jones	quartermaster@dallasifgs.org
<i>Registry</i>	Olan Knight	registry@dallasifgs.org
<i>Safety</i>	Rich Adkisson	safety@dallasifgs.org
<i>Sanctioning</i>	Jim Davie	sanctioning@dallasifgs.org
<i>Elections</i>	open	elections@dallasifgs.org
<i>Public Relations</i>	open	publicrelation@dallasifgs.org

Ad Hoc Committees

<i>History</i>	Sarah Gibson	history@dallasifgs.org
<i>Land</i>	open	land@dallasifgs.org

IFGS Websites

Dallas Chapter	http://www.dallasifgs.org/
National	http://www.ifgs.org/

Newsletter Information

Submission Addresses:

Submission Deadline: Whispering Runes)Dallas Chapter
5 Days prior to last day of the month. newsletter@dallasifgs.org

Submission Deadline: Chainmail (National Newsletter)
1 week prior to last day of the month. Email: nougouna@yahoo.com