

December 2012



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Storm Warnings

Fall in Soldier—BROGFest 2013

This month BROGFest takes center stage on the newsletter cover, why? In short, this awesome event is right around the corner. Lately, we have been fielding questions about BROGFest. The most often asked question is what defines a wargame?

A wargame is any game that has either a historical theme or a military-based theme which can be historical, fantasy or Sci-fi. Movement is regulated in one of three ways: a hex grid, point-to-point or measured movement. That is the short answer.

If you are familiar with publishers such as SPI, Avalon Hill, GMT Games, Multiman Publishing or similar companies then BROGFest is an event you will want to be at. Have you ever wanted to be an armchair general, commanding the battles of conflict? BROG-

Fest is for you!

BROGFest allows those of us that really enjoy wargames to gather for four days and to play these games with other with similar interests. This is not to say that other genres of games are not welcome at BROGFest. In fact, every year there is a wide variety of designer/Euro games like Catan, Puerto Rico, Vegas Showdown, Agricola and many others that see table time. These games are secondary to the wargames. We do not discourage attendees from playing any types of board or card games, all are welcome.

This BROGFest will not only have four days of open gaming, it will feature several organized events for the first time in its long history.

Storm-Con Vendor Booths Nearly Sold out!

We have been inundated with vendor requests over the last month. So many in fact that we have now almost sold out of vendor booths! We understand things may need to be adjusted,

but here is the current line up:

Green Dragon
Here Be Books & Games
Beautiful Brains
Fat Goblin Games

- Battles of American Revolution Tournament
- ASL Starter Kit Tournament
- Canvas Eagles Dogfights
- Sword of Rome
- Medieval
- Door Prizes/Trade Table

Want to go to BROGFest in January? Register before 12 Dec 2012 at the \$40 level and you will be entered into a drawing for a free game from High Flying Dice Games.

24-27 January 2013
\$40—Three or Four Days
\$25—One or Two Days

Location:
Fairfield Inn & Suites
4841 Tanger Outlet Blvd.
N. Charleston, SC 29418

To register email:
keith.mageau@storm-con.com
FB: tinyurl.com/BROGFest

Meyers Dice Tubes
Undead Norm Artists
Scentsy

We only have a few booths left!



Artist Spotlight—Melanie Florencio

Q: When did you first know you wanted to be an artist/writer? inspirations for other comic artists.

A: When I was about 10 I wanted to be a cartoonist.

Q: Who are your artistic role models?

A: Mike Judge, Francis Bacon

Q: How did you come to collaborate with Christine?

A: The owner of Soundwave suggested Christine and I meet at the Halloween party of 2011, we met, discussed the idea for Undead Norm, and the project took off.

Q: What do you see for “Undead Norm” in the next year or two?

A: As of right now, I see myself landing a full time position in 6 months or less, which will allow me to further work on Undead Norm a bit more freely. Recently I have had to pick up a 2nd job as adjunct professor at Charleston Southern University which has caused a delay. Once the dust can be settled, I foresee Christine and I attending more conventions, working on multiple issues of this comic and hopefully serving as

Check out Undead Norm at:
www.undeadnorm.com/



Artist Spotlight—Christine Brunson

Q: When did you first know you wanted to be an artist/writer?

A: It was probably more I became a storyteller to myself and my sister before I really knew that I was doing it. I always liked to amuse myself by daydreaming and doodling. It probably really became obvious to me when I read my first Fantastic Four comic in middle school. I was hooked! I wanted to share my stories with others through comics and maybe one day novels. For a while I gave up on the dream because it seemed out of reach. It came back to me a couple of years ago when my son was born. I decided that I needed to do it now while I still had time. He needs to know that dreams can come true if you work hard.

Q: Who are your artistic role models?

A: You probably wouldn't guess from just looking at my Undead Norm writing, but my all time favorite writer is Neil Gaiman. Most of my major influences come from creators who do a bit of both writing and drawing including Skottie Young, Jill Thompson, Mike Maihack, Frank Cho, Jamie Breedan, and Christina Strain.

Q: How did you come to collaborate with Melanie?

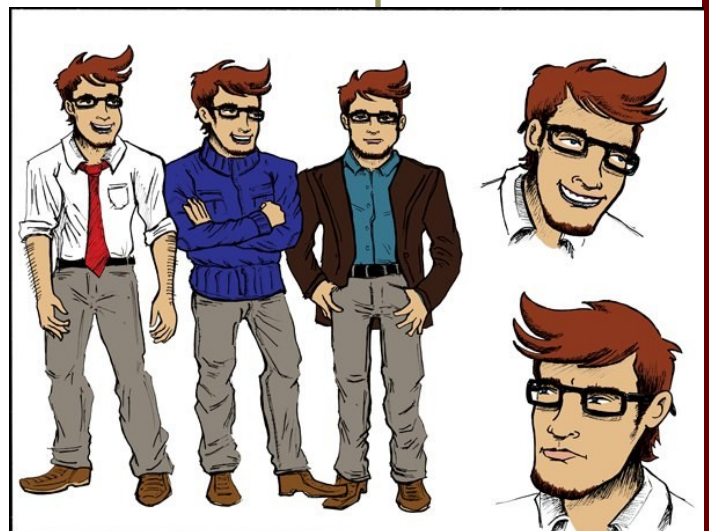
A: As I mentioned previously, I began working on my comic ideas right after my son was born. Undead Norm was one of the first scripts that I started. I knew that I wanted to present it as a webcomic but my artistic skills weren't quite up to par for such an undertaking. Then one day at the comic shop Soundwave, the owner Greg mentioned that there was a young lady who started coming to the store that drew comics. The Halloween party was right around the corner so I slaved away at preparing a proposal in case she might be interested. At the party I introduced myself and mentioned the idea to her. The next day I emailed Melanie the proposal and a few hours later she told me that she wanted to be on board. Ever since then we've worked as a team to bring Norm and his friends to life.

Q: What do you see for "Undead Norm" in the next year or two?

A: The comic has been evolving so much even in this first year due to reader feedback and ideas that

pop up along the way. Melanie and I plan on working on this as long as we have good stories to tell about Norm and as our schedules allow. One thing that has always been our goal is to provide high quality work. I am working on a few things for our side comic Undead NOM that will take advantage of what we can do with comics on a website. We'll have to see where Norm takes us!

"We'll have to see where Norm takes us!"



“We have over 500 game titles in stock and more than 40,000 books.”



Local Business Highlight—Here Be Books & Games

Q: Tell us a little about your game store?

A: When we opened Tim and I set out to create the type of book and game store we always dreamed of having. We wanted to create a welcoming shop with a wide selection of titles, comfy chairs where you can relax, and friendly knowledgeable people who provide assistance when you need it - but don't hover - who can make recommendations based on your tastes and identify and find those obscure titles you've been searching for for years. Here Be Books & Games is our dream come true. At least that's what we strive for.

I try to carry games for all types of gamers, including: casual gamers seeking light strategy and short playing times, kids looking for games they can play by themselves, parents wanting games the whole family can play, gamers seeking new challenges and heavier strategy and everyone in between. We have over 500 game titles in stock and more than 40,000 books.

Q: In your opinion, what one thing sets you apart from other game stores and why?

A: Our Demo Game Library of 465 games and counting. We use

it in a variety of ways: To demonstrate games, of course, - customers can request a demo anytime.

Customers can look in the box, see and handle the board and bits for themselves, peruse the rules, etc.

We use the games at Game Night the first Saturday of every month and at special events where we've been invited to teach games. For example, this year we brought games to the Spann Elementary School's Family Game Night and the Oakbrook Elementary School's Fall Festival.

We'd love to do more events like that, teach games at libraries, maybe even do home parties.

Our ever-growing Game Library helps us stay current on the latest games so we can make better recommendations and help customers select games best suited for their personal tastes or as gifts for others. We'll even teach you how to play! That's what the card table in front's for.

Q: As the hobby grows, what do you see as the future of gaming and how will you support that change?

A: I think there's a casual game revolution happening. Tablets and iOS have made casual games - that take only a few minutes to learn,

have light strategy to engage your brain, and play in less than an hour - more accessible to a huge audience. They're really taking off. Many games previously found only in niche game stores and hobby shops are getting ported to iOS. The general population is beginning to discover that board games aren't just for kids, you can have strategy and fun, too, and Monopoly and Risk aren't your only choices.

How will we support the change? I think we're already set up to handle that by being able to offer demos, teach people how to play, and ease newbies to the hobby into gaming. Some may become hard-core gamers, but for most the hobby will be a casual one. That's perfectly fine: there are oodles of games that suit the casual gamer and more are published every day. We're here to help them, as well as our fellow gamers.

Q: If a customer was going to be stranded on a deserted island, what one game from your store would you recommend to them and why?

A: A deck of cards because there's an infinite number of games you can play with a deck of cards. Uh, oh. Is that cheating? You wanted a specific game? Well, that's harder.

Local Business Highlight—Cont.

Hmmm. Let me think. Alright, then I'd have to say Carcassonne with all its expansions.

Carcassonne is a tile-laying game in which you build cities, roads, cloisters and farms. The game play can be cooperative, very competitive or somewhere in between depending on who you're playing with and their playing styles. The numerous expansions can add

variety, complexity, more ways to mess with each other and sometimes just silliness to the game while still retaining a set of simple game rules. For example, add Inns & Cathedrals and Traders & Builders to increase the complexity a little. For a more adversarial game, mix in The Princess & The Dragon, The Tower, The Siege and The Mage & Witch expan-

sions. For plain silliness, try the Catapult and now Carcassonne becomes a dexterity game. With Carcassonne, you can mix and match expansions to provide a different game experience every time.

Here Be Books & Games
4650 Ladson Rd.
Summerville, SC
(843) 695-1498

Game Review: Star Wars: X-Wing Miniatures Game

By: Shane Runkle

Recently, I picked up a copy of Star Wars X-Wing Miniatures Game. The core box comes with all both an in depth and a quick start set of rules so two players can jump into the action if you just cant wait to get your dogfight on. If you want more then break out the pilot game play, use the upgrade cards and add a whole new level of depth to the game. You can add everything from R2-D2s shield repair skill to barrel rolling Tie fighters and Y-wing Ion cannons ! There is plenty to pick from.

The rules and tactics are easy to grasp and yet complex enough to keep you playing long after your first play through. The Highlight of this

box hands down has to be the starships ! These ships have been made to scale and based off the actual model ships that were used in the movies and it shows.

Combat is handled with a combination of maneuver dials and random dice rolls. At the start of each round all pilots choose a maneuver on their ships movement dial and lock that action in. Both Sides reveal their movements and then resolve pilot actions and combat. The number of dice the attacker and defender use is based on each player's pilot's skill. Damage in the game is represented by damage cards and the game also has a critical hit mechanic.

The best part about this game

is the ease of depth that this game was built for. It plays just as easily with 10-12 year old pre teens just by playing the ships as they are right out of the box. As it does if you sit down with your war game strategy buddies and want to throw down a 90 point match. And both will be just as satisfied when they shoot down that tie fighter with three critical hits!

This is definite "must have" for both miniatures gamer and the more traditional boardgamer. You Star Wars fans might also enjoy this in your collection as well!



“These ships have been made to scale and based off the actual model ships that were used in the movies and it shows.”

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OUR MISSION IS TO PROMOTE THE GAMING HOBBY IN ALL ITS FORMS, OUR VISION IS TO MAKE GAMING A COMMON OCCURRENCE THROUGHOUT THE LOW COUNTRY.

STORM-CON 2013

13-14 July 2013
Holiday Inn Express
Summerville, SC 29483

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Happy Gaming,

Storm-Con Staff

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