



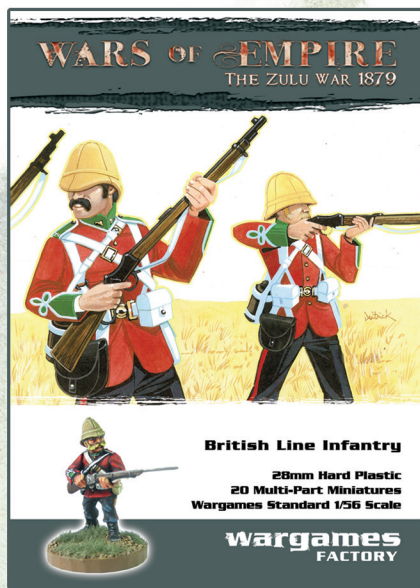
**SHERATON FOUR POINTS, DENVER, CO**

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### Field of Glory -

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### Field of Glory -

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# WELCOME TO GENGHISCON XXX

GenghisCon is one of the world's largest not-for-profit conventions and it is entirely put together by volunteers. With that kind of commitment and dedication, the Con cannot only call itself a huge success but can also be down to earth with its grass roots effort. Our people truly care about the convention and all of its attendees. Whether this is your first, your twenty-first, or even your thirtieth time to attend the show, we know you will enjoy the games and the fellowship that GenghisCon has to offer. We boast a blend of old and new traditions for the young and the old. Ultimately, you make this convention a success through your support.

**This year, our GenghisCon XXX Guests of include Andy Collins, Harley Stroh, Marika Reimer and Jen Haley.**

## CONVENTION COORDINATORS

A special thanks to the following volunteers for all their hard work in putting together GenghisCon XXX!

Cover Art	Kirk Troy
Convention	Stephanie Latta
Con HQ	Loren Meaux
Con Jr.	Kimberly Riecks
Auctions	Stephanie Hughes
Board & Card Games	Jarrod Abel
Exhibitors	Leif Olsen
Miniatures - Fantasy / SF	Todd Pressley
Miniatures - Historical	Todd Pressley
Miniatures - Painting	Kris Marquardt
Publications	Linda Tschappat
Puffing Billy	Wayne Williams
Registration	Ruth Brassell
Role-playing	John Fiala
Security	Bill & Tammy Stilson
Website Design	Michelle Norton

## REGISTRATION HOURS

Thursday 5pm - 8pm  
Friday 8am - 8pm  
Saturday 8am - 8pm  
Sunday 8am - 12pm

## EXHIBITOR HOURS

Friday 3pm - 7pm  
Saturday 10am - 2pm, 3pm - 7pm  
Sunday 10am - 4pm

## ENTRANCE FEES

\$24 Preregistration, full weekend\*  
\$33 Registration at the door, full weekend\*  
\$20 Registration at the door, one day\*  
\$5 Visitor's Badge\*\*

- \* Provides entry to the Con, including open gaming.
- \*\* Provides entrance to the Auctions and Exhibitors Area only. This badge does not allow you to play in any events even if you have purchased an event ticket. \$4 fee will be refunded in conbucks that can be used in the Exhibitor Area or Auction.

## EVENT FEES

\$20 Unlimited Board Game Pass (100)  
\$3 Board games/Card Games (100s)  
\$3 Puffing Billy Events (200s)  
\$3 Sci-Fi/Fantasy Miniatures Games (300s)  
\$10 Rogue Trader (301 & 302)  
\$3 Historical Miniatures Games (400s)  
\$3 Role-playing Games (500s)  
\$2 Miniatures Painting Entries (601-618)  
\$8 Miniatures Painting Classes (619-639)

## WEBSITE UPDATES

Please check the DGA website for updates, changes, additions, and cancellations to the GenghisCon XXX events.

## QUESTIONS?

If you can't find what you are looking for in this booklet, or if you have any general questions about the convention, please feel free to contact us:

ADDRESS: Denver Gamers Association  
P.O. Box 472664  
Aurora, CO 80047-2664  
HOTLINE: (303) 690-6054  
E-MAIL: dgagames@yahoo.com  
WWW: www.denvergamers.org

## REFUNDS

Refunds on event tickets will only be given due to cancellation or time-shifts made by the convention that cause conflicts for you. Refunds on badges will be given on a case-by-case basis.

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## A NOTE TO PARENTS

If you are concerned about your child wanting to attend a gaming convention, let us reassure you that our experience (and that of those young people who have attended past conventions) has been nothing less than wonderful. Gaming promotes creativity and social skills. Manners, courtesy, fair play and sportsmanship are the rules of the convention.

We do ask that those under the age of 12 years are accompanied by a parent or guardian during the convention as the DGA assumes no risk or responsibility for a minor's safety or well being. Should you allow your child to attend the convention on their own, we are sure they will have a fun and safe time. Ultimately, you know best and we defer to your good judgment. We invite you, the parent, to come and share in your child's gaming experiences. Visitor's passes are available if you wish to accompany your child but not to participate.

## VOLUNTEER!

The DGA is a not-for-profit corporation run solely by volunteers. It is not a membership organization and all profits from our conventions go back into the conventions. No one gets paid for doing any of this! Volunteers for judging, registration, security, and gophing are always welcome and needed. We now have a Gamemaster Benefit Program. If you are planning on judging this year, please check with your coordinator or on our website for more information about this program. Please get involved to help the Denver region conventions continue to grow and get better, and the best way to do this is to volunteer!

For more information, please write to us or call the convention hotline at (303) 690-6054 or stop by Con HQ.

## NOTES ON PREREGISTRATION

All event pre-registration works on a first-come basis, so pre-register as early as possible to increase your chances of getting in to your event. Events are closed once they are 75% full except for Role-playing events that are closed once they are 100% full.

Register for only one section of an event. If you are due a refund because all your chosen events are full, you will be issued this refund in generic tickets. Please note that this booklet is not a complete listing of all the events that will be at Genghis Con. Also, though it is our commitment to bring all of these events to you, it is possible that some rescheduling may occur due to circumstances beyond our control.

We are now offering an on-line registration/payment for the convention. If this is not possible for you, you may use the form provided on the back of this pamphlet (it is okay to use photocopies). Be sure to include all the required information, plus your total payment. Your pre-registration **must** be postmarked no later than **February 4, 2009** in order to receive the pre-registration badge cost. Make checks payable to the Denver Gamers Association.

## STAY WITH US!

The convention is being held at The Four Points Sheraton. The best way to enjoy the Con is come and stay for the whole weekend. To help you with this, the DGA has negotiated a special room rate for con attendees. Room reservations may be made with the Sheraton Four Points by calling (303)758-7000, or via a link on the denvergamers.com website. When you call, you must request the special GenghisCon or DGA room rate to receive it. The special rate is **\$70.00** per night for single/double occupants (plus the usual taxes). Additional occupants \$10.00 each (max four people total). Make your room reservations before Jan 31, 2009 to guarantee this room rate.

## GENERAL AUCTION

Anyone with a convention badge may bid for lots at the auctions, be it a paid badge or a Visitor badge. You do not have to register for these events to participate. To sell at the auctions, take your items to the auction room at the times specified to register your lots. You will be asked to fill out a short form and an item card for each lot. No loose lots of multiple items will be accepted, so be sure to bundle every lot neatly (string works best). No more than 50 lots may be registered per person. There will be a fee assessed of \$.25 cents per lot ticket used. Sellers are charged a 15% commission on all items sold. The DGA reserves the right to refuse to auction any lot at their discretion. Any unsold items must be collected within 30 minutes of the conclusion of the auctions or they become the property of the Denver Gamers Association.

**LOCATION:** Evergreen Room. This auction concentrates on typical merchandise found commonly in game and hobby stores, from board games to miniatures to dice, including collectibles such as back issues of magazines. Role-playing items will be included in this auction. The General Auction will last four hours or until everything is sold. Lot registration begins Friday 6pm.

**FRI 7PM-11PM**

## CON JR

Con Jr. is a place for our younger gamers, age 7-12, to play games, and enjoy other activities. We have a movie center with both a video and a DVD player; any age appropriate movie will be welcome. Reading, drawing, coloring, and puzzle centers are also available for the children. We have games to play and any game your child wishes to bring to show others is welcome. We also will welcome any other child-oriented activity that an adult wishes to help out with, or run. Please let me know if you wish to help so we can plan it.

Saturday night has become our pajama party night. Children are encouraged to wear their pajamas. We will have whole group activities for all ages. During this time the children are encouraged to be more active.

Other times through out the Con, I will be taking the children swimming. If your children wants to come along, be sure they have appropriate swim wear.

For your child safety and the safety of others, they are expected to follow ALL rules at ALL times! Rules include, but are not limited to:

1. Listen to all of the adults in the room and at all times & do what they are asked.
2. NO RUNNING, NO JUMPING, NO SLIDING, & NO THROWING OF ANYTHING!



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If the rules are not followed, these will be the consequences:

1. First time they get a warning;
2. Second time they get a "time out";
3. Third time the child will be returned to the parent for the rest of the time slot.
4. If the child is returned to the parent more than once, the child will NOT be welcomed back to ConJr. for the rest of the weekend.

Each and every time your child comes to Con Jr., a responsible adult must accompany them. This is so I know where you can be found if you are needed.

If you don't pick up your child within 5 minutes of a slot ending, you will be asked to remove your child from Con Jr. for the rest of the weekend.

For security reasons, children without a Con Jr. badge cannot participate in Con Jr. activities.

The price of a Con Jr. badge is the same as an adult registration badge. When the parent fulfills their obligation for volunteering, **4 hours per child**, the entire amount will be refunded.

Any infractions in the rules that result in the parent being asked to remove the child from Con Jr. will mean that the Con Jr. admission price is forfeited.

**Due to limited space, there will only be 30 Con Jr. badges available for this con, so please make sure to register early.**

## Con Jr. Hours of Operation:

**Friday** 6:30pm - 10pm

**Saturday** 9am - 1pm, 2pm - 6pm,  
7pm - 10pm

**Sunday** 9am - 1pm, 2pm - 5pm

## CONVENTION RULES

Please take a moment to read these rules carefully. For serious offenses the DGA reserves the right to eject, without warning, any attendee who breaks these rules. Refunds will not be granted in such cases.

1. Wear your convention badge at all times. The security staff will not allow you onto the convention floor without it, and replacements for lost badges are full price. You may not play in an event unless you have a paid one- or three-day badge.
2. Always bring a copy of the games you wish to play to the convention.
3. Please be on time for your events. If you are late to an event you may not be allowed to participate. Players should check in at their assigned meeting area at least 5 minutes before the event starts.
4. No refunds will be given for events in which you choose not to participate. Once you have signed up for an event, the DGA will issue a refund to you only if the event is cancelled. Refunds for generic tickets must be made before 2pm on Sunday. No refunds on generics turned in after this time will be given.
5. No live action games are allowed outside of DGA organized events.
6. No alcohol is allowed on the convention floor. the legal drinking age in Colorado is twenty-one. Smoking is allowed only in designated hotel areas which includes the lobby and outside the doors, but not on the regular convention floor.
7. No weapons, real or facsimile, are allowed on the convention floor. Costumes are welcome, so long as they don't include weaponry. Certain demonstration events and exhibitors may be exempt from this policy. (This is a family convention. Please keep this in mind and use discretion in your choice of costumes.)
8. Please check at Con HQ for our "lost and found." The DGA and the hotel are not responsible for any lost or stolen property.
9. Awards and prizes for tournament winners will be handed out at the conclusion of each event or may be picked up at Con HQ. Role-playing awards will be distributed at the awards ceremony on Sunday at 6:30pm, or you may claim your award early at Role-playing Central if you are not able to attend the awards ceremony.
10. No overnight sleeping is allowed in the convention floor. Hotel security has been given authority to eject gamers who are sleeping without rooms.
11. No gambling is allowed on the convention floor. Gambling is illegal in Colorado except in Blackhawk, Cripple Creek, and Central City.
12. Trading of collectable cards between players is welcome; however, setting up a hallway vending area outside the Exhibitors Room will not be permitted.
13. If you are judging an event, please report to the registration desk before the event to pick up your player list. It is the responsibility of the judges to confirm that each player who shows up for their game is on this list and has purchased an entry ticket.
14. If you are judging an event, you must pick up a scoring packet prior to each time slot you run and return results as soon as possible for tallying.

# THURSDAY EVENTS

Adel Verpflichtet	181.1	THU	6PM-6:45PM
Stephenson's Rocket	291.1	THU	6PM-7PM
Settlers of Catan	156.1	THU	6PM-8PM
Fishermen of Catan	157.1	THU	6PM-8PM
Candamir: The First Settlers of Catan	162.1	THU	7PM-9PM
Basic Painting 101	620.1	THU	7PM-9PM
Betrayal at House on the Hill	170.1	THU	7PM-10PM
Empire Builder International (EBI) Championship	260.1	THU	7PM-10PM
Age of Steam	280.1	THU	7PM-10PM
Pulp Hero - Gentlemen vs. Gentlewomen	503.1	THU	7PM-11PM
Burning Empires - Fires Over Omac	515.1	THU	7PM-11PM
D&D v3.5 - Their Might Upholds the Weak: Knights' Code Saga pt 4	517.1	THU	7PM-11PM
Call of Cthulhu - The Mall Incident	524.1	THU	7PM-11PM
Serial Pulp - High Stakes in Monaco	536.1	THU	7PM-11PM
Living Arcanis v3.5 - Open Library	542.1	THU	7PM-11PM
Living Forgotten Realms v4.0	543.1	THU	7PM-11PM
18xx Championship	240.1	THU	7PM-FRI 1AM
1856	242.1	THU	7PM-FRI 1AM
Star Wars: The Queen's Gambit Tournament	184.1	THU	7:30PM-9:30PM
Blending 102	621.1	THU	7:30PM-9:30PM
Race Around the Graveyard	194.1	THU	8PM-10PM
Basing 101	622.1	THU	8PM-10PM
Barbarian Attack (Traders & Barbarians of Catan)	160.1	THU	8PM-11PM
Elasund: The First City of Catan	163.1	THU	9PM-11PM
Star Wars: The Queen's Gambit Tournament	184.2	THU	9:30PM-11:30PM
Express	270.1	THU	10PM-11:45PM
Empire Builder International (EBI) Championship	260.2	THU	10PM-1AM
Blokus	180.1	THU	10:30PM-11:30PM
Werewolves of Millers Hollow	169.1	THU	11PM-2AM
Family Business	185.1	THU	11:30PM-12:30AM
Express	270.F	THU	11:45PM-1:30AM

# FRIDAY EVENTS

Memoir '44 Tournament	178.1	FRI	9AM-10AM
Blending 102	621.2	FRI	9AM-11AM
1830	230.1	FRI	9AM-1PM
Empire Builder International (EBI) Championship	260.3	FRI	9AM-1PM
Star Wars Saga Edition - The Betrayal of Darth Revan	508.3	FRI	9AM-1PM
Demon Hunter RPG - Fool's Gold	511.3	FRI	9AM-1PM
D&D v3.5 - A Friend in Need	512.3	FRI	9AM-1PM
My Metaprodigy Saved Your Honor Student	518.3	FRI	9AM-1PM
Call of Cthulhu - The Eye of the Storm	523.3	FRI	9AM-1PM
Serial Pulp - Legacy of the Xingu	537.3	FRI	9AM-1PM
Living Arcanis v3.5 - Metra 02-02: The Warlord of Quagga	539.3	FRI	9AM-1PM
Living Forgotten Realms v4.0	543.3	FRI	9AM-1PM
Painted Miniatures Gaming Round Table	101.1	FRI	9AM -9PM

# FRIDAY EVENTS CONT.

Titan: The Arena	173.1	FRI	10AM-11AM
Memoir '44 Tournament	178.2	FRI	10AM-11AM
Settlers of Catan	156.2	FRI	10AM-NOON
Fishermen of Catan	157.2	FRI	10AM-NOON
Paint-n-Take	619.1	FRI	10AM-NOON
Intermediate/Advanced Painters Workshop	636.1	FRI	10AM-NOON
Elasund: The First City of Catan	163.2	FRI	11AM-1PM
Amun Re	182.1	FRI	11AM-1PM
Conversion 101	623.1	FRI	11AM-1PM
Color Theory 101	624.1	FRI	NOON-2PM
Perikles	122.1	FRI	NOON-3PM
Puerto Rico	174.1	FRI	1PM-3PM
Paint-n-Take	619.2	FRI	1PM-3PM
Sculpting beyond the basics	637.1	FRI	1PM-3PM
Cities And Knights of Catan	158.1	FRI	1PM-4PM
Settlers of Nurnberg	164.1	FRI	1PM-4PM
Tikal	186.1	FRI	1PM-4PM
A House Divided	114.1	FRI	1PM-5PM
Empire Builder Classic	250.1	FRI	1PM-5PM
1830	230.F	FRI	1PM-5PM
18xx Championship	240.2	FRI	1PM-7PM
Skintones 201	628.1	FRI	2PM-4PM
Serenity - For the Children	510.4	FRI	2PM-6PM
Wax'Droid Hero	519.4	FRI	2PM-6PM
Call of Cthulhu - The Mall Incident	524.4	FRI	2PM-6PM
Hero System - Secret Infinite Crisis on Just One Earth	534.4	FRI	2PM-6PM
Serial Pulp - Back from Boot Hill	535.4	FRI	2PM-6PM
Living Arcanis v3.5 - Metra 02-03: A Confluence of Thorns	540.4	FRI	2PM-6PM
Living Forgotten Realms v4.0	543.4	FRI	2PM-6PM
Savage Worlds Horror - Iron Horses & Kevlar Men	544.4	FRI	2PM-6PM
Ave Caesar	179.1	FRI	3PM-4PM
Basic Painting 101	620.2	FRI	3PM-5PM
The Great Space Race	102.1	FRI	3PM-6PM
Byzantium	123.1	FRI	3PM-6PM
Master Thieves	171.1	FRI	4PM-6PM
Pirate's Cove	183.1	FRI	4PM-6PM
Paint-n-Take	619.3	FRI	4PM-6PM
Basing 101	622.2	FRI	4PM-6PM
Gangsters	175.1	FRI	4PM-6PM
Podracing	146.1	FRI	4PM-8PM
Flames of War Tournament	405.1	FRI	4PM-11PM
Ticket to Ride - US	210.1	FRI	5PM-7PM
Ticket to Ride Europe	211.1	FRI	5PM-7PM
Ticket to Ride Marklin	212.1	FRI	5PM-7PM
Railroad Tycoon	223.1	FRI	5PM-7PM
Painting with Metallics 201	626.1	FRI	5PM-7PM
Pirate Isle (Seafarers of Catan)	159.1	FRI	5PM-8PM
Battlefleet Gothic	305.1	FRI	5PM-MDNT



# FRIDAY EVENTS CONT.

Warhammer 40K Open Gaming	314.1	FRI	5PM-MDNT
Liar's Dice/Pirate's Dice	187.1	FRI	6PM-7PM
Basing Composition 201	627.1	FRI	6PM-8PM
Roborally	172.1	FRI	6PM-10PM
Infinity Demo	303.1	FRI	6PM-11PM
Classic Battletech	310.1	FRI	6PM-11PM
WARSHIP	402.1	FRI	6PM-11PM
Call to Colors - Battle of Porto, Portugal	404.1	FRI	6PM-11PM
Rome versus Carthage on the High Seas	407.1	FRI	6PM-11PM
D&D 3.5 - Gauntlet Canyon	408.1	FRI	6PM-11PM
Ride of Death - Panther Party	419.1	FRI	6PM-11PM
San Quentin Kings	124.1	FRI	7PM-9PM
Heroscape	188.1	FRI	7PM-9PM
Ticket to Ride - US	210.2	FRI	7PM-9PM
Ticket to Ride Europe	211.2	FRI	7PM-9PM
Ticket to Ride Marklin	212.2	FRI	7PM-9PM
Paint-n-Take	619.4	FRI	7PM-9PM
Painting Faces 301	631.1	FRI	7PM-9PM
Eurorails	251.1	FRI	7PM-10PM
Maharaja King of Kings	134.1	FRI	7PM-11PM
Descent	168.1	FRI	7PM-11PM
Tomb	190.1	FRI	7PM-11PM
Hollow Earth Expedition - Stranded!	501.5	FRI	7PM-11PM
The Queen of Guilda	506.5	FRI	7PM-11PM
Serenity - Big Shoot-out in Space	509.5	FRI	7PM-11PM
Burning Empires - Fires Over Omac	515.5	FRI	7PM-11PM
D&D v3.5 - Their Might Upholds the Weak: Knights' Code Saga pt 4	517.5	FRI	7PM-11PM
Her Majesty's League of Justice: Injustice by Gaslight	520.5	FRI	7PM-11PM
Call of Cthulhu - The Eye of the Storm	523.5	FRI	7PM-11PM
2300AD - Crossfire	527.5	FRI	7PM-11PM
d20 Modern - The P.I.T.S.: Back to School	528.5	FRI	7PM-11PM
Mutants & Masterminds 2nd Edition - Of Gods and Monsters	533.5	FRI	7PM-11PM
Living Arcanis v3.5 - City of Leaves 02-01: Many Voices	538.5	FRI	7PM-11PM
Living Arcanis v3.5 - Metra 02-04: Where the Streets are Paved with Gold	541.5	FRI	7PM-11PM
Living Forgotten Realms v4.0	543.5	FRI	7PM-11PM
18xx Championship	240.3	FRI	7PM-1AM
1870	243.1	FRI	7PM-1AM
Zombies & their Crazy Friends	195.1	FRI	8PM-10PM
Breaking Through 201	625.1	FRI	8PM-10PM
Empires of the Ancient World	115.1	FRI	8PM-11PM
Starfarers of Catan	161.1	FRI	8PM-11PM
War at Sea Death Match Tournament	176.1	FRI	9PM-11PM
Union Pacific	226.1	FRI	9PM-11PM
Fluxx	189.1	FRI	10PM-10:30PM
Empire Builder International (EBI) Championship	260.4	FRI	10PM-1AM
Eurorails	251.F	FRI	10PM-1AM
Werewolves of Millers Hollow	169.2	FRI	11PM-2AM
War at Sea Death Match Tournament	176.2	FRI	11PM-MDNT
Age of Steam	280.2	FRI	11PM-1:30AM

# SATURDAY EVENTS

New World: Carcassone	106.1	SAT	9AM-10AM
Days of Wonder Open Gaming	135.1	SAT	9AM-11AM
Railroad Tycoon	223.2	SAT	9AM-11AM
Freight Train	271.1	SAT	9AM-11AM
Zenithal Lighting 201	629.1	SAT	9AM-11AM
Z-Man Games Open Gaming	136.1	SAT	9AM-11PM
Ticket to Ride - (any)	137.1	SAT	9AM-11PM
Star Fleet Battles	151.1	SAT	9AM-11PM
Star Fleet Battles - Federation Commander Tourney	154.1	SAT	9AM-11PM
Star Fleet Battles - Rated Ace Tourney	155.1	SAT	9AM-11PM
DBA	401.1	SAT	9AM-11PM
Star Fleet Battles - Cutthroat	153.1	SAT	9AM-1PM
War of the Ring Tournament	177.1	SAT	9AM-1PM
North American Rails	254.1	SAT	9AM-1PM
Lord of the Rings	304.1	SAT	9AM-1PM
Monsterpocalypse Demo	307.1	SAT	9AM-1PM
CBT: The Fall of Outreach!	312.1	SAT	9AM-1PM
Starmada - Assault on Battlestation	313.1	SAT	9AM-1PM
Warmaster - Gauntlet Tournament	315.1	SAT	9AM-1PM
WARSHIP	402.2	SAT	9AM-1PM
Call to the Colors - Battle of Oak Grove	403.1	SAT	9AM-1PM
Two Hour Wargames Colonial Rules - The Raid	406.1	SAT	9AM-1PM
D&D 3.5 - Gauntlet Canyon	408.2	SAT	9AM-1PM
Field of Battle - Mexican-American	416.1	SAT	9AM-1PM
Serenity - For the Children	510.7	SAT	9AM-1PM
D&D v3.5 - Over the River and Thru the Woods	513.7	SAT	9AM-1PM
Story Games Lounge	514.7	SAT	9AM-1PM
D&D v3.5 - Their Might Upholds the Weak: Knights' Code Saga pt 4	517.7	SAT	9AM-1PM
Wax'Droid Hero	519.7	SAT	9AM-1PM
Babylon 5 - A Dish Best Served Cold	529.7	SAT	9AM-1PM
Serial Pulp - Back from Boot Hill	535.7	SAT	9AM-1PM
Living Arcanis v3.5 - Metra 02-02: The Warlord of Quagga	539.7	SAT	9AM-1PM
Living Forgotten Realms v4.0	543.7	SAT	9AM-1PM
18xx Championship	240.4	SAT	9AM-3PM
1839/1841	241.1	SAT	9AM-3PM
Britannia	116.1	SAT	9AM-5PM
Warhammer 40K Tournament	301.1	SAT	9AM-6PM
Rio Grande Open Gaming	113.1	SAT	9AM-7PM
Painted Miniatures Gaming Round Table	101.2	SAT	9AM-9PM
Power Grid: China/Korea	107.1	SAT	10AM-NOON
Heroscape	129.1	SAT	10AM-NOON
Echo Base Assault	147.1	SAT	10AM-NOON
Paint-n-Take	619.5	SAT	10AM-NOON
Blending 102	621.3	SAT	10AM-NOON
Cities And Knights of Catan	158.2	SAT	10AM-1PM
Colosseum	140.1	SAT	11AM-1PM
Union Pacific	226.2	SAT	11AM-1PM
Basing 101	622.3	SAT	11AM-1PM
Age of Steam	280.3	SAT	11AM-2PM

# SATURDAY EVENTS CONT.

Descent	168.2	SAT	11AM-3PM
Marvel Heroes	128.1	SAT	NOON-2PM
Giants Ring	148.1	SAT	NOON-2PM
Object Source Lighting	633.1	SAT	NOON-2PM
Batavia	108.1	SAT	1PM-2PM
Scavenger Hunt	130.1	SAT	1PM-2PM
TransAmerica & TransEurope	225.1	SAT	1PM-2PM
Shadows Over Camelot: Merlin's Company	139.1	SAT	1PM-3PM
Paint-n-Take	619.6	SAT	1PM-3PM
Beginners/Intermediate Painters Workshop	635.1	SAT	1PM-3PM
Battleground: Fantasy Warfare	103.1	SAT	1PM-4PM
Scepter of Zavandor	144.1	SAT	1PM-4PM
Struggle for Rome	165.1	SAT	1PM-4PM
Star Fleet Battles - Gauntlet	152.1	SAT	1PM-5PM
War of the Ring Tournament	177.2	SAT	1PM-5PM
Empire Builder International (EBI) Championship	260.5	SAT	1PM-5PM
Wings of War	131.1	SAT	2PM-3PM
Metro	222.1	SAT	2PM-3PM
Settlers of Catan	156.3	SAT	2PM-4PM
Fishermen of Catan	157.3	SAT	2PM-4PM
Monochrome – Painting with a limited palette	634.1	SAT	2PM-4PM
Lord of the Rings	304.2	SAT	2PM-6PM
Monsterpocalypse RISE Tournament	308.1	SAT	2PM-6PM
CBT: The Fall of Outreach!	312.2	SAT	2PM-6PM
Warmaster - Gauntlet Tournament	315.2	SAT	2PM-6PM
Heroscape	317.1	SAT	2PM-6PM
D&D 3.5 - Gauntlet Canyon	408.3	SAT	2PM-6PM
Battle Cry! Tournament	409.1	SAT	2PM-6PM
On To Petrograd!	411.1	SAT	2PM-6PM
The Sword and the Flame - Pathan Pass-ive Agression	413.1	SAT	2PM-6PM
Two Hour Wargames Colonial Rules - The Last Stand?	418.1	SAT	2PM-6PM
Pulp Hero - Gentlemen vs. Gentlewomen	504.8	SAT	2PM-6PM
Star Wars Saga Edition - The Betrayal of Darth Revan	508.8	SAT	2PM-6PM
Story Games Lounge	514.8	SAT	2PM-6PM
My Metaprodigy Saved Your Honor Student	518.8	SAT	2PM-6PM
D&D v3.5 (Dark Sun) - Chapter 1: Prelude to Freedom	525.8	SAT	2PM-6PM
Mutants & Masterminds - Vanguard III: Chaos & Madness	530.8	SAT	2PM-6PM
Serial Pulp - High Stakes in Monaco	536.8	SAT	2PM-6PM
Living Arcanis v3.5 - Metra 02-03: A Confluence of Thorns	540.8	SAT	2PM-6PM
Living Forgotten Realms v4.0	543.8	SAT	2PM-6PM
Treasures and Traps	132.1	SAT	3PM-4PM
Ticket to Ride: The Card Game	138.1	SAT	3PM-4PM
NAStyCAR	149.1	SAT	3PM-5PM
Line 1/Streetcar	221.1	SAT	3PM-5PM
Railroad Tycoon	223.3	SAT	3PM-5PM
Skintones 201	628.2	SAT	3PM-5PM
After Pablo	125.1	SAT	3PM-6PM
18xx Short Game	231.1	SAT	3PM-7PM
Master Thieves	171.2	SAT	4PM-6PM



# SATURDAY EVENTS CONT.

Paint-n-Take	619.7	SAT	4PM-6PM
Basic Painting 101	620.3	SAT	4PM-6PM
Maharaja King of Kings	210.3	SAT	4PM-8PM
Ticket to Ride - US	210.3	SAT	5PM-7PM
Ticket to Ride Europe	211.3	SAT	5PM-7PM
Ticket to Ride Marklin	212.3	SAT	5PM-7PM
Painting Faces 301	631.2	SAT	5PM-7PM
Railroad Tycoon	223.F	SAT	5PM-7PM
Starfarers of Catan	161.2	SAT	5PM-8PM
War of the Ring Tournament	177.3	SAT	5PM-9PM
Empire Builder International (EBI) Championship	260.6	SAT	5PM-9PM
Animals – Fur and Feathers 101	630.1	SAT	6PM-8PM
Podracing for the Experienced Player	150.1	SAT	6PM-9PM
Descent	168.3	SAT	6PM-10PM
Twilight Imperium 3rd ed	120.1	SAT	6PM-MDNT
Arkham Horror	191.1	SAT	6PM-MDNT
Mare Nostrum	126.1	SAT	7PM-10PM
Betrayal at House on the Hill	170.2	SAT	7PM-10PM
Infinity Demo	303.2	SAT	7PM-11PM
Lord of the Rings	304.3	SAT	7PM-11PM
Aliens! Rescue of the Colonists	306.1	SAT	7PM-11PM
Warmachine/Hordes STEAMROLLER Tournament	309.1	SAT	7PM-11PM
CBT: The Fall of Outreach!	312.3	SAT	7PM-11PM
Heroscape	317.2	SAT	7PM-11PM
Battle Cry! Tournament	409.2	SAT	7PM-11PM
Napoleon's Battles - 1807- The Battle of Heilsberg	414.1	SAT	7PM-11PM
Field of Battle - Liberation of South America	417.1	SAT	7PM-11PM
Ride of Death - Tiger Training	420.1	SAT	7PM-11PM
Savage Worlds Explorer's Edition - To End All Wars!	514.9	SAT	7PM-11PM
Story Games Lounge	514.9	SAT	7PM-11PM
Arabian Adventures: The Elements of War	521.9	SAT	7PM-11PM
Call of Cthulhu - The Eye of the Storm	523.9	SAT	7PM-11PM
D&D v3.5 (Dark Sun) - Chapter 2: The Lost City	526.9	SAT	7PM-11PM
Fading Suns - Raiders in the Dark	532.9	SAT	7PM-11PM
Living Arcanis v3.5 - City of Leaves 02-01: Many Voices	538.9	SAT	7PM-11PM
Living Arcanis v3.5 - Metra 02-04: Where the Streets are Paved with Gold	541.9	SAT	7PM-11PM
Living Forgotten Realms v4.0	543.9	SAT	7PM-11PM
Savage Worlds Horror - Not All Dead Are Quiet	545.9	SAT	7PM-11PM
Catchphrase	105.1	SAT	7PM-8PM
Paint-n-Take	619.8	SAT	7PM-8PM
Ticket to Ride - US	210.4	SAT	7PM-9PM
Ticket to Ride Europe	211.4	SAT	7PM-9PM
Ticket to Ride Marklin	212.4	SAT	7PM-9PM
Santa Fe Rails	224.1	SAT	7PM-9PM
Age of Renaissance	117.1	SAT	7PM-MDNT
18xx Championship	240.5	SAT	7PM-1AM
Twilight Struggle	118.1	SAT	7:30PM-MDNT
Tales of the Arabian Nights	142.1	SAT	8PM-11PM

# SATURDAY EVENTS CONT.

Barbarian Attack (Traders & Barbarians of Catan)	160.2	SAT	8PM-11PM
Iron Dragon	252.1	SAT	9PM-1AM
Silverton	282.1	SAT	9PM-1AM
Ticket to Ride - US	210.F	SAT	9PM-1AM
Ticket to Ride Europe	211.F	SAT	9PM-1AM
Ticket to Ride Marklin	212.F	SAT	9PM-1AM
Werewolves of Millers Hollow	169.3	SAT	11PM-2AM
Nuclear War	133.1	SAT	11PM-3AM

# SUNDAY EVENTS

Witch's Brew	109.1	SUN	9AM-10AM
Cleopatra and the Society of Architects	141.1	SUN	9AM-11AM
Settlers of Catan	156.4	SUN	9AM-11AM
Fishermen of Catan	157.4	SUN	9AM-11AM
Basing 101	622.4	SUN	9AM-11AM
Liftoff!	121.1	SUN	9AM-NOON
Navia Dratp Tournament	104.1	SUN	9AM-1PM
Classic Battletech - Learn the Basics	311.1	SUN	9AM-1PM
Lord of the Rings Strategy Battle Game	316.1	SUN	9AM-1PM
Heroscape	318.1	SUN	9AM-1PM
Battle Cry! Tournament	409.3	SUN	9AM-1PM
Blitzkreig Comander - Lorsun Counterattack	415.1	SUN	9AM-1PM
Demon Hunter RPG - Fool's Gold	511.11	SUN	9AM-1PM
Story Games Lounge	514.11	SUN	9AM-1PM
D&D v4.0 - 2009 Team Roleplaying Challenge - Nature, Nurtured	516.11	SUN	9AM-1PM
Teen Titans Go! Second Stringers	522.11	SUN	9AM-1PM
D&D v3.5 (Dark Sun) - Chapter 1: Prelude to Freedom	525.11	SUN	9AM-1PM
Aces & Eights - Trouble in Black Creek	531.11	SUN	9AM-1PM
Living Arcanis v3.5 - Open Library	542.11	SUN	9AM-1PM
Living Forgotten Realms v4.0	543.11	SUN	9AM-1PM
Empire Builder International (EBI) Championship	260.F	SUN	9AM-1PM
18xx Championship	240.F	SUN	9AM-3PM
Rio Grande Open Gaming	113.2	SUN	9AM-4PM
Advanced Civilization	192.1	SUN	9AM-5PM
Warhammer Fantasy Tournament	302.1	SUN	9AM-5PM
Field of Glory Tournament	410.1	SUN	9AM-5PM
Days of Wonder Open Gaming	135.2	SUN	9AM-6PM
Z-Man Games Open Gaming	136.2	SUN	9AM-6PM
Dominion	110.1	SUN	10AM-11AM
Giants Ring	148.2	SUN	10AM-NOON
Zombies!!! with Expansions	193.1	SUN	10AM-NOON
Paint-n-Take	619.9	SUN	10AM-NOON
Basic Painting 101	620.4	SUN	10AM-NOON
History of the World	119.1	SUN	10AM-3PM
Race for the Galaxy: Gathering Storm	111.1	SUN	11AM-NOON
Ticket to Ride - (any)	137.2	SUN	11AM-1PM
Intermediate/Advanced Painters Workshop	636.2	SUN	11AM-1PM

# SUNDAY EVENTS CONT.

Catan Cup Championship Semifinal	166.1	SUN	11AM-2PM
Color Theory 101	624.2	SUN	NOON-2PM
Antiquity	127.1	SUN	NOON-3PM
Age of Steam	280.4	SUN	NOON-3PM
Descent	168.4	SUN	NOON-4PM
Creepy Freaks	196.1	SUN	1PM-2PM
Strozzi	112.1	SUN	1PM-3PM
Agricola	143.1	SUN	1PM-3PM
Pandemic	145.1	SUN	1PM-3PM
Blending 102	621.4	SUN	1PM-3PM
Rail Baron	281.1	SUN	1PM-5PM
Catan Cup Championship Final	167.7	SUN	2PM-4PM
Non Metal Metal 301	632.1	SUN	2PM-4PM
Pulp Hero - Gentlemen vs. Gentlewomen	505.12	SUN	2PM-6PM
Werewolf the Forsaken - Bring Back the Mai-Coh	507.12	SUN	2PM-6PM
Story Games Lounge	514.12	SUN	2PM-6PM
D&D v3.5 (Dark Sun) - Chapter 2: The Lost City	526.12	SUN	2PM-6PM
Serial Pulp - Legacy of the Xingu	537.12	SUN	2PM-6PM
Living Arcanis v3.5 - Open Library	542.12	SUN	2PM-6PM
Living Forgotten Realms v4.0	543.12	SUN	2PM-6PM
Savage Worlds Horror - A Bridge to Sell You	546.12	SUN	2PM-6PM
Animals – Fur and Feathers 101	630.2	SUN	3PM-5PM
Tales of the Arabian Nights	142.2	SUN	3PM-6PM
Age of Steam	280.F	SUN	3PM-6PM

# STONEBRIDGE GAMES



Stonebridge Games is northern Colorado's premiere game store located in Longmont, carrying a wide variety of games including board games, family games, collectible card games, miniatures games, roleplaying and more!

## STORE HOURS

Mon: 10 am - 6 pm  
Tue - Sat: 10 am - 9 pm  
Sun: 12 noon - 5 pm

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[www.stonebridgегames.com](http://www.stonebridgегames.com)

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# HONORED GUESTS

## ANDY COLLINS

Andy Collins co-designed 4th Edition D&D and currently works as the Development & Editing Manager for Roleplaying R&D at Wizards of the Coast, Inc. His professional design, development, and editing credits stretch back for more than a decade, including *Unearthed Arcana*, *Magic Item Compendium*, version 3.5 of the *Player's Handbook*, the *Star Wars d20 RPG*, and the *Gamma World* and *Dark Matter* settings for the *Alternity RPG*. He lives in the Seattle area with his wife Gwendolyn Kestrel. You may have seen Gwendolyn's name on a few of the D&D books currently in your bag

## HARLEY STROH

Harley Stroh is the line editor for Goodman Games' *Dungeon Crawl Classics*, *Master Dungeons*, *Death Dealer*, and *Age of Cthulhu* adventure lines. He has published over 30 game supplements and short stories, through Goodman Games, Wizards of the Coast and Zeitgeist Games, and counts himself among the luckiest folks on the planet. Critics cite his career as evidence that -- given an infinite amount of persistence -- anyone can sell their writing. When not penning gaming adventures or short stories, Harley spends his time falling down on a skateboard.

## MARIKE REIMER

You may know her as M'rika the Destroyer or Sekhmet. In her own words, "M'rika is the phonetic way of pronouncing my name, or at least pretty close. And the Destroyer? That's a nickname that I got stuck with because I'm deeply, deeply clumsy. Seriously, I've caught my painting table on fire, and super-glued a brush to my mouth, not to mention the myriad of day to day instances which make my life exciting. Sekhmet is my alias at Crocodile Games. For those of you not fluent in ancient Egyptian, Sekhm means destruction. Destroying minis is not her forte however. She's been painting minis since 2002, professionally since 2003. Most of her work has been for Crocodile Games, where she is currently the staff painter. You'll also see her work with Freebooter Miniatures, Reaper Miniatures, and Darksword Miniatures.

## JEN HALEY

Jen Haley has been painting miniatures professionally for several years. Companies include Reaper Miniatures, Crocodile Games, Freebooter Miniatures, and Dark Age Games. She first picked up a brush about ten years ago and succumbed to figmentia shortly thereafter and tells us that she's never recovered.

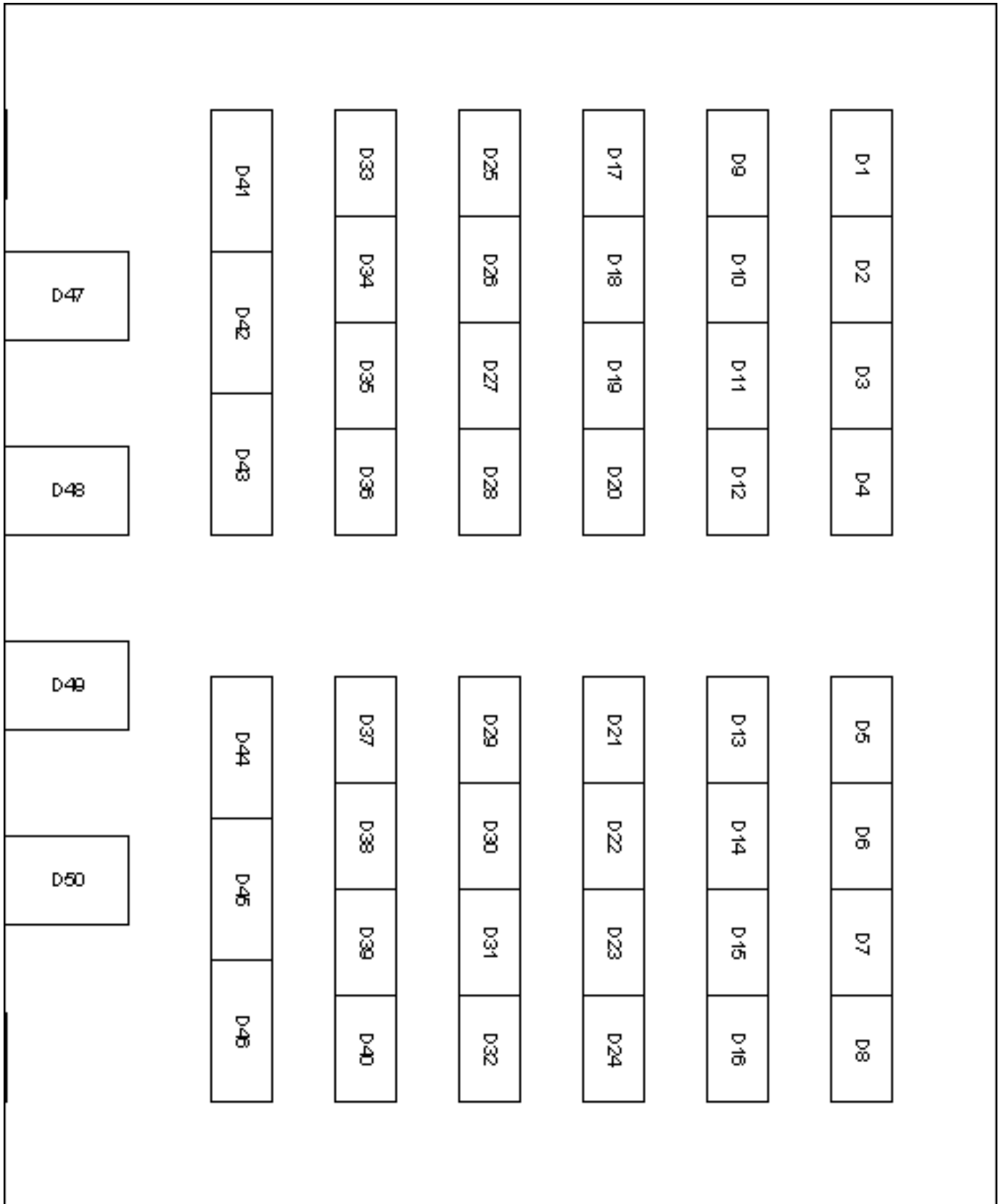
## ATTENDING EXHIBITORS

Askari Miniatures	Attactix
Chessex	Cloud Kingdom Games
Collectormania	
Compleat Games and Hobbies	
Gifts and Blessings	JR Miniatures
Kirin Games	Lisa Lindberg
Mad Tatter	Most Things Fantasy
Pair-o-Dice Game Gear	Pegasus Publishing
Pigmented Miniature	Savage Embroidery
Silver Dragon	Stinky Dwarf
Stonebridge Games	Stonehouse Miniatures
Terri Leonard	The Wizard's Chest
TML Mailworks	Two Old Bears Studio
Valhalla's	

## GAMING LOCATIONS

Board Games — The View  
Catan Cup Championship — Salon H  
Puffing Billing — Salons F & G  
Sci-Fi / Fantasy Miniatures —  
Salons D & E  
Historical Miniatures — Salons D & E  
Role-Playing Games — Muster in  
Evergreen room near ConHQ on  
ground floor  
Miniatures Painting — Salons B & C

# SALONS D & E



# BOARD GAMES

As always there is a wide range of board games and non-collectable card games this year. There is always something new, come check it out.

We want to make it as easy as possible for you to pay. While the play per game is still open (\$3.00), we also offer an UNLIMITED BOARD GAME PASS. With this \$20.00 pass you can play in an unlimited number of board games throughout the convention. This pass includes the Puffing Billy Tournament events.

If possible, bring a copy of the game with you to play (especially for the tournaments). Extra games are always better than game shortages. If a game slot is full and you have a copy of the game, bring it and we might be able to squeeze you in (you will still need a game pass).

For open gaming a generic game pass or unlimited pass is needed for each time slot.

Please remember, tables are reserved, if you wish to play a make-up game or kill some time check with the Coordinator for an open table. Also, with few exceptions, the judges have asked that there be no eating at the game tables. Spill proof containers, for drinks, are okay. The last thing we want is a spill.

Have a game you want to run? Don't see a game you wish you were playing, other comments? Contact our Board Game Coordinator, Jarrod Abel, at [ableventures@gmail.com](mailto:ableventures@gmail.com).

## CATAN CUP CHAMPIONSHIP© (CCC) (Events)

The Catan Cup Championship© centers around the popular Settlers of Catan game and the various expansions or renditions of Catan. In Settlers of Catan, groups of settlers try to become the dominant group on a remote island by building settlements and cities across its uncharted wilderness. Each player tries to guide his or her settlers to victory by building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. Trading helps you get what you don't produce. This combination of strategy and luck makes Settlers an excellent game for all skill levels.

## RIO GRANDE GAMES:

James Davis has been representing Rio Grande Games for a long time at the convention and we thank him for his efforts. Rio Grande Games has been a constant supporter of DGA conventions. Be sure to come down to the board game room, James will be showcasing not yet released games from Rio Grande for open gaming.

## DAYS OF WONDER and Z-MAN GAMES:

Thanks goes to Days of Wonder and Z-Man Games whose continued support of DGA Sponsored conventions has enlivened our board games section. Sterling Babcock, who is representing Days of Wonder and Z-Man games, has become a fixture at the convention and we thank him for his efforts. Sterling Babcock would like everyone to know that he has reserved a special area for playing all the Days of Wonder and Z-Man games that are not scheduled at the convention to come and play.

## STAR FLEET BATTLES

Can you defend the Federation? Are you cunning enough to be a Klingon? Well, find out in the Star Fleet Battles tournament! Tournament is open to anyone, but demonstrations are also available for new players. Top records during the day advance to Saturday night's single elimination bracket. The winner will be awarded the coveted Rated Ace title. [www.starfleetgames.com](http://www.starfleetgames.com).

We'd also like to thank everyone else that has volunteered, running games or otherwise helped out. There wouldn't be a convention without you, thanks.

Please be sure to check back on the DGA website for additional games and times. <http://denvergamers.org>

### 100 Unlimited Board Game Pass

With this pass you can play any scheduled board game without a ticket. The pass is \$20.

### 101 Painted Miniatures Gaming

*Round Table by Jarrod Abel*

Bring your own or come see what is available to play. Need some time to kill between games? (Round table to free to everyone with con pass)

101.1 FRI 9AM -9PM

101.2 SAT 9AM - 9PM

### 102 Kenzer and Company

*The Great Space Race by Brian Trotter*

It's that time of year again: time for The Great Space Race! Watch the competitors speed through the course, avoiding mines and errant planetoids (or at least trying to)! And remember the Grand Prize: the winner of The Great Space Race saves his planet from disintegration! If you like silly events, chaotic space combat, or doing the Robo Rally dance, you should try out this event. Beginners welcome, rules taught. Limit 6 players.

102.1 FRI 3PM-6PM



# BOARD GAMES

## 103 It's Your Move Games

*Battleground: Fantasy Warfare* by Brian Trotter

Try out this innovative wargame, which offers miniatures mechanics at bargain prices. An excellent command system completes the package. Beginners welcome, rules taught. Limit 6 players.

103.1 SAT 1PM - 4PM

## 104 Bandai

*Navia Dratp Tournament* by Brian Trotter

Come play this cult classic, now on the 2009 IAGO World Tour of abstract games. (See [iagoworldtour.com/2009iwt.html](http://iagoworldtour.com/2009iwt.html) for details about the IAGOWorld tour.) Intermediate. Limit 16

104.1 SUN 9AM - 1PM

## 105 Adventure Games

*Catchphrase* by Craig Fox

A fast talking fast passing party game. This game uses custom disks and is more sci-fi themed. Limit 8 players.

105.1 SAT 7PM-8PM

## 106 Rio Grande

*New World: Carcassone* by James Davis

In this Carcassonne game, players begin as the early settlers of the United States did on the east coast of America. As they explore westward, they build towns, farms, roads, and compete to score more points than the others players. As exploration moves to the west, players who are slow to complete the features they have started will find themselves left behind - with no points! Limit 5 players

106.1 SAT 9AM - 10AM

## 107 Rio Grande

*Power Grid: China/Korea* by James Davis

The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. Players mark pre-existing routes between cities for connection, and then vie against other players to purchase the power plants that you use to supply the power. Additionally, players must acquire the raw materials, like coal or oil, making it a constant struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes. Limit 6 players.

107.1 SAT 10AM - 12PM

## 108 Rio Grande

*Batavia* by James Davis

Magnificent sunsets, exotic flora and fauna, the aroma of finest spices in the air, the Far East has always had a magical appeal to adventurers, soldiers of fortune, explorers, traders and merchants. Limit 5 players.

108.1 SAT 1PM - 2PM

## 109 Rio Grande

*Witch's Brew* by James Davis

Whether it is the druid, the witch, or the wizard. All these masters of magic help the players brew their potions, helping them to become rich and successful. Players take turns at the different roles, but also compete for them. Limit 5 players.

109.1 SUN 9AM - 10AM

## 110 Rio Grande

*Dominion* by James Davis

You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion! Limit 4 players.

110.1 SUN 10AM - 11AM

## 111 Rio Grande

*Race for the Galaxy: Gathering Storm* by James Davis

This first expansion for the very popular Race for the Galaxy game adds cards, a 5th player, and other ways to expand your universe. Limit 5 players.

111.1 SUN 11AM - 12PM

## 112 Rio Grande

*Strozzi* by James Davis

This is the third in the Medici series, Italy in the 1500s. Under the guidance of the commercial families Strozzi, Medici, and Bardi, ships come from all over the world to Italy with valuable goods. The wealth that follows these goods, promotes knowledge of the arts, sciences, and architecture. Limit 6.

112.1 SUN 1PM - 3PM

## 113 Rio Grande

*Open Gaming* by James Davis

Try all of the favorite Rio Grande games, one pass per time slot

113.1 SAT 9AM - 7PM

113.2 SUN 9AM - 4PM

## 114 Game Designers Workshop

*A House Divided* by John Ghrist

GDW's game of strategic movement and warfare during the American Civil War. Multiple rounds may follow immediately if necessary. Beginner.

114.1 FRI 1PM-5PM

## 115 Bullfrog Games

*Empires of the Ancient World* by John Ghrist

Enjoy this easy-to-learn game of military and economic competition in the pre-Roman world. Yes, there are elephants. Beginner.

115.1 FRI 8PM-11PM

# BOARD GAMES

## 116 Avalon Hill/Hasbro

*Britannia* by John Ghrist

Refight the wars of the British Isles from the Roman invasion through the Norman conquest. Championship to follow immediately if necessary. Intermediate.

116.1 SAT 9AM - 5PM

## 117 Avalon Hill/Hasbro

*Age of Renaissance* by John Ghrist

Try your hand at being the best Machiavellian prince in this game of scientific and cultural competition in post-Medieval Europe. Intermediate.

117.1 SAT 7PM - 12AM

## 118 Game Designers Workshop

*Twilight Struggle* by John Ghrist

This card-driven strategy game explores the Cold War rivalry between East and West, using cards representing historical events. Can you reshape history without triggering nuclear war? Beginner.

118.1 SAT 7:30PM - 12AM

## 119 Avalon Hill/Hasbro

*History of the World* by John Ghrist

Relive the entire span of human history from Sumeria to WWI. Beginner.

119.1 SUN 10AM - 3PM

## 120 Fantasy Flight

*Twilight Imperium 3rd ed.* by John Tiffany

TI3 is an epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression. With new oversize geomorphic board tiles, finely detailed plastic miniatures, hundreds of cards, and a massive plurality of options. Limit 8 players.

120.1 SAT 6PM - 12AM

## 121 Task Force Games

*Liftoff!* by Mike Moore

Compete to be the first nation to land a man on the moon, and successfully return them home again. Limit 8 players.

121.1 SUN 9AM - 12PM

## 122 Warfrog Games

*Perikles* by Nate Hayden

Players assume the role of a noble family seeking to become the leader of one or more of 6 ancient Greek city-states. In the first, players vie for area control in each of the six states, which end in elections. Players who win the election in each state can then "control" that state's army. In the second phase, players use cards to move their armies to attack or defend one of seven battles that are up for grabs that round. Limit 5 players.

122.1 FRI 12PM-3PM

## 123 Warfrog Games

*Byzantium* by Nate Hayden

The year is 632 AD. The Byzantine Empire is all that remains of what once was the mighty Roman empire. She herself has only just survived a mighty war against Persia. Both empires now lay exhausted from their long years of struggle.

Meanwhile, further south in the deserts of Arabia, the prophet Mohamed has given new meaning to an old religion and sets the peoples of that land on a course of action which will echo down the ages. Under the leadership of a succession of caliphs the Islamic Arabs are about to descend on the prostrate bodies of the Persian and Byzantine empires. Limit 5 players.

123.1 FRI 3PM-6PM

## 124 Blast City Games

*San Quentin Kings* by Nate Hayden

This is a resource management game based on the economic system of an American prison. Players lead their prison gangs and direct their gang members through important actions. Players earn points for the items they collect and the Respect points they gain. Winning the most fights will score a great amount of points, but so will collecting the various types of contraband. Collecting different gang members will also score well, along with weapon cards and commissary. Plus more Respect points for those collecting guard influence chips and/or Respect points sprinkled throughout the game. There's many ways to gain Respect, and the player with the most Respect points wins. Limit 5 players.

124.1 FRI 7PM-9PM

## 125 Blast City Games

*After Pablo* by Nate Hayden

It's 1994. Pablo Escobar has been killed and the Columbian Medellin cartel has been dismantled, a short lived victory for the DEA. The Mexican cartels now see an opening to establish a new organized trade. Power shifts from Columbia and now centers on Mexico as the primary distributor in the narcotics trade. "After Pablo" tells the story of the Mexican and Columbian cartels in the years following Escobar's death. Each player controls a cartel and must establish leadership and control while maintaining the business of their operations and protecting their position. A bloody saga of economy and war. Limit 5 players.

125.1 SAT 3PM-6PM

# BOARD GAMES

## 126 Euro Games

*Mare Nostrum by Nate Hayden*

Create an empire in the Mediterranean. Billed as a "Civilization" in 3 hours or less, Mare Nostrum creates a fantastic story of rising powers and their political, military and economic rivalries. The game can be won militarily, but players mustn't rely completely on such a strategy for a clever power could easily snatch a win with trade or politics. Limit 5.

126.1 SAT 7PM-10PM

## 127 Splotter Spellen Games

*Antiquity by Nate Hayden*

This is set in an environment loosely modeled on Italy in the late Middle Ages. Players choose their own victory conditions: they can focus on population growth, trade, conquest, or city building by choosing their patron saint. Each strategy requires a completely different style of play. Or you can choose Santa Maria, the most powerful saint of all, but you'll be expected to build a civilization twice as impressive as any other player. While your economy is constantly improving, with more and more advanced cities bringing new options each turn, the land around your cities is slowly being depleted, forcing you to travel further and further to gather your raw materials until finally, there is no more land left to farm. Limit 4 players.

127.1 SUN NOON-3PM

## 128 Fantasy Flight Games

*Marvel Heroes by Nate Hayden*

This is a game set in the Marvel Universe with plenty of opportunities for cooperation and competition between the Super Heroes controlled by the players. Players take control of a group of Super Heroes (X-Men, Fantastic Four, Marvel Knights or the Avengers) as well as the Nemesis of one of the other player's group (Magneto, Dr. Doom, Kingpin or Red Skull). During the game, each player finds allies, enemies and power-ups, and face the menacing Super Villains controlled by the other players. Limit 5 players.

128.1 SAT NOON-2PM

## 129 Milton Bradley

*Heroscape by Steve Watkins*

This Fantasy Battle Board Game comes with dozens of painted plastic miniatures, each representing a warrior from a different era, and hex-based hard plastic terrain pieces which can be put together in many different ways. The warriors include 30 plastic figures, including World War II soldiers, futuristic robots, aliens, a T-Rex-riding orc, a large dragon, and many more. Each hero or squad has its own card that details both movement and combat abilities. Limit 4 players.

129.1 SAT 10AM-NOON

## 130 Goodman Games

*Scavenger Hunt by Steve Watkins*

Scavenger Hunt is a hilarious card game in which the ravenous predators of the savannah out-sneak, out-wit, and out-fight each other in a bloody battle to acquire the most animal carcasses! Each player controls a scavenger, sending them out to retrieve tasty vittles to bring home to the lair for leisurely consumption. Be the best carrion-eater you can be! Limit .

130.1 SAT 1PM - 2PM

## 131 Fantasy Flight Games

*Wings of War by Steve Watkins*

This is a game series which merges card and board game mechanics to recreate aerial combat. The first series of Wings of War games focus on the "knights of the air" age, World War I, portraying the abilities of the fighting planes of this period. Limit 2 players.

131.1 SAT 2PM - 3PM

## 132 Studio 9 Games

*Treasures and Traps by Steve Watkins*

Treasures and Traps is a complete card game that puts you in the role of the hero. Your quest is to collect three treasures before anyone else. Sounds simple enough, right? Now throw in a two-headed troll, a maze of dangerous doors, and a few cunning thieves. Limit 4 players.

132.1 SAT 3PM - 4PM

## 133 Flying Buffalo

*Nuclear War by Thomas Volfroy*

Satirical card game in which each player represents a "major world power" and attempts to game global domination and/or annihilation through the strategic use of propaganda or nuclear weapons.

133.1 SAT 11PM - 3AM

## 134 Avalon Hill

*Maharaja King of Kings by William Weyenberg*

You've conquered the world, you've battled for Europe, you've fought in civil war, now go back in time and conquer the subcontinent of India! This Avalon Hill Bookcase game will start off easy but get progressively harder as you move your tribes through this foreign land to conquer and hold territories. It is a historical based game with specific objective for specific groups of people. The Greeks, the Muslims, the Sikhs, the Sinhalese, the British, the French. They All Collide Here In India. Limit 4 players.

134.1 FRI 7PM-11PM

134.2 SAT 4PM - 8PM



# STAR FLEET UNIVERSE

The best-selling science-fiction universe in history goes on! New games, new systems, new miniatures.



The new fast-paced starship combat game. Everything is streamlined; the ship cards are in full color. Energy received at the start of each turn is spent as you need it for weapons, movement, etc. Look for Klingon Border, Romulan Border, Klingon Attack, Romulan Attack, Tholian Attack, Battleships Attack, and (2008) Distant Kingdoms.

## STAR FLEET BATTLES



The new edition was followed by many new modules (Y,J2, R8, R9, R10, R11, Omega 1-4), Captain's Log 18-35, & more! Starline 2400 includes 120 scale pewter ships with many entirely new ones. Look for the Master Rulebook and Module G2 Master Annexes.

## FEDERATION & EMPIRE

New Expansions keep coming! Advanced Operations added a hundred new ships, the Y180 scenario Winds of Fire, and more. Look for Combined Operations, Fighter Operations, Planetary Operations, Reinforcements, and the new Strategic Operations.



## STAR FLEET BATTLE FORCE



Exciting starship card game. Beautiful color cards include 36 starships, plus 90 weapons, maneuvers, tactics, legendary officers, damage repair, electronic warfare, & more. Non-collectible; one box is enough for six players!

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# BOARD GAMES

## 135 Days of Wonder

*Open Gaming by Sterling Babcock*

Try all your favorite Days of Wonder games, including Ticket to Ride: The Card Game, Ticket to Ride Nordic/Switzerland/US/Europe/Germany, Shadows Over Camelot with Merlin's Company, Colosseum, Memoir '44 and expansions, Cleopatra and the Society of Architects, Mystery of the Abbey, and Pirates Cove. One pass per time slot please

135.1 SAT 9AM - 11AM

135.2 SUN 9AM - 6PM

## 136 Z-Man Games

*Open Gaming by Sterling Babcock*

Try all your favorite Z-Man Games, including Pandemic, Neuland, Tales of the Arabian Nights, Prophecy, Gheos, Fairy Tale, Scepter of Zavandor, Primordial Soup, Reef Encounter, Saboteur, Santiago, and No Thanks! One pass per time slot.

136.1 SAT 9AM - 11PM

136.2 SUN 9AM - 6PM

## 137 Days of Wonder

*Ticket to Ride - (any) by Sterling Babcock*

Come enjoy one of the Ticket to Ride series of games. Easy to play and Quick to learn! Players will choose one of USA, 1910, Europe, Switzerland, Germany, or Nordic Countries to play. Europe adds stations, ferries and tunnels. Germany adds passengers. Switzerland and Nordic provide a great 2-3 player map. Limit 5 players

137.1 SAT 9AM - 11PM

137.2 SUN 11AM - 1 PM

## 138 Days of Wonder

*Ticket to Ride: The Card Game by Sterling Babcock*

Players collect sets of illustrated Train cards which are then used to complete Destination Tickets - routes between two cities depicted on each ticket. But before their Train cards can be used, players must face the risk of "train-robbing", where another player may force them to lose their hard-earned cards. Part of the Ticket to Ride series. Limit 4 players.

138.1 SAT 3PM - 4PM

## 139 Days of Wonder

*Shadows Over Camelot: Merlin's Company by Sterling Babcock*

In this cooperative game players work together as Knights dedicated to preventing the fall of Camelot, fighting against the forces of evil by going on Quests that earn Swords. However, there may be a traitor in your midst, secretly sworn to aid in Camelot's fall. Merlin's Company is a new expansion for the game which introduces 7 new knights and Merlin to the game. Limit 8 players.

139.1 SAT 1PM - 3PM

## 140 Days of Wonder

*Colosseum by Sterling Babcock*

In Colosseum each player is a Roman impresario - producing great spectacles in his or her arena in the hopes of attracting the most spectators. Players earn wealth and glory for each event run, using it to create ever more ambitious events. They will need to improve their arena, find the best performers, lure the Emperor and his nobles, and manage assets for long-term success to be granted the title of Grand Impresario. Limit 5.

140.1 SAT 11AM - 1PM

## 141 Days of Wonder

*Cleopatra and the Society of Architects by Sterling Babcock*

Players strive to become the wealthiest of Cleopatra's architects by constructing the most magnificent and valuable parts of her palace. Players will be tempted to trade in materials of dubious origins in order to help them build faster, but these corrupt practices come with a high price - cursed Corruption Amulets. When Cleopatra enters her new palace, the most corrupt architect will be offered as a sacrifice! The wealthiest architect still alive wins!. Limit 5 players.

141.1 SUN 9AM - 11AM

## 142 Z-Man Games

*Tales of the Arabian Nights by Sterling Babcock*

You are the hero in a story of adventure and wonder just like those told by Scheherazade to her spellbound sultan! You will travel the land seeking your own destiny and fortune, experience stories and gain wisdom to share with others. Will you be the first to fulfill your destiny? The point of this game is less to see who wins and more to enjoy the unfolding and telling of a great story! Will you become beloved, wealthy, mighty or even become a sultan or will you become a beggar, be cursed with a beast's form or become insane from terror! YOU will bring to life the stories of the inestimable Book of Tales. Limit 4 players.

142.1 SAT 8PM - 11PM

142.2 SUN 3PM - 6PM

## 143 Z-Man Games

*Agricola by Sterling Babcock*

You start as a farmer in a wooden shack with your spouse and little else. Each turn, you take actions from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; etc. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats? Do all you can in the available 14 turns. Limit 4 players.

143.1 SUN 1PM - 3PM



# BOARD GAMES

## 144 Z-Man Games

*Scepter of Zavandor by Sterling Babcock*

Up to 6 players seek to develop their magical energy to enchant gems, gain artifacts, and ultimately to challenge the nine Sentinels to gain the coveted Scepter of Zavandor! As your knowledge and skill increases, you gain new abilities through auctions and additional gems. The aim of the game is to get victory points with active gems, artifacts, guardians and knowledge. Limit 6 players.

144.1 SAT 1PM - 4PM

## 145 Z-Man Games

*Pandemic by Sterling Babcock*

Pandemic is a cooperative game. Four diseases have broken out in the world and it is up to a team of specialists in various fields to find cures for these diseases before mankind is wiped out. Players must work together, playing to their characters' strengths and planning their strategy of eradication before the diseases overwhelm the world with ever-increasing outbreaks. But the diseases are breaking out fast and time is running out: the team must try to stem the tide of infection in diseased areas while developing cures. If disease spreads uncontrolled, the players all lose. If they find the cures, they win. Limit 4.

145.1 SUN 1PM - 3PM

## 146 Podracing

*by Virgilio San Andres*

Does tying yourself to two giant jet engines, dodging rock formations at 600 mph and fighting off homicidal alien drivers appeal to you? Then join this frenzied helping of fun. We will be using MicroMachines pod racer models on a large-sized table for this event. There are individual racing templates for each Pod. Limit 18 players.

146.1 FRI 4PM-8PM

## 147 Echo Base Assault

*by Virgilio San Andres*

Re-live the Battle of Hoth. Using miniatures to re-create this famous and exciting battle scene. Will the empire have it's victory? Intense and fun to say the least. Limit 10 players.

147.1 SAT 10AM - 12PM

## 148 Giants Ring

*by Virgilio San Andres*

Brand New from Virgilio, who brought us Pod Racing. You play a druid during the time of Stonehenge. Limit 6 players.

148.1 SAT 12PM - 2PM

148.2 SUN 10AM - 12PM

## 149 NASTyCAR

*by Virgilio San Andres*

This is a board game based on the movie Death Race using Hot Wheels to deliver death and destruction while being first to finish the race or die trying! Limit 6 players.

149.1 SAT 3PM - 5PM

## 150 Podracing for the Experienced Player

*by Virgilio San Andres*

Experienced players only please, Does tying yourself to two giant jet engines, dodging rock formations at 600 mph and fighting off homicidal alien drivers appeal to you? Then join this frenzied helping of fun. We will be using MicroMachines pod racer models on a large-sized table for this event. There are individual racing templates for each Pod. Limit 18 players.

150.1 SAT 6PM - 9PM

## 151 Amarillo Design Bureau

*Star Fleet Battles*

Come play Star Fleet Battles and Federation Commander, Amarillo Design Bureau's colorful game of space warfare, will pit ships of the Federation, Klingon, Romulan, and other alien races against each other in rounds of combat. One pass per time slot please

151.1 SAT 9AM - 11PM

## 152 Star Fleet Battles

*Gauntlet*

Loosely based on the classic dungeon crawl video game but with starships! [www.starfleetgames.com](http://www.starfleetgames.com). Limit 8 players.

152.1 SAT 1PM - 5PM

## 153 Star Fleet Battles

*Cutthroat*

A three-way starship battle, with a twist. [www.starfleetgames.com](http://www.starfleetgames.com). Limit 6 players.

153.1 SAT 9AM - 1PM

## 154 Star Fleet Battles

*Federation Commander Tourney*

Come check out the new fast paced starship combat game set in the Star Trek universe. Players will take turns fighting it out 1 on 1. Captain a Federation Constitution-class Cruiser, Klingon D7, or Kzinti Battle Cruiser. Best record wins! [www.federationcommander.com/FCFirstMissions.pdf](http://www.federationcommander.com/FCFirstMissions.pdf). One pass per time slot please.

154.1 SAT 9AM - 11PM

## 155 Star Fleet Battles

*Rated Ace Tourney*

Klingon, Romulan and Federation Captains prove their worth in the classic game of starship combat. Demonstrations are available for new players. Top records during the day advance to Saturday night's single elimination bracket. The winner will be awarded the coveted Rated Ace title. [www.starfleetgames.com](http://www.starfleetgames.com). One pass per time slot please.

155.1 SAT 9AM - 11PM



# BOARD GAMES

## 156 CATAN CUP CHAMPIONSHIP©

*Settlers of Catan by John Eakins and Richard Wetmore*

In Settler's of Catan, groups of settlers try to become the dominant group on a remote island by building settlements and cities across its uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers of Catan an excellent game for all skill levels.

156.1 THU 6PM - 8PM

156.2 FRI 10AM - 12PM

156.3 SAT 2PM - 4PM

156.4 SUN 9AM - 11AM

## 157 CATAN CUP CHAMPIONSHIP©

*Fishermen of Catan by John Eakins and Richard Wetmore*

A simple expansion to Catan that adds fisheries and fish tokens to the island.

157.1 THU 6PM - 8PM

157.2 FRI 10AM - NOON

157.3 SAT 2PM - 4PM

157.4 SUN 9AM - 11AM

## 158 CATAN CUP CHAMPIONSHIP©

*Cities And Knights of Catan by John Eakins and Richard Wetmore*

This expansion to Catan adds commodities (refined resources) and the ability to build knights to defend Catan from Barbarian Hordes that pillage periodically. More options and more strategic depth than basic Settlers.

158.1 FRI 1PM-4PM

158.2 SAT 10AM - 1PM

## 159 CATAN CUP CHAMPIONSHIP©

*Pirate Isle (Seafarers of Catan) by John Eakins and Richard Wetmore*

This first expansion to Catan adds ships and the ability to cross water to reach new shores. Pirates have captured the settlements on the Eastern Island. The pirates must be driven off and the settlements freed!

159.1 FRI 5PM-8PM

## 160 CATAN CUP CHAMPIONSHIP©

*Barbarian Attack (Traders & Barbarians of Catan) by John Eakins*

Barbarians are landing and capturing the coastal hexes of Catan. Settlers must buy knights (special development deck) and work together to drive the barbarians off the Island while competing for most victory pts.

160.1 THU 8PM - 11PM

160.2 SAT 8PM - 11PM

## 161 CATAN CUP CHAMPIONSHIP©

*Starfarers of Catan by John Eakins and Richard Wetmore*

A stand alone Catan game set in space. Collect resources and build spaceships to explore and colonize the galaxy. Meet Alien races and watch out for pirates as you explore. First player to expand from 4VP to 15VP will win the game and become the ambassador to the Galactic Council.

161.1 FRI 8PM-11PM

161.2 SAT 5PM - 8PM

## 162 CATAN CUP CHAMPIONSHIP©

*Candamir: The First Settlers of Catan by John Eakins and Richard Wetmore*

Come play the first Catan Adventures game. Your ship went down in a storm just off of Catan. You and a few other settlers made it to the island alive but lost all of your possessions. Luckily the sister ship made it to shore safely and they have made a settlement. You will have to trade for supplies in order to build a house and farm. Four of the citizens of the settlement are willing to trade supplies for the things you can make from the natural resources of the island. Who will be able earn of enough supplies to join the settlement? (Learn to play online at [www.profeasy.com](http://www.profeasy.com))

162.1 THU 7PM - 9PM

## 163 CATAN CUP CHAMPIONSHIP©

*Elasund: The First City of Catan by John Eakins and Richard Wetmore*

Come play the second Catan Adventures game. Elasund is growing rapidly. You have been appointed to help the city expand. You are not the only developer in town, so you will need to be savvy and resourceful. You have enough gold to construct your first few small buildings. Once a building is constructed, it can start generating gold or influence for your use. Soon this flow of materials will allow you to start going after bigger projects! Will you emerge as Elasund's most influential city developer? (Learn to play online at [www.profeasy.com](http://www.profeasy.com))

163.1 THU 9PM - 11PM

163.2 FRI 11AM-1PM

## 164 CATAN CUP CHAMPIONSHIP©

*Settlers of Nurnberg by John Eakins and Richard Wetmore*

A stand alone Catan game set in and around the city of Nurnberg. Build settlements in the countryside, build markets, and help build walls and towers.

164.1 FRI 1PM-4PM

# BOARD GAMES

## 165 CATAN CUP CHAMPIONSHIP©

*Struggle for Rome by John Eakins and Richard Wetmore*

A stand alone Catan game set around the downfall of Rome. On the board you have a fixed map that represents southern Europe. The players represent Germanic tribes that are marching on Rome. Each player has two armies that start in the northeastern corner of the board. These armies will move across the board, pillaging/capturing cities for resources.

165.1 SAT 1PM - 4PM

## 166 CATAN CUP CHAMPIONSHIP©

*Catan Cup Championship Semifinal by John Eakins and Richard Wetmore*

The top 12 players that played in at least three Catan events will be invited to play in the Semifinal

166.1 SUN 11AM - 2PM

## 167 CATAN CUP CHAMPIONSHIP©

*Catan Cup Championship Final by John Eakins and Richard Wetmore*

The Three winners of the semifinal games will face off for the Catan Cup Championship Prize.

167.7 SUN 2PM - 4PM

## 168 Fantasy Flight Games

*Descent by Adam Rinehart*

Play one of the daring adventurers. Armed with mighty weapons and powerful abilities, venture into the dungeon to battle monsters, escape deadly traps, discover lost treasures, and ultimately, confront and defeat the evil masters that dwell in the hidden places. Can you survive the dark? A game of dungeon-crawling adventure for 2 to 5 players.

168.1 FRI 7PM-11PM

168.2 SAT11AM - 3PM

168.3 SAT 6PM - 10PM

168.4 SUN 12PM - 4PM

## 169 Asmodee Editions

*Werewolves of Millers Hollow by John Eakins*

A social game that takes place in a small village haunted by werewolves. Each player is secretly assigned a role - Werewolf, Villager, or Special. The game alternates between night and day phases. At night the werewolves eliminate one player and some special roles get an action. Each day all players discuss and then eliminate one player by majority vote. Villagers win if they eliminate all werewolves, Werewolves win if there are an equal number of werewolves and non-werewolves. Special roles win with side they are aligned with. Multiple games each night

169.1 THU 11PM - 2AM

169.2 FRI 11PM - 2AM

169.3 SAT 11PM - 2AM

## 170 Avalon Hill

*Betrayal at House on the Hill by John Eakins*

Build a house of terror - tile by tile. As one of up to six explorers you will explore a house filled with deadly secrets. Near the end of game the Evil in the house will be revealed and one player will turn traitor and help the Evil try to win. Will the rest of the players be able to stop the traitor and the Evil in the House on the Hill.

170.1 THU 7PM - 10PM

170.2 SAT 7PM - 10PM

## 171 Rio Grande

*Master Thieves by John Eakins*

Master Thieves is a unique game that combines aspects of a role-based board game and a puzzle. Your task is to discover where the gems are while keeping your opponents from getting the loot before you. The puzzle box where the gems are stored has three different levels that rotate independently with four double sided drawers on each level. Half of the drawers have a secret compartment that only a master thief can find. Each player will have the option of rotating part of the box and/or flipping the entire box over, every time they touch the box. This is a fun filled game that's unlike anything you've ever played before.

171.1 FRI 4PM-6PM

171.2 SAT4PM - 6PM

## 172 Wizards of the Coast

*Roborally by John Eakins*

A Robot racing game set in a dangerous factory. You must safely navigate your robot through an intricate and deadly maze and be the first to touch all the checkpoint flags in order. Each turn you program five moves from a hand of nine cards. But beware your hand size goes down as your robot takes damage from the lasers in the factory and from other robots.

172.1 FRI 6PM-10PM

## 173 Avalon Hill

*Titan: The Arena*

Mythical creatures battle in the arena while the players place bets and manipulate the outcome. Can your creatures triumph when the going gets tough? Should you bet it all on the Hydra?

173.1 FRI 10AM-11AM

## 174 Rio Grande Games

*Puerto Rico*

Ten barrels of corn rotting on the docks for lack of space on the boat back to Europe while your warehouse isn't quite finished. The sugar harvest is ready to be brought in, but there aren't enough workers in your mills to handle it all. What's a governor to do?

174.1 FRI 1PM-3PM

# BOARD GAMES

## 175 Avalon Hill

### *Gangsters*

Does the blood of a Godfather run in your veins? Or just on the streets of Chicago? Do you have what it takes to build a racket, muscle out the competition, and avoid the cops? Giant map.

175.1 FRI 4PM-7PM

## 176 Avalon Hill

### *War at Sea Death Match Tournament*

Play one round of regular War at Sea first. Winners take their fleet into a final, winner-takes-all free-for-all. Axis winners take all surviving German units and Italian cruisers. Allied winners take their surviving, at-sea fleet from any single area on the final turn of their initial game. AREA sanctioned (the free-for-all will not be rated).

176.1 FRI 9PM - 11PM

176.2 FRI 11PM - 12AM

## 177 Fantasy Flight Games

### *War of the Ring Tournament*

The One Ring is on its way to Mordor. Will it get there in time? Or will Shadow armies overrun the Free Peoples of Middle Earth? Can the Fellowship protect the ring or will the Nazgul pick them off one at a time until there's no where left to hide? Default version is the original game, but players are welcome to choose the expansion as well. Bidding for sides will be done in points (points are used to add a maximum of one unit per area -- 2 points for an elite unit or 1 point for a leader or regular unit).

177.1 SAT 9AM - 1PM

177.2 SAT 1PM - 5PM

177.3 SAT 5PM - 9PM

## 178 Days of Wonder

### *Memoir '44 Tournament*

Two short, simple beginner scenarios test your mettle in Northern France 1944. Play one or both! Will you establish a second front? Or repel the invaders? Beginner (Rules Taught).

178.1 FRI 9AM - 10AM

178.2 FRI 10AM-11AM

## 179 Asmodee Editions

### *Ave Caesar*

One race for all the marbles. Don't forget to salute Caesar as your horses sprint around a narrow track and cut the other player off! The glory will be yours and Caesar's!

179.1 FRI 3PM-4PM

## 180 Stratagems

### *Blokus*

Can you get all of your pieces on the board? I didn't think so. But is it more than any of your opponents?

180.1 THU 10:30PM - 11:30PM

## 181 Alea/Uberplay/Avalon Hill

### *Adel Verpflichtet/Hoity Toity/By Hook or By Crook Tournament*

It doesn't matter what you call, it's fast and fun as players exhibit and enhance their collections, steal from each other, and try to put everyone else in jail. Can you finish first? Play one or both rounds.

181.1 THU 6PM - 6:45PM

## 182 Rio Grande Games

### *Amun Re*

10,000 slaves await your order to begin construction of the Great Pyramid. Can Egypt's farmers finance your monument? Will history remember your opponents instead? Perhaps it's time to make a sacrifice at the Temple of Re?

182.1 FRI 11AM-1PM

## 183 Days of Wonder

### *Pirate's Cove*

Score doubloons and treasure chests as you sail the many islands. Is your ship ready for combat or will you flee from other black-hearted pirates? Can you take on the legendary Blackbeard?

183.1 FRI 4PM-6PM

## 184 Avalon Hill

### *Star Wars: The Queen's Gambit Tournament*

The Gungans are fighting the droids as a distraction. Or maybe it's for those all important bonus cards that might help Anakin shut down the droid control ship? Will Darth Maul kill Quigon again? Will Obi Wan prevail? Will the Queen Amidala seize the palace in time? Their destiny is in your hands! Play one or both rounds.

184.1 THU 7:30PM - 9:30PM

184.2 THU 9:30PM - 11:30PM

## 185 Mayfair

### *Family Business*

The family business? Putting the other mobs out of business! Come find out if your family's got influence or if your mob has real power. Send your sweetheart a nice card on St. Valentine's Day!

185.1 THU 11:30PM - 12:30AM

## 186 Rio Grande Games

### *Tikal*

There are buried temples and treasure somewhere in this jungle. Can you deploy your team, base camps, and captain to discover the famous temples at Tikal before rivals get there first?

186.1 FRI 1PM-4PM



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# Valhalla's Game Center

# BOARD GAMES

## 187 Endless Games/Hasbro

*Liar's Dice/Pirate's Dice*

Did he lie to me? Do I call his bluff? Or do I up the ante and let the next player decide? Do I give away any real information or keep it secret? Don't let the pirate's have all the fun - show up and play!

187.1 FRI 6PM-7PM

## 188 Hasbro

*Heroscape*

Play King-of-the-Hill with special scenario rules. Bring a 250 point army or select a pre-made one when you arrive. No custom figures, please.

188.1 FRI 7PM-9PM

## 189 Looney Labs

*Fluxx*

Heh heh. Victory will be mine. What?! The rules have changed again? Nooooo! Yes, now you too can change the rules every time someone even thinks about winning. Oh wait, but... those were the rules I liked!

189.1 FRI 10PM - 10:30PM

## 190 Tomb

*by Matt Brychel*

Recruit a Party. Kill the Monsters. Take Their Stuff! Tomb pits opponents against one another in a fast-paced action game of monsters, traps, treasures, and spells. Tomb captures the dungeon crawl experience without hours of preparation. Just grab your party and go! Assemble a crack squad of adventurers and enter the fabled Goldenaxe Catacombs in search of glory and hidden treasure. And with Tomb's unique set up and character recruitment, you'll never play the same game twice. Limit 6.

190.1 FRI 7PM-11PM

## 191 Fantasy Flight Games

*Arkham Horror by Matt Brychel*

Arkham Horror is a cooperative adventure game themed around H.P. Lovecraft's Cthulhu Mythos. Players choose from 16 Investigators and take to the streets of Arkham. Before the game, one of the eight Ancient Ones is chosen and it's up to the Investigators to prevent it from breaking into our world. During the course of the game, players will upgrade their characters by acquiring skills, allies, items, weapons, and spells. It's up to the players to clean out the streets of Arkham by fighting many different types of monsters, but their main goal is to close portals to other dimensions that are opening up around town. With too many portals open the Ancient One awakens and the players only have one last chance to save the world. Defeat the Ancient One in combat! Limit 8 players.

191.1 SAT 6PM - 12AM

## 192 Avalon Hill

*Advanced Civilization by Matt Brychel*

It covers the development of ancient civilizations from the invention of agriculture c. 8000 B.C. to the emergence of Rome around the middle of the third century B.C. Each player leads a nation of peoples over a map board of the Eastern Mediterranean and Near East as they attempt to carve a niche for themselves and their culture. Although battles and territorial strategy are important, this is not a war game because it is not won by battle or conquest. Instead, the object of play is to gain a level of overall advancement involving cultural, economic, and political factors so that such conflicts that do arise are a result of rivalry and land shortage rather than a desire to eliminate other players. Nomad and farmer, warrior and merchant, artisan and citizen all have an essential part to play in the development of civilization. It is the player who most effectively changes emphasis between these various outlooks who will achieve the best balance - and win. Limit 7.

192.1 SUN 9AM - 5PM

## 193 Zombies!!! with Expansions

*by Michelle Mead*

Zombies!!! puts you in the middle of the action as you try to escape the ever advancing zombie horde. Players must use a combination of wits and brawn to be the first to the heliport and certain escape. The only problem is, the zombies are everywhere, they appear to be very hungry and your opponents would really prefer if you didn't escape. Limit 6 players.

193.1 SUN 10AM - NOON

## 194 All Wound Up

*Race Around the Graveyard by Jarrod Abel*

It's boring when you're dead. So, you and your deceased friends have decided to have a little race around the graveyard... Bid on movement using cards you've passed/selected. There is a twist, the pawns are self propelled wind-up toys. Limit 4 players.

194.1 THU 8PM - 10PM

## 195 All Wound Up

*Zombies & their Crazy Friends by Jarrod Abel*

They had so much fun the zombies invited their friends. Bring your favorite wind-up toy for this event. If you don't have one you can use one of ours... This was a blast last year, come try it out. Limit 8 players.

195.1 FRI 8PM - 10PM

## 196 Creepy Freaks

*by Megan Abel*

When a group of kids sneak into an abandoned school, they stumble upon the nastiest, grossest, and most repulsive group of monsters they've ever seen, the Creepy Freaks! These disgusting creatures are fighting to find out who is the creepiest of the Creepy Freaks, and they want the kids to lead them into battle. The kids agree, and the Freak Outs begin! Limit 4.

196.1 SUN 1PM - 2PM

# PUFFING BILLY

## Puffing Billy

The Puffing Billy Tournament brings together rail games from many publishers. Games range from the simple to the complex. Everyone is welcome to participate, whether you want to play one game or the entire weekend. In most cases, rules will be taught, if needed.

We want to make it as easy as possible for you to play. While the pay per game option is still open, we also offer the UNLIMITED BOARD GAMES PASS. With this \$15 pass you can play in an unlimited number of Puffing Billy games, as well as the "100" series board games throughout the convention.

## The TGA and the Puffing Billy Tournament

The Train Gamers Association was organized in 1990 to foster and promote train gaming on both national and local levels. In 1989, a small group of train gamers in Denver decided to discover who was the best train gamer. They developed a set of tournament rules that would promote all types of train gaming and that would encourage good sportsmanship and close, competitive play. The DGA hosted this tournament at the local gaming convention and the Puffing Billy Tournament was born.

A PBT is, at its heart, a simple tournament. Train gamers compete in various train games listed in different categories and crunch their scores through the Puffing Billy scoring system which universalizes their scores. A winner is then declared based on the player's cumulative scores acquired from playing in at least FIVE categories. This year's Puffing Billy tournament features all nine categories with finals [F] in eight of them.

### Puffing Billy® Tournament Categories

**Category 1** - [F] Ticket to Ride, Ticket to Ride Europe, Ticket to Ride Marklin, Ticket to Ride US 1910

**Category 2** - Metro, Railroad Tycoon [F], Santa Fe, Streetcar/Line1, TransAmerica, Union Pacific [F]

**Category 3** - 1830 [F], 1825, 18AL, 18GA, and all other 4 hour 18xx games

**Category 4** - [F] 1835, 1839/41, 1856, 1870 and all other 5 hour or longer 18xx games

**Category 5** - Empire Builder, Eurorails [F], Iron Dragon, Lunar Rails, North American Rails

**Category 6** - [F] Australian Rails, British Rails, India Rails, Nippon Rails, Russia Rails

**Category 7** - Express [F], Freight Train, Hell Rails, Station Master

**Category 8** - Age of Steam, Rail Baron [F], Silverton [F]

**Category 9** - Dampfross, Lancashire Rails, Pacific NW Rails, Prairie Rails, Railway Rivals, Stephenson's Rocket, Tracks to Telluride, Tracks to Titicaca, Transport, Underground

**Event Numbering:** The middle digit of the event number reflects the category of the game. Section numbers with an F designation are finals with entry requirements.

## Special Tournaments and Awards

In addition to awards for all of the finals winners and the top 3 finishers in the Puffing Billy Tournament, the following additional awards will be presented.

**Short Line (Thursday Night) Tournament:** The player with the best score in 3 different games Thursday night.

**Iron Man Grand Champion:** The player with the best score in all nine categories.

**Top Rookie:** The player with the best score in 5 different categories who has never attended the Con before.

**Unsung Champion:** The player with the best score in 5 different categories who has never won the Puffing Billy Championship.

## Finals Information

Detailed rules for final entries are available at the Con. The following are summaries:

**18XX:** The top four players based on scoring in three different games.

**Empire Builder International:** The top five players based on scoring in five different games.

**Ticket to Ride:** The top four players based on scoring in four different games.

**All Others:** Every one who won the specified game is in the final. Unlike the first three listed, there may be more than one final of these other games.

## 200 Open Railroad Gaming

*By TGA/Wayne Williams*

Players may play any railroad game desired during the convention. Games played other than scheduled slots are referred to as Pick Up Games.

With the advance approval of the Conductor, Pick Up Games may count toward the Puffing Billy Tournament if the following conditions are met: (1) The game must be completed. (2) The prior scheduled game played by the players must have been completed. (3) None of the players may have abandoned a game in the tournament. (4) The game generally must involve at least three players. (5) The game must be played and completed during normal hours (not between 1 AM and 8 AM) Intermediate. No player limit.

**200.0 THU 6PM - SUN 5PM**



# PUFFING BILLY

## 210 Ticket to Ride - US, Europe & Marklin

*By TGA/Wayne Williams*

Players collect cards of various types of train cards that enable them to claim railway routes throughout either the USA and Southern Canada, Europe, or Germany, depending on the game played. All board winners gain entrance into Saturday evening's final, which consists of two games, with the scores added to determine the overall winner. Beginner (Rules Taught). No player limit.

210.1	FRI 5PM-7PM	TBA
210.2	FRI 7PM-9PM	TBA
210.3	SAT 5PM-7PM	TBA
210.4	SAT 7PM-9PM	TBA
210.F	SAT 9PM - SUN 1AM	TBA

## 211 Ticket to Ride Europe

*By TGA/Wayne Williams*

From the craggy hillsides of Edinburgh to the sunlit docks of Constantinople, build your rail routes using ferries, tunnels, and train cards. For this event's times, see 210. Beginner (Rules Taught). No player limit.

211.1 FRI 5PM-7PM

## 212 Ticket to Ride Marklin

*By TGA/Wayne Williams*

Ticket to Ride in Germany. For this event's times, see 210. Beginner. No player limit.

## 221 Line 1/Streetcar

*By TGA/Wayne Williams*

Mayfair's fast game of track laying, upgrading and racing. Easy to learn for children as well as adults. Beginner (Rules Taught). No player limit.

221.1 SAT 3PM-5PM TBA

## 222 Metro

*By TGA/Wayne Williams*

My 11 year-old's favorite game! Build your subway lines while cutting off those of your former friends. Beginner (Rules Taught). No player limit.

222.1 SAT 2PM-3PM

## 223 Railroad Tycoon

*By TGA/Wayne Williams*

Race to reach new cities and deliver goods as your rail network spans the Eastern United States. All board winners advance to Saturday's 5 pm finals. Beginner. No player limit.

223.1	FRI 5PM-7PM
223.2	SAT 9AM-11AM
223.3	SAT 3PM-5PM
223.F	SAT 5PM-7PM

## 224 Santa Fe Rails

*By TGA/Wayne Williams*

Steer the westward expansion of the railroads to enhance the values of your cities and boomtown properties. Beginner. No player limit.

224.1 SAT 7PM-9PM

## 225 TransAmerica & TransEurope

*By TGA/Wayne Williams*

A quick rail game open to all. Beginner (Rules Taught). No player limit.

225.1 SAT 1PM-2PM

## 226 Union Pacific

*By TGA/Wayne Williams*

Compete for scarce connection routes between cities in this easy to learn game that's great for players ages 8 to 108. Beginner (Rules Taught). No player limit.

226.1 FRI 9PM-11PM TBA

226.2 SAT 11AM-1PM TBA

## 230 1830

*By TGA/Wayne Williams*

The classic game of railroad and market manipulation. Loot railroads, but beware--if the company doesn't have enough for a train it's coming out of your pocket. Final immediately afterwards. If played during other slots, 1830 counts for the 18XX final. Intermediate. No player limit.

230.1 FRI 9AM-1PM TBA

230.F FRI 1PM-5PM TBA

## 231 18xx Short Game

*By TGA/Wayne Williams*

Players may choose any of the various 18xx games that can be played in four hours. Games played here will qualify for the 18xx Championship. Intermediate. No player limit.

231.1 SAT 3PM-7PM TBA

## 240 18xx Championship

*By TGA/Wayne Williams*

The four players who are present with the top scores in three 18xx games qualify for the final. You do not need to play three different games but your chances of making the finals will be improved. (Counts from category 3 and 4, but not event 230.) The player with the highest score will choose the game for the final from Category 4 at the tournament. Advanced. No limit.

240.1 THU 7PM - FRI 1AM TBA

240.2 FRI 1PM-7PM TBA

240.3 FRI 7PM - SAT 1AM TBA

240.4 SAT 9AM-3PM TBA

240.5 SAT 7PM-1AM TBA

240.F SUN 9AM-3PM TBA

# PUFFING BILLY

## 241 1839/1841

*By TGA/Wayne Williams*

This challenging 18XX game occurs in chaotic northern Italy during the nation's unification. Players--and companies--have freedom to start unlimited companies, sell off initial offerings. This game qualifies for the 18XX final. Advanced. No limit.

241.1 SAT 9AM-3PM

## 242 1856

*By TGA/Wayne Williams*

Should you save the company or plunge it further into debt, hoping the Canadian Government saves you? Advanced. No player limit.

242.1 THU 7PM - FRI 1AM

## 243 1870

*By TGA/Wayne Williams*

Rush to reach your destination, while balancing player and corporate income. Intermediate. No player limit.

243.1 FRI 7PM - SAT 1AM

## 250 Empire Builder Classic

*By TGA/Wayne Williams*

Construct your own transcontinental rail empire to win the Mayfair Games event with a one track mind. This event is a qualifying game for the EBI final and may be played during any of the EBI slots. Beginner. No player limit.

250.1 FRI 1PM-5PM TBA

## 251 Eurorails

*By TGA/Wayne Williams*

One of the best and most competitive games in the Empire Builder System. The top four players advance into the final. The time listed for the final is flexible, depending on the length of the preceding games. If Eurorails is played during other slots, it counts for the EBI final. Intermediate. No player limit.

251.1 FRI 7PM-10PM

251.F FRI 10PM - SUN 1AM

## 252 Iron Dragon

*By TGA/Wayne Williams*

Try this fantasy variant of Mayfair Games' Empire builder system. This event is a qualifying game for the EBI final and may be played during any of the EBI slots. Intermediate. No player limit.

252.1 SAT 9PM - SUN 1AM TBA

## 253 Lunar Rails

*By TGA/Wayne Williams*

Empire Builder system game set on the moon. Beware the meteors! This event is a qualifying game for the EBI final and may be played during any of the EBI slots. Beginner. No limit.

253.1 TBA

## 254 North American Rails

*By TGA/Wayne Williams*

Empire Builder adds Canada and Mexico for a larger game board. This event is a qualifying game for the EBI final and may be played during any of the EBI slots. Beginner. No limit.

254.1 SAT 9AM-1PM

## 260 Empire Builder International (EBI) Championship

*By TGA/Wayne Williams*

See also events 250, 252, and 254. The four players present with the best finishes in four different Empire Builder games (all games in categories 5 and 6, other than event 251) qualify for the Sunday's final. You do not need to play in four games to qualify but your chances of making the finals will be improved with each different game that you play. The player in the final with the highest score will choose his preferred game from among major published games IN CATEGORY SIX ONLY that are appropriate for the number of participants. Intermediate. No player limit.

260.1 THU 7PM-10PM TBA

260.2 THU 10PM-1AM TBA

260.3 FRI 9AM-1PM TBA

260.4 FRI 10PM-1AM TBA

260.5 SAT 1PM-5PM TBA

260.6 SAT 5PM-9PM TBA

260.F SUN 9AM-1PM TBA

## 270 Express

*By TGA/Wayne Williams*

Mayfair's fast-paced card game of train formation. Finals immediately afterwards. Beginner. No player limit.

270.1 THU 10PM-11:45PM TBA

270.F THU 11:45PM - FRI 1:30AM TBA

## 271 Freight Train

*By Wayne Williams*

Move your trains in and out of the freight yard to see who can make the longest trains. Intermediate. No player limit.

271.1 SAT 9AM-11AM TBA

## 280 Age of Steam

*By TGA/Wayne Williams*

Grab loads to deliver while building your track--but beware: The shareholders do not have endless patience and demand payment every turn! Intermediate. No player limit.

280.1 THU 7PM-10PM TBA

280.2 FRI 11PM - SAT 1:30AM TBA

280.3 SAT 11AM-2PM TBA

280.4 SUN NOON-3PM TBA

280.F SUN 3PM-6PM TBA

# PUFFING BILLY

## 281 Rail Baron

By TGA/Wayne Williams

Race from destination to destination while amassing railroad deeds and cash in this classic game from Avalon Hill. Beginner. No player limit.

281.1 SUN 1PM-5PM TBA

## 282 Silverton

By TGA/Wayne Williams

Ever been to Cripple Creek or Georgetown? This game recreates the heyday of Colorado's mining times as players compete to produce gold, silver and other products from their mines while building rail lines to get their goods to market. Intermediate. No player limit.

282.1 SAT 9PM - SUN 1AM TBA

## 290 Railway Rivals/Dampfross

By TGA/Wayne Williams

A fast and furious games of building railways and racing between cities over the track. Players choose the board. This event may be played under the open gaming rules. Beginner (Rules Taught). No player limit.

## 291 Stephenson's Rocket

By TGA/Wayne Williams

This railroad game is quick, easy to play and fun. How much is it worth to you to have the railroad build to your cities and stations? This event also may be played under the open gaming rules. Beginner (Rules Taught). No player limit.

291.1 THU 6PM-7PM TBA

## 292 Trainsport

By TGA/Wayne Williams

Construct lines and deliver loads in this quick railroad game from Winsome Games. This event may be played under the open gaming rules. Beginner. No player limit.

## 293 Underground (CG)

By TGA/Wayne Williams

Connect the best destinations and attract the most passengers before the deck runs out! Beginner. No player limit.

293.1 TBA

## 294 1861

By TGA/Wayne Williams

18XX system in Tsar-ist Russia. Beginner. No player limit.

294.1 TBA

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# SCI-FI/FANTASY MINIATURES

## Miniatures, SciFi/Fantasy

All events numbered in the 300s are SF/Fantasy related miniatures games. Stop by and see some great games played on some equally great terrain! Note that many of the games provide the game figures for the event. Players should bring dice, pencil, and paper.

All games providing miniatures have, "FIGURES PROVIDED!", in the event description book. Terrain is provided by the game judge for all events.

### 301 Warhammer 40K

*Warhammer 40K Tournament by Robert O'Byrne*

Build a 1500 point list with up to 2 X 250 point detachments. Players will be able to review their opponent's base army and the mission and select which detachment they will play. Full rules and allowable armies for the event can be found at <http://home.comcast.net/~brprometheus/site/>. 25mm. Limit 60 players.

301.1 SAT 9AM-6PM D1-D30

### 302 Warhammer Fantasy

*Warhammer Fantasy Tournament by Tony Scott*

2000 Points. Special missions which favor balanced army designs will be in effect. Please see the following website for further details and supported army lists: <http://home.comcast.net/~brprometheus/site/>. 25mm. Limit 36 players.

302.1 SUN 9AM-5PM D1-D20

### 303 Infinity

*Infinity Demo game by Daniel Barnaby*

FIGURES PROVIDED! We want to show you the wonderful and exciting world of Infinity. Come play a Sci-fi skirmish game with tactics and very cool miniatures! 25mm. Limit 6

303.1 FRI 6PM-11PM D47

303.2 SAT 7PM-11PM D47

### 304 Homegrown

*Lord of the Rings by Bill Daniel*

FIGURES PROVIDED! Grand game of Tolkien's Lord of the ring. Lead the armies of Middle earth to victory. Can you stop the dark lord's armies or destroy the ring in mount Doom. Large 8 ft by 8 ft 3d board of all of Middle Earth. Beginners are welcome 10mm. Brought to you by Valhalla's ([www.valhallas.com](http://www.valhallas.com)). Limit 12 players.

304.1 SAT 9AM-1PM M1

304.2 SAT 2PM-6PM M1

304.3 SAT 7PM-11PM M1

### 305 Battlefleet Gothic

*Battlefleet Gothic by Bradon Pooley*

FIGURES PROVIDED! Battlefleet Gothic Tournament. Players will be required to bring two lists, A 750 Pt list as well as a 1500 point list. In addition each player must have a 160 pt list of planetary defences. Tau Kor'or'vesh fleets will either use the SG rules or 'count as' rules. Rogue traders, admech and CWE fleets are also allowed as depicted on the SG website. Otherwise only lists/vessels from the BBB or Armada are allowed. The tournament will consist of three rounds. 1/2400. Brought to you by Denver 113th Irregulars. Limit 20 players.

305.1 FRI 5PM-MDNT D25-D40

### 306 Aliens!

*Rescue of the Colonists by Fred Ehlers and Jeff Simon*

FIGURES PROVIDED! We came to rescue colonists so by God we are going to rescue some colonists! It's just another Bug Hunt. Right? What if the Saluco arrived at LV-426 a few days earlier? Let's find out! Come join the US Colonial Marines as they attempt to rescue the colonists. New playing area! (delicate pieces, must be 11 years old to play) 25mm. Limit 11 players

306.1 SAT 7PM-11PM D47

### 307 Monsterpocalypse

*Monsterpocalypse Demonstration by Dale Kunz*

FIGURES PROVIDED! Rampage your way through your favorite metropolis, and beat down enemy Monsters, in this hit new game from Privateer Press! Rules of the game along with basic strategies will be taught, and factions and collectability aspects discussed. 6mm. Brought to you by Gamer's Haven ([gamershavenco.com](http://gamershavenco.com)). Limit 8 players.

307.1 SAT 9AM-1PM D45-D46

### 308 Monsterpocalypse

*Monsterpocalypse RISE Tournament by Dale Kunz*

FIGURES PROVIDED! The First (hopefully) Annual MonPoc Tourney! Up to 4 Rounds anticipated, Swiss Format. Bring ONE MAP and TWO Pre-Built Lists for a Single Faction. (i.e. Please play as ONE faction during the day). Lists should consist of 1 Monster and Hyper Form (for first Tourney, no Mega-Promo forms allowed), 2-12 Buildings, 4-15 Units. When you are matched up, before making any rolls but after learning your opponent's faction, select which list you will use, and simultaneously reveal with your opponent. 6mm. Brought to you by Gamer's Haven ([gamershavenco.com](http://gamershavenco.com)). Limit 16

308.1 SAT 2PM-6PM D44-D46



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# SCI-FI/FANTASY MINIATURES

## 309 Warmachine/Hordes

*Warmachine/ Hordes STEAMROLLER Tournament*  
by Dale Kunz

FIGURES PROVIDED! Monster and Machine clash in the single best table-top skirmish game there is! Join us for a SteamRoller 4 style Tournament open to both Hordes and Warmachine armies! Bring two lists from a Single faction (Mercs must stick to one Contract). We'll at least get in 3 rounds if not 4. Prize Coins will be awarded for 1st through 3rd places, with other prizes TBD. Painted Armies preferred. 25mm. Brought to you by Gamer's Haven (gamershavenco.com). Limit 16 players.

309.1 SAT 7PM-11PM D1-D30

## 310 Classic Battletech

*CBT Grinder by George Blouin*

FIGURES PROVIDED! Continuous, Free for all, Respawn game where the objective is to gain points by either destroying other players or capturing the coin. Rolls of 2 or 12 pull an Event Card with some humorous results. Player with the most points at the end of the game wins a prize. All sheets and minis provided. Total Warfare ruleset. Rules Taught. Contact skyhigh@catalystdemos.com with questions. 1/285. Brought to you by Catalyst Game Labs Demonstration Team www.catalystdemos.com. Limit 16 players.

310.1 FRI 6PM-11PM D21-D24

## 311 Classic Battletech

*Classic Battletech: Learn the basics by John Tiffany*

FIGURES PROVIDED! Come learn to play Classic Battletech, This will be an introduction to the game. If you've played in the past and want to see the changes to the game or if you've seen the game and are just curious, come by and give it a try. 1/285. Limit 8 players.

311.1 SUN 9AM-1PM D37-D40

## 312 Classic Battletech

*CBT: The Fall of Outreach! by John Tiffany & George Blouin*

FIGURES PROVIDED! Each player will pick a premade unit to run. Can the Wolf Dragoons and their allies hold out against the Blakist's mercenaries? Or can you crush the Dragoons and reap the rewards from your mysterious employer? The three time slots will represent a linked scenario you can play one or all three. 1/285. Brought to you by Catalyst Game Labs Demonstration Team www.catalystdemos.com. Limit 24.

312.1 SAT 9AM-1PM D41-D43

312.2 SAT 2PM-6PM D41-D43

312.3 SAT 7PM-11PM D41-D43

## 313 Starmada

*Assault on Battlestation Ursa by Lamont Anderson*

FIGURES PROVIDED! The Alkari and Kholdan are in alliance against the Bulrathi Hegemony. Their combined forces drop out of jump space at the Bulrathi home star of Ursa. The Bulrathi Battlestation is a formidable defense platform, and it is supported by a few squads of system defense ships. Each race will have distinct technical qualities in defense and offense. Capture or destruction of the Battlestation will define victory. 1/6000. Brought to you by Gamer's Haven (gamershavenco.com). Limit 5 players.

313.1 SAT 9AM-1PM D49-D50

## 314 Warhammer 40K

*Warhammer 40K Open Gaming by Robert O'Byrne*

Bring some minatures. Play a game of regular 40K or an Apocalypse Game. 25mm. Limit 20 players.

314.1 FRI 5PM - MDNT D17-D20,D35-D40

## 315 Warmaster

*Warmaster Gauntlet Tournament by Chris Matney*

SOME FIGURES PROVIDED! Think you are a Warmaster Champion? Consider the gauntlet thrown down. Come join us for a new, exciting tournament format. On one side of the table, we have four seasoned Warmaster veterans (Chris, Brian, Bruce and Jeff), each armed with a standard army and a diabolical scenario to challenge your skills. On the other side of the table, you and your teammate will have to decide how to best divide up these four challenges. Each of you will play two one-on-one games running the gauntlet of the four scenarios, scoring points based on your success or failure. Your team's score will be compared to all other challengers at the Con. The team with the best overall score will be crowned Warmaster champion. You need a standard 2000 point Warmaster army (no variants), some dice and lots of luck. Scenario descriptions will be available just prior to the Con cmatney@dragonsford.com. Loaner armies are available with prior arrangements as well. NOTE: If you don't have a teammate in mind, no worries. Just sign up for a time slot, and we will get you paired up. 10mm. Limit 4 players.

315.1 SAT 9AM-1PM D33-D35

315.2 SAT 2PM-6PM D33-D35

## 316 Lord of the Rings Strategy Battle Game

*Lord of the Rings Strategy Battle Game by Michael Haspil*

The Beacons are lit! Gondor calls for aid! Must no more than 600 points to battle for the future of Middle-earth in a 3 battle RTT format. Forces must follow restrictions from 'Legions of Middle-Earth'. We will be following GW's GT rules, but not necessarily the same scenarios. 25mm. Brought to you by Gamer's Haven (gamershavenco.com). Limit 12 players.

316.1 SUN 9AM-1PM D25-D30



# SCI-FI/FANTASY MINIATURES

## 317 Heroscape

*Heroscape by Marshall LaFleur*

FIGURES PROVIDED! Fantasy and sci-fi miniatures game from Hasbro/Wizards of the Coast. Hex based 3 dimensional map. Beginners welcome. Armies provided or bring a 540 point army, 24 hex starting zone. Point based scoring system, 1 hour games, 3 games. 25mm. Limit 6 players.

317.1 SAT 2PM-6PM D48  
317.2 SAT 7PM-11PM D48

## 318 Heroscape

*Heroscape by Marshall LaFleur*

FIGURES PROVIDED! Fantasy and sci-fi miniatures game from Hasbro/Wizards of the Coast. Hex based 3 dimensional map. Beginners welcome. Armies provided or bring a 400 point army, 15 figure max. Point based scoring system, 1 hour games, 3 games. 25mm. Limit 8 players.

318.1 SUN 9AM-1PM M1

# HISTORICAL MINIATURES

## Historical Miniatures

All 400 numbered events fall into the historical miniature gaming category. The vast majority of games are suitable for all gamers, no previous experience necessary.

Historical miniatures are a great way to learn about military history, and the games are not only fun, they are gorgeous.

All games providing miniatures have, "FIGURES PROVIDED!", in the event description book. Terrain is provided by the game judge for all events.

## 401 DBA

*DBA Tournament by Jeff Caruso*

4 round tournament for DBA. Limited number of armies available for loan if arrangements made in advance. Bring your favorite army, board, and terrain. 15mm Brought to you by CMH ([www.cmhweb.org](http://www.cmhweb.org)). Limit 10 players.

401.1 SAT 9AM-11PM D48

## 402 WARSHIP

*Warship by John F. Owen*

FIGURES PROVIDED! WARSHIP is an unpublished World War II naval surface combat board game designed several years ago. It combines features from both miniatures and board games, but does not require measuring each ship movement as some games do, nor computer support. Individual ship cards are used to recreate historical naval engagements as well as hypothetical ones. Ships of all major navies, plus several minor ones are part of the database. This enables both historical and hypothetical naval battles to be gamed. Players participate in the fire control/damage assessment/ repair processes, making game flow less dependent on the GM. This system can accommodate 2-6 players and can normally be concluded in a 4-hour session. (Scale is approximate. Game uses counters for ships.) 1/2400. Limit 6 players.

402.1 FRI 6PM-11PM D33-D34  
402.2 SAT 9AM-1PM D33-D34

## 403 Call to the Colors

*Battle of Oak Grove by Fred Ehlers*

FIGURES PROVIDED! Help fight the last offensive action by the Union in the Peninsula Campaign, June 25, 1862. Command one of the Union or Confederate brigades that fought there 15mm. Brought to you by Colorado Springs Historical Gamers. Limit 6 players.

403.1 SAT 9AM-1PM D48

## 404 Call to Colors

*Battle of Porto, Portugal by Fred Ehlers*

FIGURES PROVIDED! It is 1806 and the French have decided to break the blockade of Porto, Portugal. Can they do it? Join in as the Captain of a Ship of the Line and help make or break the blockade. 1/1200 Brought to you by Colorado Springs Historical Gamers. Limit 6 players.

404.1 FRI 6PM-11PM D48

## 406 Two Hour Wargames Colonial Rules

*The Raid by Al Maurer*

FIGURES PROVIDED! Players take command of French Foreign Legionnaires conducting a raid on a Berber village. Can you find and capture the leader of the rebellion? Here's your chance to try the new Colonial Adventures rules from Two Hour Wargames. 25mm. Brought to you by Askari Miniatures and Two Hour Wargames [www.askari-minis.com](http://www.askari-minis.com). Limit 4 players.

406.1 SAT 9AM-1PM D49

## 407 Galley Warfare

*Rome versus Carthage on the High Seas by Larry Irons*

FIGURES PROVIDED! Refight an ancient naval battle between Rome and Carthage during the First Punic War of the 3rd century BC. Rules will be taught. Scale is 1/300 using the Roman Seas ships. Rules are Galley Warfare under development by SAGA Publishing (author Larry Irons). Ramming speed! 1/300. Brought to you by CMH ([www.cmhweb.org](http://www.cmhweb.org)). Limit 6 players.

407.1 FRI 6PM-11PM D50



# HISTORICAL MINIATURES

## 408 D&D 3.5

*Gauntlet Canyon by Fritz Neufeld*

FIGURES PROVIDED! Description: can your U.S. Army Rangers get out of the cave alive? 25mm. Brought to you by Valhalla's ([www.valhallas.com](http://www.valhallas.com)). Limit 6 players.

408.1 FRI 6PM-11PM Hallway

408.2 SAT 9AM-1PM Hallway

408.3 SAT 2PM-6PM Hallway

## 409 Battle Cry!

*Battle Cry! Tournament by Ed Meyers*

FIGURES PROVIDED! Every player gets wear a kepi and talk Southern or Yankee. Played on 3-D terrain with painted 20mm miniatures, you will be forced to make decisions based on limited knowledge (For of War) and luck. Every good general has had to solve those problems. But, being a "game," you can always blame the cards or the dice for failure. Or, you can congratulate you opponent for an exciting and challenging contest. 25mm. Brought to you by Colorado Military Historians. (<http://www.cmhweb.org/>). Limit 6 players.

409.1 SAT 2PM-6PM D50

409.2 SAT 7PM-11PM D50

409.3 SUN 9AM-1PM D50

## 410 Field of Glory

*Field of Glory Tournament by Larry Irons and John Brown*

Players must provide their own figures. 650-point 2-round FoG tournament at Genghis Con using the 3 classical period books for Army lists - Immortal Fire, Rise of Rome, and Legions Triumphant. 15mm. Brought to you by CMH ([www.cmhweb.org](http://www.cmhweb.org)). Limit 8 players.

410.1 SUN 9AM-5PM D41-D44

## 411 Square Bashing

*On To Petrograd! by Terry Shockey*

FIGURES PROVIDED! After a bitter and close called loss to the Whites, the Reds must stop the counterrevolutionaries from gaining more ground toward Petrograd. Can they stem the White tide and save the revolution? 15mm. Brought to you by CMH ([www.cmhweb.org](http://www.cmhweb.org)). Limit 6 players.

411.1 SAT 2PM-6PM D47

## 412 Flames of War

*Flames of War Tournament by Tony Armstrong*

FIGURES PROVIDED! 1750pts. Special Characters will be allowed. Only official briefings as of January 31st, 2009 will be allowed. If you wish to play with an official briefing from the FOW web site, you must supply five copies of the briefing. One for yourself, one for the judge and one for each of your three opponents. No unofficial briefings will be allowed. You must also supply five copies of army list for the same reasons. 15mm Brought to you by Gamer's Haven ([gamershavenco.com](http://gamershavenco.com)). Limit 30 players.

412.1 FRI 4PM-11PM D1-D16

## 413 The Sword and the Flame

*Pathan Pass-ive Agression by Rich Panek*

FIGURES PROVIDED! The British have cornered the tribal chieftain responsible for a recent rash of raiding, but do not have the artillery necessary to storm his hideout. Will the artillery arrive before Pathan reinforcements relieve the beleaguered warlord? Or can the Pathans destroy the British before the heavy guns are brought to bear? A hypothetical 19th Century colonial action fought on the always contentious Northwest Frontier of India. 25mm. Brought to you by Colorado Springs Historical Gamers [games.groups.yahoo.com/group/cshg/](http://games.groups.yahoo.com/group/cshg/). Limit 6 players.

413.1 SAT 2PM-6PM D49

## 414 Napoleon's Battles

*1807- The Battle of Heilsberg by Lamont Anderson*

FIGURES PROVIDED! This historical engagement was a prelude to the Russian debacle at Friedland. French and Saxon troops under Murat and Napoleon assault a fortified line of Russians under Benningsen with von Rembow's Prussian cavalry. Experience with the game rules, or gaming Napoleonic warfare in general, will be useful. 15mm. Brought to you by CSGA (<http://csga.webng.com/>).

414.1 SAT 7PM-11PM D44-D45

## 415 Blitzkrieg Comander

*Korsun Counterattack by Eric Elder*

FIGURES PROVIDED! In January 1944 Soviet Supreme Command orders the 1st and 2nd Ukrainian Fronts to deploy on the German 8th Army flanks with the purpose of encircling the Army similar to the Stalingrad model used to encircle and destroy the 6th Army. Late January, Soviet forces begin the offensive and easily breakthrough the German front lines. Hitler does not allow the 8th Army to retreat. Weak German Panzer divisions are rushed to the area to try and prevent an encirclement. Elements of the 14th Panzer Division clash with units of the Soviet 31st Tank Brigade. 1/144 N scale Brought to you by CMH ([www.cmhweb.org](http://www.cmhweb.org)). Limit 6 players.

415.1 SUN 9AM-1PM D47

## 416 Field of Battle

*Mexican-American by John Mumby*

FIGURES PROVIDED! Could this be the last battle of our Mexican-American War convention games? Will the Mexicans run away? Will the Americans sue for peace? 15mm. Brought to you by CMH ([www.cmhweb.org](http://www.cmhweb.org)). Limit 5 players.

416.1 SAT 9AM-1PM D44

## 417 Field of Battle

*Liberation of South America by John Mumby*

FIGURES PROVIDED! Maipo, 1818 This battle secured the liberation of Chile. 15mm Brought to you by CMH ([www.cmhweb.org](http://www.cmhweb.org)). Limit 6 players.

417.1 SAT 7PM-11PM D33



# HISTORICAL MINIATURES

## 418 Two Hour Wargames Colonial Rules

*The Last Stand? by Al Maurer*

FIGURES PROVIDED! Players take command of French Foreign Legionnaires conducting a raid on a Berber village. Can you find and capture the leader of the rebellion? Here's your chance to try the new Colonial Adventures rules from Two Hour Wargames. 25mm Brought to you by Askari Miniatures and Two Hour Wargames (www.askari-minis.com). Limit 8 players.

418.1 SAT 2PM-6PM

D49

## 419 Ride of Death

*Panther Party by Steve Schultz*

FIGURES PROVIDED! Who's the best tank commander you ever saw? At a secret WWII German training base, each player will command 5 identical Panther tanks, in a free-for-all, "demolition derby" style shoot-out. Last tank moving wins! Easy rules, will teach, but NOT recommended for children. Friendly, relaxed players welcome. 1/144 N scale. Brought to you by CMH (www.cmhweb.org). Limit 6 players.

419.1 FRI 6PM-11PM

M2

## 420 Ride of Death

*Tiger Training by Steve Schultz*

FIGURES PROVIDED! Who's the best tank commander you ever saw? At a secret WWII German training base, each player will command 5 identical Tiger tanks, in a free-for-all, "demolition derby" style shoot-out. Last tank moving wins! Easy rules, will teach, but NOT recommended for children. Friendly, relaxed players welcome. 1/144 N scale Brought to you by CMH (www.cmhweb.org). Limit 6 players.

420.1 SAT 7PM-11PM

M2

## Colorado Military Historians

### Meeting Schedule:

#### Friday Night Fights:

Every Friday 7PM - Mid

#### Monthly Meetings:

2<sup>nd</sup> Sunday, 3<sup>rd</sup> Sunday in May  
Noon - 5PM

#### Location:

Baker Community Center  
6751 Irving St., Denver  
Near 67<sup>th</sup> and Federal



[www.cmhweb.org](http://www.cmhweb.org)

# ROLE PLAYING GAMES

## Role Playing

Role-playing events fall into two categories: Classic and Campaign (or Living). Classic events provide characters and usually have 'Characters Provided' in the event description. Campaign games require you to create your own characters. Additionally, the role-playing events are separated between locally written and RPGA-sanctioned events.

A large number of our events every year are written and run by local, hardworking game masters, we appreciate and applaud their efforts.

Events marked as RPGA events are sponsored by the Role-Playing Gamers Association ([www.rpga.com](http://www.rpga.com)), an international organization primarily supporting role-playing games using the d20 system ([www.wizards.com/D20/](http://www.wizards.com/D20/)). The RPGA awards points to its members for convention participation, allowing members to earn Player Rewards. You must be a member of the RPGA to play in these events. Judges will be asking to see proof of membership. If you have any questions, or wish to join the RPGA, visit Con HQ for a membership card.

In RPG event listings, the section number indicates the time slot the game is running in rather than the round of the game. For example: 501.9 refers to event number 501, running in Slot 9, SAT 7PM-11PM.

### RPG Time Slots:

- Slot 1: THU 7PM-11PM
- Slot 2: THU MIDNT-4AM
- Slot 3: FRI 9AM-1PM
- Slot 4: FRI 2PM-6PM
- Slot 5: FRI 7PM-11PM
- Slot 6: FRI MIDNT-4AM
- Slot 7: SAT 9AM-1PM
- Slot 8: SAT 2PM-6PM
- Slot 9: SAT 7PM-11PM
- Slot 10: SAT MIDNT-4AM
- Slot 11: SUN 9AM-1PM
- Slot 12: SUN 2PM-6PM

## DURING THE CON

There is a designated "muster area" in the hotel. This is the staging area where players will be assigned judges and a gaming room for the slot. Signs with the event name and number will be posted in the muster area. Players should wait by the sign of the game they wish to play. Please remember, you cannot play in two sessions of the same event.

Mustering will begin 10-15 minutes before the time listed for the game, though in many cases, no judges will be assigned until the listed starting time. It is HIGHLY recommended that players arrive earlier to find other players of equivalent skill and/or character level to play with. If you

are late for muster (regardless of the type of ticket you hold), we cannot guarantee you will be allowed into a game.

## MUSTERING TAKES PLACE IN THE EVERGREEN ROOM DOWN THE HALL FROM CONHQ AND REGISTRATION.

We will fill tables with people holding specific event tickets first, then generic tickets. Every effort will be made to get generic ticket holders into a game, however we cannot guarantee a spot. Once judges and players have been assigned and sent to the gaming areas, we will fill any open spots with holders of generic tickets and people that arrived late to muster. If you show up more than 30 minutes after mustering begins, you will not be able to get in any game even if an open spot is available.

There will be a Role-Playing Awards Ceremony held Sunday at 6:30PM. At the ceremony, awards for judges (including Best Judge and Most Fun Judge) will be given at the event, prizes for players of competitive events will be awarded, as well as announcements of upcoming role-playing events.

RP-Artisans have an interesting number of events this year. They wish to share the following as well:

### RP-Artisans Code of Conduct

In order to maintain an enjoyable experience for everyone, RP-Artisans asks that all participants in their events adhere to a basic Code of Conduct. If an RP-Artisans facilitator or GM believes that any participant is violating this Code, they will be asked to leave the event. If someone who is a past problem signs up for an event, they will not be allowed to play.

#### The Code:

Players must contribute to providing a fun, friendly, and cooperative atmosphere at RP-Artisans events.

They must refrain from excessive profanity, violence, and drunkenness.

They must share the game with their fellow players, work with their peers as a team, and refrain from lengthy pursuit of personal goals to the detriment of the game.

They must respect the other participants, and refrain from personal insults and attacks.

They must stay focused on the game at hand, refraining from lengthy unrelated discussions and comments.

They must actively work at portraying the character they are given, as it is written, rather than simply playing themselves, or rewriting the character to suit their own tastes.

# ROLE PLAYING GAMES

## Player Principles

No matter what your style of role-playing, we can all agree that these three principles are important to being a good player: Respect, Engage, and Enjoy. Respect for the event, the GM, and the other players is the foundation of good role-playing. When you engage in the event you act and talk as your character, draw other players into role-playing, and develop the group dynamic. Enjoy the game you're playing; when you're having fun, it'll be contagious!

We look forward to seeing you at **GenghisCon XXX!**

John Fiala  
GenghisCon RPG Coordinator  
jcfiala@gmail.com

## 501 Hollow Earth Expedition

*Stranded!* by Nathan Reed

A great storm battered the SS Endeavor's crew and passengers unconscious as they sailed through the Bermuda triangle, now they awaken to bright noon-day sun, the smell of gasoline, and the screams of the crew. Are you ready to survive being "Stranded"? Rules to be taught, characters provided. Keywords: Pulp, 1930's, Heroic, Dinosaurs, Nazi's. Limit 6

501.5 FRI 7PM-11PM

## 502 Savage Worlds Explorer's Edition

*To End All Wars!* by Nathan Reed

When a friend says he has important information he wants to discuss, you know it's the start of something big! Nazi agents, a kidnapped reporter, and a daring raid on Washington D.C. are in a days work for heroes who want "To End All Wars!" Rules to be taught, characters provided. Keywords: Pulp, 1930's, Heroic, Nazi's, Chases, Zeppelin. Limit 5

502.9 SAT 7PM-11PM

## 503 Pulp Hero

*Act I: The LXG and the Spear of Horus*  
by Tammy Sue Keyes

The LXGentlemen vs. the LXGentlewomen: While attending a special dinner hosted by the President and First Lady, our Heroes are attacked and their loved ones captured! Now the League must travel to Egypt and retrieve a magical artifact from a lost tomb. Nazis, Mummies, and Voodoo, oh my! The three best players will be invited to attend the conclusion in Act III. Beginner Rules Taught, Characters Provided. Limit 6

503.1 THU 7PM-11PM

## 504 Pulp Hero

*Act II: The LXG and the Voodoo Cross*  
by Tammy Sue Keyes

The LXGentlemen vs. the LXGentlewomen: While attending a special dinner hosted by the President and First Lady, our Heroes are attacked and their loved ones captured! Now the League of Extraordinary Gentlewomen must travel to Haiti to recover a powerful artifact. Nazis, Mummies, and Voodoo, oh my! The three best players will be invited to attend the conclusion in Act III. Beginner Rules Taught, Characters Provided. Limit 6.

504.8 SAT 2PM-6PM

## 505 Pulp Hero

*The League of Extraordinary Gentlemen Vs the League of Extraordinary Gentlewomen*

After (hopefully) successfully completing their tasks, the two groups meet up and must defeat an ancient mad god for the most powerful artifact of all! The Destiny of the world hangs in the balance! Nazis, Mummies, and Voodoo, oh my! Please do not register for this slot before the convention the GM will nominate players from the first two rounds to play in this one. Beginner Rules Taught, Characters Provided. Limit 6

505.12 SUN 2PM-6PM

## 506 Mysteries Inc

*The Queen of Guilda* by Tammy Sue Keyes

The Queen has been assassinated! But as she died, she placed a powerful enchantment upon her castle: none may leave, and all with will perish in three hours, unless her murderer is discovered and justice is done. Players are those closest to the Royal Family, all of whom have a strong motive Everyone is a suspect, and none may escape until the killer is brought to justice! Limit 6

506.5 FRI 7PM-11PM

## 507 Werewolf the Forsaken

*Bring Back the Mai-Coh* by Mike Wagner

The Hunters of Darkness Werewolf tribe have nearly finished exploring the Rocky Mountain National Park since the fall of the Gurdilag and the retaking of Denver. However one of your tribe mates has disappeared. If he isn't found, it could mean not just disaster for your pack but for the whole entire population of Forsaken in Colorado. Intermediate.

507.12 SUN 2PM-6PM

## 508 Star Wars Saga Edition

*RPGA: The Betrayal of Darth Revan* by Patrick Stutzman

Journey back 4,000 years before the Battle of Yavin for an epic adventure! The Jedi Council sends a strike force to attack Darth Revan's flagship to seize the Dark Lord, and the heroes must make sure the mission is a success. 9th-level characters featuring rules from the Knights of the Old Republic Campaign Guide. RPGA/DCI reward points event. Beginner Rules Taught, Characters Provided. Limit 6

508.3 FRI 9AM-1PM

508.8 SAT 2PM-6PM

# ROLE PLAYING GAMES

## 509 Serenity

*Big Shoot-out in Space by Craig Fox*

Players take the roles of Alliance soldiers in a running gun battle (in space). Lots of combat and not much roleplaying here. Beginner Rules Taught, Characters Provided. Limit 5

**509.5 FRI 7PM-11PM**

## 510 Serenity

*For the Children by Michelle Norton*

The Winding Leaf needs repairs, the crew needs answers. Now with the Southern Cross (manned by Horatio and Willie) the team is heading for Angel to find Nial, Kara's sister. Unfortunately they have Blue Sun and half the 'Verse on their tail. Add to that a trussed up abbot and two very scary children roaming the boat. Beginner Rules Taught, Characters Provided. Background info available at: [www.michellejnorton.com/?page\\_id=543](http://www.michellejnorton.com/?page_id=543). **Mature players only.** Limit 8 players

**510.4 FRI 2PM-6PM**

**510.7 SAT 9AM-1PM**

## 511 Demon Hunter RPG

*Fool's Gold by Michelle Norton*

Rip and the Gang have left Kilkore behind and in ruins. But that's okay they're off to start a new life away from the frightening hills of the Rocky Mountains. Too bad each person in that car has a different idea of what that new life should be. Beginner Rules Taught, Characters Provided. Background info available at: [www.michellejnorton.com/?page\\_id=587](http://www.michellejnorton.com/?page_id=587). **Mature players only.** Limit 8 players

**511.3 FRI 9AM-1PM**

**511.11 SUN 9AM-1PM**

## 512 D&D v3.5

*WBC: A Friend in Need by Larry Cormier*

While visiting Grandmother Moebius, your reminiscing is disturbed by a tremendous thump from the upstairs Teleport platform. You recognize the offspring of Grandma's close friend and former companion; the Gold Dragon Varslan Fel in Human form. "My sister has been abducted, and I need your help to find her while I go find our father. Can you help me?" Immediate, Characters Provided. \*Notes on Roll Your Own: Level: 6, Attributes: 32 point non-standard point buy method (Pg 169 DMG); Hit Points: max at 1st level, HD+1+Con mod per level afterwards; any FR or Core Rules Race, Class, Feat, and Skill, must be supported by OFFICIAL WoTC Publications; Equip/Wealth to start: See Pg 135 DMG. Limit 6

**512.3 FRI 9AM-1PM**

## 513 D&D v3.5

*WBC: Over the River & Thru the Woods by Larry Cormier*

You are enjoying a carefree ride in the blustery weather headed to Grandma's for the Autumnal Celebration, when the River you are crossing suddenly rears up and attacks. An unusual situation, to say the least! A comely Druidess approaches you shortly thereafter. Will you choose to answer her commission, or will you leave unwary travelers to a potentially watery death? Difficulty: Immediate, Characters Provided \* See Event 312 for Notes on Roll Your Own . Limit 6.

**513.7 SAT 9AM-1PM**

## 514 Colorado Story Games Presents

*Story Games Lounge by Scott Dunphy*

Got a little spare imagination? Want a shot at adding something of your own to a game or chance to step in, even when your character isn't up to bat? In the lounge we'll play the Story Games we all decide to play on our own schedule. There are no limits on when you finish, how long you play, or when you can start playing the next game. Story Games focus on our story rather than my character. Games like, Sons of Liberty, Dirty Secrets, Primetime Adventures, With Great Power, Mortal Coil, and many more. GMs/Facilitators wanted too! If you have a Story Game you want to run, please send an email to [scottdunphy@yahoo.com](mailto:scottdunphy@yahoo.com) Beginner Rules Taught, Characters Provided. Limit 50

**514.7 SAT 9AM-1PM**

**514.8 SAT 2PM-6PM**

**514.9 SAT 7PM-11PM**

**514.11 SUN 9AM-1PM**

**514.12 SUN 2PM-6PM**

## 515 Burning Empires

*Fires Over Omac by Scott Dunphy*

Use your political and marshal skills to fend off an invasion of body-snatching brain-worms to defend your planet! An scenario for Luke Crane's award winning space opera game of galactic apocalypse using the Burning Wheel system, come experience the new hotness of volley based combat and social conflict. Beginner Rules Taught, Characters Provided. Limit 4

**515.1 THU 7PM-11PM**

**515.5 FRI 7PM-11PM**

Notes:



# ROLE PLAYING GAMES

## 516 D&D v4.0

*RP-Artisans: The 2009 Team Roleplaying Challenge: Nature, Nurtured*

Orcs are evil, everyone knows this. Yet there are legends that St. Krasperus was once home to a tribe of orcs who followed the path of righteousness. Can this be true? How did these "good" orcs come to be, and what happened? It will take brave heroes to uncover the truth, and to protect it from those who would prefer the past stayed buried. The Team RP Challenge is an event for teams of 5-6 players. Familiarity with the D&D v4.0 rules is assumed, but teams are graded on RP skills, not mastery of the rules. Characters will be available for download after January 1st at [www.rp-artisans.org](http://www.rp-artisans.org). Keywords: Teamwork, competition, bragging rights. Intermediate, Characters Provided. Please, only the team captain should register the event. Include the names of your team. Limit 7 teams. **\$18.00.**

516.11 SUN 9AM-1PM

## 517 D&D v3.5

*RP-Artisans: Their Might Upholds the Weak: Knights' Code Saga pt 4 by Troy Latta*

Six orphans, raised as siblings, have been chosen by the Gods to save the world. It's dangerous, and no one asked them if they wanted to get involved. But when they return home from to find their stepfather slain and Pafron City under siege, someone has to lead the townfolk in taking back their lands, livelihoods, and self-respect. Keywords: Family obligations, large-scale combat. Intermediate, Characters Provided. Limit 6

517.1 THU 7PM-11PM

517.5 FRI 7PM-11PM

517.7 SAT 9AM-1PM

## 518 PS238 the RPG (Champions)

*RP-Artisans: My Metaprodigy Saved Your Honor Student by Scott Field*

Class is in session at PS238, the world's first school for Metaprodigies (kids with superpowers). A normal day is challenging enough: learning control, handling bullies without revealing your secret identity, field trips to the moon, and the occasional Berserk Robot. But today is shaping up to be anything but normal! Based on Aaron William's acclaimed comic book ([www.ps238.com](http://www.ps238.com)). Keywords: kids + superpowers = hijinks. Beginner Rules Taught, Characters Provided. Limit 6

518.3 FRI 9AM-1PM

518.8 SAT 2PM-6PM

## 519 Hero System

*RP-Artisans: Wax'Droid Hero by Scott Field*

Years ago, a spaceship bound for Vegas World crashed on a deserted planet. Its cargo Wax'Droid replicas of 20<sup>th</sup> Century pop culture survived to found their own mini-society. Replicas of the World's Greatest Villains have joined forces to bring the planet under their despot, waxy heel. Now a handful of Wax'Droids are the planet's last, best hope for freedom. Keywords: humor, thrilling heroics. Beginner Rules Taught, Characters Provided. Limit 6

519.4 FRI 2PM-6PM

519.7 SAT 9AM-1PM

## 520 Steampunk Champions

*"RP-Artisans: Her Majesty's League of Justice: Injustice by Gaslight" by Bill Keyes*

It is 1887. It is the eve of Queen Victoria's Golden Jubilee, and trouble is afoot in the Empire! Don your bowler hat, strap on your cape, and join Earth's greatest heroes as they face a threat more dangerous than this world has ever before seen. God Save the Queen! Intermediate, Characters Provided. Limit 5

520.5 FRI 7PM-11PM

## 521 Fantasy Hero

*RP-Artisans: Arabian Adventures: The Elements of War by Bill Keyes*

The Djinni Lords of Earth, Sky, Sea, and Flame are at war, and Al Balad is their battleground! Their fight is scouring the earth, scattering caravans, sinking ships, and threatens to swallow up the entire city. Only the heroes of Al Balad are strong, crafty, and brave enough to face the unbridled fury of the Elemental Princes! A fantasy adventure in the mold of 1001 Arabian Nights. Intermediate, Characters Provided. Limit 6

521.9 SAT 7PM-11PM

## 522 Champions

*RP-Artisans: Teen Titans Go! Second Stringers by Bill Keyes*

The Teen Titans swing into action when Jump City falls under siege by the most unlikely team of supervillains ever! It seems that these second-rate bad guys have become world-class threats. The Titans work is cut out for them when they go face to face with... the Second Stringers! All ages welcome. Beginner Rules Taught, Characters Provided. Limit 6

522.11 SUN 9AM-1PM

## 523 Call of Cthulhu

*RP-Artisans: The Eye of the Storm by Alyson Enright*

The science team on the outpost on Jupiter has not been heard from in seven days. Another science team, under military jurisdiction, is sent to investigate to collect the data from the storm forming over the planet. Keywords: Adventure, Intrigue, Cinematic. Difficulty: Intermediate, Characters Provided. Limit 6

523.3 FRI 9AM-1PM

523.5 FRI 7PM-11PM

523.9 SAT 7PM-11PM

## 524 Call of Cthulhu

*RP-Artisans: The Mall Incident by Alyson Enright*

You are a group of actors filming a new horror movie, The Mall Incident. Of course, you have to deal with all the personalities and idiosyncrasies that go with actors and directors, but it's sure to be a scream! Keywords: Teen Scream, Hilarity, Horror Beginner Rules Taught, Characters Provided. Limit 6

524.1 THU 7PM-11PM

524.4 FRI 2PM-6PM



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# ROLE PLAYING GAMES

## 525 D&D v3.5 (Dark Sun)

*Dark Sun Chapter 1: Prelude to Freedom by John Felps*

On Athas, magic drains the very essence of life. Ancient wars have left vast swaths of the planet sterile. To practice magic is to tempt death, yet the cities are ruled by the most powerful of defilers, the tyrannical sorcerer kings. As a slave of the Markut trading house, you follow orders, but you wonder about your caravan master and his mysterious Templar Mullah. Is this foray into the unknown a prelude to freedom... or death? Beginner, rules taught. 5th level characters provided, or byoc (must submit, see <http://firelightrpg.googlepages.com/home> for details), projection map system, Limit 5

525.11 SUN 9AM-1PM

525.8 SAT 2PM-6PM

## 526 D&D v3.5 (Dark Sun)

*Dark Sun Chapter 2: The Lost City by John Felps*

On Athas, magic drains the very essence of life. Ancient wars have left vast swaths of the planet sterile. To practice magic is to tempt death, yet the cities are ruled by the most powerful of defilers, the tyrannical sorcerer kings. As you squint at the shimmering ruin on the horizon, ancient secrets and present agendas begin to unfold. Haunted by countless deaths, will you seek escape from the sunken ruins, or plunder the Lost City? (Ch. 1 not required to play Ch. 2) Beginner, rules taught, 5th level characters provided, or byoc (must submit, <http://firelightrpg.googlepages.com/home>), projection map system, Limit 5

526.12 SUN 2PM-6PM

526.9 SAT 7PM-11PM

## 527 2300AD

*Crossfire by John Felps*

Earth, 300 years after the cataclysm of WWIII. Civilization has crawled back to its pre-war levels, and beyond. Corporations now dominate the frontiers of space. Bounties have been posted by two rivals, each vying for the same resources, and seeking incriminating evidence, while employing combat drones to defend their equipment and installations. As tensions mount, will you profit from the situation or be caught in the crossfire? 2300AD (light), Beginner, rules taught, characters provided, or byoc (must submit, <http://firelightrpg.googlepages.com/home>), projection map system, Limit 5

527.5 FRI 7PM-11PM

## 528 d20 Modern

*The P.I.T.S.: Back to School by Phil Adams*

Thanks to your discoveries at the Polanski farm, you think you've solved the Earlville school massacre mystery. Now, with the assistance of the Paranormal Investigation and Troubleshooting Squad, you need to locate Ms. Edgars before she can complete the ritual. It's up to Einstein, Holmes, Kolchack, Quartermain, Scully, and Van Helsing to save OPI and maybe the world. Beginner Rules Taught, Characters Provided. Limit 6

528.5 FRI 7PM-11PM

## 529 Babylon 5

*A Dish Best Served Cold by Phil Adams*

You've secured access codes and operational data on the Centauri force occupying the Abbai science station. Your forces are in position for a jump. All that's left is defeating the Centauri and liberating the station. Well, there is the small matter that you must operate without official recognition of your governments. And the fact you broke an Abbai general charged with treason out of prison. Beginner Rules Taught, Characters Provided. Limit 6

529.7 SAT 9AM-1PM

## 530 Mutants & Masterminds

*Vanguard III: Chaos & Madness by Phil Adams*

Even as he ramps up his anti-ultras rhetoric, president-elect Jackson Croft, Mindspear's father, has invited the Vanguard to his inauguration. Is it an olive branch or something else? Revenant's skills would be perfect to get to the bottom of this, but he disappeared shortly after hearing The American Agent would be present at the inauguration. Beginner Rules Taught, Characters Provided. Limit 6

530.8 SAT 2PM-6PM

## 531 Aces & Eights

*Trouble in Black Creek by Phil Adams*

Word is, Black Creek needs gunmen. Not just some cowpoke what carries a six-shooter on his hip, but real, live killers with ice in their veins. Pay is supposed to be good. So you've moseyed on up to check it out. Maybe it's an easy couple weeks of whiskey, room and board. Maybe they really do need someone with your skills. Beginner Rules Taught, Characters Provided. Limit 6

531.11 SUN 9AM-1PM

## 532 Fading Suns

*Raiders in the Dark by Phil Adams*

Questing Knight Lady Celia and her cohort have been assigned to assist three others in the search for a deadly Vuldrok raider ship that has been terrorizing Leminkainen and Ravenna. The Vuldroks success has infuriated the Hawkwoods, but Imperial intervention could weaken Alexius. Failure is not an option. Beginner Rules Taught, Characters Provided. Limit 6

532.9 SAT 7PM-11PM

## 533 Mutants & Masterminds 2nd Edition

*Of Gods and Monsters by R. Kal Ringenbach*

Mystics and scions speak of the lost treasure of Azul, lost centuries ago to agents of the Unspeakable One. Can you and your companions find the treasure before it is too late? Beginner Rules Taught, Characters Provided. Limit 6

533.5 FRI 7PM-11PM

# ROLE PLAYING GAMES

## 534 Hero System

*Young Titans 2008: Secret Infinite Crisis on Just One Earth* by Robert Dorf

The Cosmic Observer summoned all Heroes and Villains to answer questions relevant to the next Revision of Reality! The Sidekicks continue to struggle in a world deprived of its Heroes and Villains! Can they keep a lid on roaming gangs of ronin henchmen? Can they protect the innocent from suddenly master-less monsters? Can they save the Eternal City? Thrills, chills, and other things ending in "s" in the Champions Mystic World! Beginner Rules Taught, Characters Provided. Limit 8

534.4 FRI 2PM-6PM

## 535 Serial Pulp Adventures

*Back from Boot Hill* by James Stepanek

A string of bank robberies has erupted in the Southwest. The main perpetrator appears to be someone you know- but he's already dead. A module for levels 1-7. Beginner. Characters not provided, but template characters are available. Limit 16

535.4 FRI 2PM-6PM

535.7 SAT 9AM-1PM

## 536 Serial Pulp Adventures

*High Stakes in Monaco* by David Geissinger

A summons from S has landed you tickets to the South of France, Monaco specifically. A rare book has surfaced and the organization wants you to retrieve it for safekeeping. Don't forget to try the wine, it's to die for. Levels 1 to 8. Characters not provided but template characters available. Limit 16

536.1 THU 7PM-11PM

536.8 SAT 2PM-6PM

## 537 Serial Pulp Adventures

*Legacy of the Xingu* by Joe Carlson

What do a missing S agent, an archaeological dig in the Amazon Basin, and the Diadem of Tutankhamen have in common? You're about to find out. Hopefully, you'll live long enough to tell someone else. Levels 1 to 8. Characters not provided, but template characters available. Beginner. Limit 16

537.3 FRI 9AM-1PM

537.12 SUN 2PM-6PM

## 538 Living Arcanis (D&D 3.5)

*RPGA: City of Leaves 02-01: Many Voices*

A simple task: recover an item from a long-hidden tomb. But is any task truly simple? PCs with the Disfavor of Marden val'Dellenov from Scent of Prosperity and Ruin will not be able to complete this adventure without the assistance of those without such disfavor. Pre-generated 1st-level PCs available in Con HQ, or you may bring your own using the guidelines at livingarcanis.com. This is STANDARD adventure is designed for 1st through 16th level characters (APLs 2 through 15). Limit 12

538.5 FRI 7PM-11PM

538.9 SAT 7PM-11PM

## 539 Living Arcanis (D&D 3.5)

*RPGA: Metra 02-02: The Warlord of Quagga*

Years ago, the mixed blooded Centurion Ig of the Many Tongues led a small cohort of legionnaires into Uggur on a secret quest but was never heard from again. To gain favor with Emperor Calsestus, the Satrap of Eppion is hiring search parties to discover if the whispered rumors are true. Does Quagga indeed have a new warlord, and who will he serve? This STANDARD adventure is designed for 1st to 18th level characters (APLs 2 through 17). Limit 12

539.3 FRI 9AM-1PM

539.7 SAT 9AM-1PM

## 540 Living Arcanis (D&D 3.5)

*RPGA: Metra 02-03: A Confluence of Thorns*

Alphaeus' gambit has born fruit and the Warlord has come. Metra trembles at his footsteps, with her people fearing that his armies are not far behind. Is the Warlord of Quagga content to be a hound for show, or has he come with his own plots in mind? It is recommended you play The Warlord of Quagga before playing this scenario. STANDARD adventure for 3rd-18th level characters (APLs 3-17). Limit 12

540.4 FRI 2PM-6PM

540.8 SAT 2PM-6PM

## 541 Living Arcanis (D&D 3.5)

*RPGA: Metra 02-04: Where the Streets are Paved with Gold*

The Satrap of Eppion has always preferred fighting his own battles while maintaining strict order. But this day will either live in infamy or glory within the annals of history, coming out with unlikely enemies and allies. Choose who you shall serve. It is recommended to play this adventure after the previous adventures. Warning: This event is a two-track adventure, dependent upon where your loyalties lie with Metra and the Coryani Empire as a whole. This is also a combat intensive adventure. This CRAWL adventure is for 3rd - 18th level characters (APLs 3-17). Limit 12

541.5 FRI 7PM-11PM

541.9 SAT 7PM-11PM

## 542 Living Arcanis (D&D 3.5)

*RPGA Living Arcanis Open Library*

Did you miss a Living Arcanis previous module? Find some friends in the same boat, let us know what you want to play, and we'll provide a judge. Interested in Living Arcanis, but have no idea where to start? We'll help you build a character and start you off right in an Introductory module. Please contact James Scott (eremon@gmail.com) or post on our Yahoo! group RMArcanis to pre-arrange for a judge for a specific module. Limit 12

542.1 THU 7PM-11PM

542.11 SUN 9AM-1PM

542.12 SUN 2PM-6PM

# GENGHIS CON XXX

***30 YEARS OF GREAT FUN AND GAMING!***



*The volunteers of the Denver Gamers Association and the Board of Directors would like to thank each and every one of our attendees, exhibitors and volunteers for their help in making Genghis the largest gaming convention in Denver. Our success is due to you!*

***THANK YOU!***

# ROLE PLAYING GAMES

## 543 D&D v4.0

*Living Forgotten Realms Buffet by Leonard Logan*

The latest living campaign from Wizards of the Coast, set in the Forgotten Realms and using the D&D 4th edition rules. Come join us for a number of different modules that will be available at the convention, Please see the rules at <http://www.wizards.com/default.asp?x=dnd/lfrx/characters>, or use a pre-generated character. You can buy up to 9 tickets, as at least one game will be available each slot. We cannot guarantee which games you will get into or which modules will be available. These tickets are only good for Forgotten Realms games. Limit 9 each slot.

543.1 THU 7PM-11PM

543.3 FRI 9AM-1PM

543.4 FRI 2PM-6PM

543.5 FRI 7PM-11PM

543.7 SAT 9AM-1PM

543.8 SAT 2PM-6PM

543.9 SAT 7PM-11PM

543.11 SUN 9AM-1PM

543.12 SUN 2PM-6PM

## 544 Savage Worlds Horror

*Iron Horses & Kevlar Men by Neal Hyde*

After a great deal of restoration, two steam locomotives are able to take to the rails again. This transportation will revitalize Colorado's Front Range. However, not everyone wants things to change. The heroes are hired on as security to make sure the initial run carrying vital medicines makes it through before there's no one left!. Characters provided. Beginners Rules Taught. Limit 6

544.4 FRI 2PM-6PM

## 545 Savage Worlds Horror

*Not All Dead Are Quiet with Neal Hyde*

It's Christmas Break at East Texas University, and you're stuck on campus. You go to a few parties, but don't seem to be having fun. Maybe it has something to do with all the cold spots, doors slamming by themselves, and invisible people climbing into your bed. If that isn't enough, there's the possibility of a murderer on the loose. Happy Holidays! Beginner. Characters provided.

545.9 SAT 7PM-11PM

## 546 Savage Worlds Horror

*A Bridge to Sell You by Neal Hyde*

The Twilight War has reached every corner of the globe, including South America. Venezuelan forces are raiding Surinam and French Guyana with impunity. Your rag-tag company may be able to change the tide, but first you've got to cross the Suriname River. However, the one who offers help is the head of Paramaribo's criminal underworld and he wants payment before delivery. Guess who gets volunteered to make the payment? Beginner. Characters provided. Limit 6 players.

546.12 SUN 2PM-6PM

## 547 D20 Modern / Past

*The Expedition: February 1939 by Dustin Hatchett*

After a devastating earthquake in Chile the Red Cross stumbles across an abandoned city unearthed. You and a specialized team have been assembled by order of President Roosevelt on a request from the Chilean President Pedro Cerda to secure and investigate what has been discovered... And has transpired. Beginner - Rules Taught, Characters Provided. Limit 6.

547.7 SAT 9AM-1PM

## 548 Star Trek: RPG (FASA)

*Star Trek: The Road Home by Dustin Hatchett*

The war with the Dominion has ended. Your crew's sideline exploration mission ordered on the spur of the moment by Starfleet Command will contain burdens and tensions you will all have to confront together. When in reality all the crew wants to do is make it back to Deep Space Nine for your long overdue and well deserved sore leave after months of conflict. Beginner - Rules Taught, Characters Provided. Limit 6.

548.11 SUN 9AM-1PM

Notes:



# MINIATURE PAINTING

## Miniature Painting Conference

The beautiful miniature pictured here is the Best of Show winner from Genghis Con XXIX painted by Jen Kaufman, a beautiful rendition of the 5th Anniversary Limited Edition piece from Freebooter Miniatures. The bar is set folks Aim High!

There is a lot going on with the Genghis Con Painting Conference this year and first up is we have our own limited edition convention miniature!

This is being produced for us by Hasslefree Miniatures in England and is being sculpted by Kev White. We should have these available early in January, in time for you to paint one up and enter in the painting competition. You might even win our new Best Theme award with it. It is a mongol after all!

Let's not forget the generous manufacturers that are making this painting conference and competition possible:

## Painting Sponsors

JMD Miniatures, Hassel Free Miniatures, Reaper, Miniature Mentor, WarGods, WarGames Factory, Alkemy, Thunderbolt Mountain, Infinity, Avatars of War, Pulp Monsters, Dragon Blood Miniatures. We are also happy to be able invite some guest instructors for a few of the classes this year.

Our painting guest of honor is returning for her fourth tour of duty instructing at our painting conference. I present to you:

## Marike Reimer, Painting Guest of Honor:

My name is Marike. You may know me by some other appellations such as M'rika the Destroyer or Sekhmet. M'rika is the phonetic way of pronouncing my name, or at least pretty close. And the Destroyer? That's a nickname that I got stuck with because I'm deeply, deeply clumsy. Seriously. I've broken a drinking glass in my mouth, run into walls at full tilt, caught my painting table on fire, and superglued a brush to my mouth, not to mention the myriad of day to day instances which make my life exciting. Sekhmet is my alias at Crocodile Games. For those of you not fluent in ancient Egyptian, Sekhm means destruction.

For some reason though, I don't seem to destroy minis. Which is quite fortunate since painting minis pays my bills and some school as well. I've been painting minis since 2002, professionally since 2003. Most of my work has been for Crocodile Games, where I am currently the staff painter. I also do work for Freebooter Miniatures, Reaper Miniatures, and Darksword Miniatures.

Although she has graced us with her presence several times over the last few years this will be her first time instructing for us, may I present:

## Jen Haley, Guest Instructor:

My name is Jen Haley, and I've been painting miniatures professionally for several years. Companies include Reaper Miniatures, Crocodile Games, Freebooter Miniatures, and Dark Age Games. I first picked up a brush about ten years ago and succumbed to figmentia shortly thereafter. I've never recovered.

We have missed having a sculptor at the conference since Gene Van Horne moved away but this year I think I have a worthy individual to teach a slot for us. May I present:

## Derek Schubert, Guest Instructor:

Derek is a man of many talents being both a magnificent painter as well as a sculptor. You will find many examples of his work on the Reaper Miniatures site. His most recent accomplishment was at Gencon where he won the Privateer Press Grand Prize.

I don't have to go out of state to get top flight instructors either. There is some super talent right here in Rockies for me to draw on. Ready to teach you everything you need to know:

## Local Instructors:

Lili Troy, a fantastic painter with not one but two Slayer Swords under her belt (that's the Games Day Best of Show equivalent folks).

Doug Jones has his own Slayer Sword and I'm sure is eager to add another to his collection. He has also won Best of Show at ReaperCon and here at Genghis Con.

Matt McLaughlin has his own Genghis Con Best of Show and also does some painting for Reaper Miniatures.

Michael Proctor although he has yet to claim that coveted Best of Show award its only a matter of time. He won every category he entered at Genghis Con, don't worry though I have moved him up to Masters.

Jennifer Kaufman took Best of Show at Genghis Con XXIX and I think her work speaks for itself.

Terri Malton has returned to Colorado after serving her term of exile in California. She promptly came in and won Best of Show at Tacticon '08 with a magnificent lion bust by Kraken Editions.

Torin Reed has won of Best of Show here in Denver and taken not 1 but 4 honorable mentions at Games Day. He is a master of painting with metallics.

And our two newest instructors Rob Shahade and Doug Sundseth. Doug has been a Denver area staple and one of my judges for years now. Rob is a strong painter and does amazing bases.

So come on down and sign up for some painting classes we have something for everyone!

In celebration of the 30th Anniversary of GenghisCon we would like to announce a major change in the format of the painting competition. This year we will begin the move to an Open or "Chicago" System for the competition. In this type of format you are not judged against the other entries but against your own abilities. This is the format used at the MMSI show in Chicago and is often referred to as the Chicago Format or System. In place of the traditional gaming convention trophy based on category, an entry can be awarded a Certificate of Merit, Pewter, Bronze, Silver or Gold medal. Since you are being judged on your skills there is not limit to the number of medals and COMs that can be awarded. If 5 pieces are judged to be worthy of a Gold medal in a single category then they will each receive a Gold medal.

Don't worry though, we are still running our Standard Painting Competition, there are some category changes so read the event descriptions carefully to make sure your entries qualify. We are instituting a change in the awards this year and you may only win one trophy or medal per category you are entered in.

Both painting competitions will be open for entries starting at FRI 3PM and will close for entries at SAT 2:30PM. Judging will take place Saturday afternoon and early evening and the results of the competition will be announced at the awards ceremony Saturday night at 9pm. We encourage everyone to come to our first awards ceremony. We will be announcing the winners of the various competitions, handing out trophies, medals and a couple of extra prizes via random drawing. Lili Troy (2 time Slayer Sword Winner) and Doug Jones (1 times Slayer Sword Winner) have each painted a bust from JMD Miniatures to be given away at the awards ceremony. Of course you must be present to win! All entries and prizes must be picked up by 4pm on Sunday.



# MINIATURE PAINTING

## THE CATEGORIES

- 600 Master Class
- 601 Single Figure Historical
- 602 Single Figure Fantasy
- 603 Single Figure SF/Modern
- 604 Units Vehicles & Ordnance
- 605 Units Non Vehicle
- 606 Machines of War
- 607 Large Figures & Large Monsters
- 608 Vignettes & Dioramas
- 609 Juniors
- 610 Special - Flames of War Objective Markers

## OPEN JUDGING COMPETITION CATEGORIES

- 611 Basic Level
- 612 General Level
- 613 Advanced -Painter -Historical
- 614 Advanced -Painter -Armor/Ordnance
- 615 Advanced -Painter -Fantasy
- 616 Advanced -Open -Historical
- 617 Advanced -Open -Fantasy
- 618 Advanced -Open -Armor Ordnance

## THE RULES

Like any painting competition this one has rules. We try to keep them as straight forward as possible.

1. Each entrant may submit up to three entries per category
2. Each entrant must submit his or her entries in person.
3. All painting and conversion work on a miniature must be the work of the entrant.
4. All entries must be completely finished including bases.
5. Entries in the unit categories MUST be on a base designed to hold the entire unit. The base must have at least some rudimentary finishing to them. Paper/styrofoam plates and bare pieces of cardboard will not be accepted, nor will entries just resting loosely on a piece of gaming terrain. Movement trays are acceptable.
6. Award-winning models from previous painting competitions (Genghis Con, Tacticon, Gamesday, Origins, GenCon, etc.) will not be accepted.
7. Entrants who enter in the Masterclass competition are not eligible to enter in other categories, and are excluded from winning the Best of Show award as well. They are eligible for manufacturer awards.
8. The convention staff and judges will handle each entry with the greatest possible care. Even so, accidents do happen and the DGA is not responsible for lost or damaged entries.
9. Entering a model into the GenghisCon Painting Competition grants the non-exclusive, royalty-free right to display, photograph, and/or publish pictures of that model as the DGA sees fit, without prior notice to the contestant.
10. The DGA reserves the right to condense categories with to few entries into another category at the discretion of the judges.
11. All decisions of the judges and DGA management are final.
12. Entries will be accepted beginning at 3pm Friday afternoon.
13. All entries must be entered by 6:30pm on Saturday evening.
14. All entries and prizes must be picked up by 4:00pm on Sunday.
15. You will be asked to sign the entry form when you drop off your miniatures for the competition, re-stating these rules and indicating your agreement. Further, your signature on this form will indicate that you agree to the photography of your miniatures and/or you by the convention staff, volunteers and/or the competition management, as well as other media persons with an interest in showcasing miniatures of this event. We will request that no pictures be published by print or internet without information on the figure(s), the painter's name and this event, but we cannot guarantee compliance in all cases or by media not associated with the convention.

## IMPORTANT TIPS

The judges will be looking for models that are well painted and well presented. Entries will be judged in three areas: preparation, painting and finish work/detail. Preparation is an area frequently overlooked by many painters and is often the tie breaking factor in a competition. It includes all pre-paint work that could be visible in or on the finished product such as flashing lines and conversion/joint work. Painting covers all styles, from inking to washes and dip to highlighting and shading. Since there are so many techniques available for the painter, the judges will do their best to be open minded about the techniques used, but in the end, it is all about aesthetics and the judges' call. Lastly, finish work/detail will entail all of the extra work done to the base/s and figures. It will include basing detail and those added extra touches the entrant included that really set it apart from the other entries.

In the Open Judging Competition We will use the same category format and judging standards as MMSI: Basic Level: Intended for painters of modest ability. All qualified exhibits receive Certificates of Merit. Judges make their decisions by consensus.

General Level: Intended for painters with more developed skills, who don't feel ready to exhibit at the Advanced Level. All qualified exhibits receive Certificates of Merit or Pewter medals. Judges make their decision by consensus.

Advanced Level: Intended for painters/modelers of proven abilities. Exhibits at this level are entered in one of two divisions: Open or Stock. All qualified exhibits receive Certificates of Merit, Bronze, Silver or Gold medals. At this level the judges make their own decisions, without discussion, and award a piece 1 - 4 points and note that on their scoring sheet. The awards committee will tally the results, not even the judges will know the results until they are announced.

Open Division: Anything goes, primarily intended for scratch built, kit bashed, and heavily converted figures.

Stock: Judged entirely on painting skill, although scratch built and converted figures are not excluded they are treated as if they were stock commercial castings.

Ordnance: Models without figures. Figures may be included, but they will not count in the judging (well we may be modifying this a bit to suit our own tastes here in Denver).

## THE FINE PRINT:

All contestants must have a gaming badge for the convention and all entries require an entry ticket costing \$2 each. A contestant may place up to two entries in any one Standard Competition category but may enter as many different categories as they desire. All entries in the standard competition will automatically be included in the appropriate open judging category at no additional cost. You may enter as many additional entries in the open judging portion as you like but you may only win a single medal in each category.

## 600 Master Class – Standard Competition

*Hosted by the Colorado Miniature Painting Alliance*

This category is for painters that have won a Best of Show award at Genghis Con or Tacticon or any other major convention (Games Day, Gencon, Origins, ReaperCon etc). This is an open category and there is not restriction on the type or scale of the miniature.

**600.1 FRI 3PM- SAT 2:30PM**

# MINIATURE PAINTING

## **601 Single Figure Historical – Standard Competition**

*Hosted by the Colorado Miniature Painting Alliance*

This category is for historical miniatures smaller than 54mm. Includes any period of history prior to and including WWII. Bases must be finished.

**601.1 FRI 3PM- SAT 2:30PM**

## **602 Single Figure Fantasy – Standard Competition**

*Hosted by the Colorado Miniature Painting Alliance*

This category is for fantasy miniatures smaller than 54mm. Bases must be finished

**602.1 FRI 3PM- SAT 2:30PM**

## **603 Single Figure Modern/Science Fiction – Standard Competition**

*Hosted by the Colorado Miniature Painting Alliance*

This category is for Modern (Vietnam era to present) and Science Fiction miniatures smaller than 54mm. Bases must be finished.

**603.1 FRI 3PM- SAT 2:30PM**

## **604 Units – Vehicle and or Ordnance – Standard Competition**

*Hosted by the Colorado Miniature Painting Alliance*

This category is for units that are primarily vehicles and/or guns/artillery pieces. It may contain infantry/crews or commanders but the focus is as a vehicle or ordnance unit and smaller than 54mm scale. Units must come on a purpose built base; a movement base is acceptable and the miniatures should be removable from the base. The base will not be judged. Units that are loose, set on a plate, piece of cardboard or piece of terrain WILL NOT be accepted.

**604.1 FRI 3PM- SAT 2:30PM**

## **605 Units – Non-Vehicle – Standard Competition**

*Hosted by the Colorado Miniature Painting Alliance*

This category is for units that are not vehicles, vehicle mounted or contain cannon/guns or artillery. Units must come on a purpose built base; a movement base is acceptable and the miniatures should be removable from the base. The base will not be judged. Units that are loose, set on a plate, piece of cardboard or piece of terrain WILL NOT be accepted.

**605.1 FRI 3PM- SAT 2:30PM**

## **606 Machines of War – Standard Competition**

*Hosted by the Colorado Miniature Painting Alliance*

This category is for single vehicles and ordnance smaller than 54mm scale. Yes, War Elephants go into this category.

**606.1 FRI 3PM- SAT 2:30PM**

## **607 Large Figures/Large Monsters– Standard Competition**

*Hosted by the Colorado Miniature Painting Alliance*

This category is for large monsters (like dragons, giants that sort of thing) and miniatures in the 54mm scale and larger.

**607.1 FRI 3PM- SAT 2:30PM**

## **608 Vignettes & Dioramas– Standard Competition**

*Hosted by the Colorado Miniature Painting Alliance*

For this category you are creating a scene, something that conveys an idea, action or story to the viewer. All three elements will receive equal consideration in the judging; painting, construction and story. Base size is restricted to 9"x9x9".

**608.1 FRI 3PM- SAT 2:30PM**

## **609 Juniors – Standard Competition**

*Hosted by the Colorado Miniature Painting Alliance*

This category is for our painters 16 years old and younger. This category is limited to miniatures smaller than 54mm scale.

**609.1 FRI 3PM- SAT 2:30PM**

## **610 Flames of War – Objective Markers – Standard Competition**

*Hosted by the Colorado Miniature Painting Alliance*

This category is specifically for the objective markers used Battlefront's Flames of War game. As such they are restricted to the size of the large base (50mmx65mm).

**610.1 FRI 3PM- SAT 2:30PM**

## **611 Basic Level – Open Judging System**

*Hosted by the Colorado Miniature Painting Alliance*

Basic Level is intended for beginning painters and painters of modest ability, however experienced they may be in the hobby. All qualified entries receive Certificates of Merit. The judges make their decisions by consensus, and may give as many or as few awards as they feel the exhibits merits.

**611.1 FRI 3PM- SAT 2:30PM**

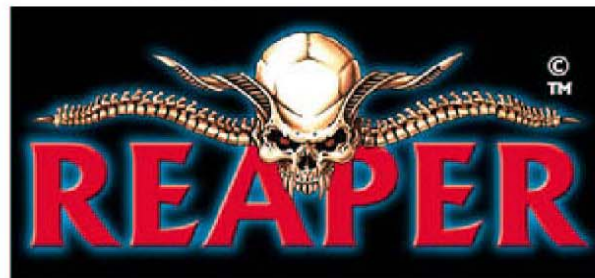
## **612 General Level – Open Judging System**

*Hosted by the Colorado Miniature Painting Alliance*

The General Level is for painters of more developed skills, who don't feel quite ready to exhibit their work at the Advanced Level. The General awards consist of Pewter Medals and Certificates of Merit. As at the Basic Level, the judges make their decisions by consensus, and may give as many or as few awards as they choose.

**612.1 FRI 3PM- SAT 2:30PM**

The Genghis Con XXX Painting Conference and Competition would like to thank the following companies for their support:



# MINIATURE PAINTING

## 613 Advanced Level – Stock Historical - Open Judging System

*Hosted by the Colorado Miniature Painting Alliance*

This is for stock single historical miniatures in any scale. For our purposes historical includes periods up to and including WWII. Conversions are allowed but are treated as stock figures by the judges. Judging is based entirely upon painting skill. This level is geared to modelers of proven ability who have won awards at similar exhibitions in the past. Gold, Silver, and Bronze Medals and Certificates of Merit are awarded.

613.1 FRI 3PM- SAT 2:30PM

## 614 Advanced Level – Stock Armor/Ordnance - Open Judging System

*Hosted by the Colorado Miniature Painting Alliance*

This is for stock single vehicles and ordnance in any scale or genre (Historical, Fantasy, Modern, Science Fiction). Conversions are allowed but are treated as stock figures by the judges. Judging is based entirely upon painting skill. This level is geared to modelers of proven ability who have won awards at similar exhibitions in the past. Gold, Silver, and Bronze Medals and Certificates of Merit are awarded.

614.1 FRI 3PM- SAT 2:30PM

## 615 Advanced Level – Stock Fantasy/Modern/SciFi - Open Judging System

*Hosted by the Colorado Miniature Painting Alliance*

This is for stock single fantasy, modern or science fiction miniature in any scale. Conversions are allowed but are treated as stock figures by the judges. Judging is based entirely upon painting skill. This level is geared to modelers of proven ability who have won awards at similar exhibitions in the past. Gold, Silver, and Bronze Medals and Certificates of Merit are awarded.

615.1 FRI 3PM- SAT 2:30PM

## 616 Advanced Level – Open Historical - Open Judging System

*Hosted by the Colorado Miniature Painting Alliance*

This category for converted, modified, scratch built, kit bashed or original historical miniatures in any scale. Minor conversions should be entered in the stock category. For our purposes historical includes periods up to and including WWII. Judging is based upon painting and modeling skill. This level is geared to modelers of proven ability who have won awards at similar exhibitions in the past. Gold, Silver, and Bronze Medals and Certificates of Merit are awarded.

616.1 FRI 3PM- SAT 2:30PM

## 617 Advanced Level – Open Armor/Ordnance - Open Judging System

*Hosted by the Colorado Miniature Painting Alliance*

This category for converted, modified, scratch built, kit bashed or original vehicles or ordnance in any scale. Minor conversions should be entered in the stock category. Judging is based upon painting and modeling skill. This level is geared to modelers of proven ability who have won awards at similar exhibitions in the past. Gold, Silver, and Bronze Medals and Certificates of Merit are awarded.

617.1 FRI 3PM- SAT 2:30PM

## 618 Advanced Level – Open Fantasy/SciFi - Open Judging System

*Hosted by the Colorado Miniature Painting Alliance*

This category for converted, modified, scratch built, kit bashed or original fantasy, modern, or science fiction single miniatures in any scale. Minor conversions should be entered in the stock category. Judging is based upon painting and modeling skill. This level is geared to modelers of proven ability who have won awards at similar exhibitions in the past. Gold, Silver, and Bronze Medals and Certificates of Merit are awarded.

618.1 FRI 3PM- SAT 2:30PM

## 619 Paint-n-Take

*“Relax and paint a mini” By Colorado Miniature Painting Alliance*

Come in select a miniature, sit down and paint for a couple of hours. Paints, brushes and a miniature provided.

619.1 FRI 10AM-NOON

619.2 FRI 1PM-3PM

619.3 FRI 4PM-6PM

619.4 FRI 7PM-9PM

619.5 SAT 10AM-NOON

619.6 SAT 1PM-3PM

619.7 SAT 4PM-6PM

619.8 SAT 7PM-8PM

619.9 SUN 10AM-NOON

## 620 Basic Painting 101

*By Matt McLaughlin, Jen Kaufman, Torin Reed and Doug Sundseth*

Learn about prepping minis, brushes to use, priming, acrylic paints, dilution, make wet palette, layering and drybrushing. We recommend taking the Blending 101 class after this. Matt will be teaching Thursday, Jen will on Friday, Torin on Saturday and Doug on Sunday. Beginning. 5 student limit.

620.1 THU 7PM-9PM

620.2 FRI 3PM-5PM

620.3 SAT 4PM-6PM

620.4 SUN 10AM-NOON

# MINIATURE PAINTING

## 621 Blending 102

*By Matt McLaughlin and Doug Jones*

Learn how to do smooth color blending with layering and glazing technique. This is a basic building block technique needed in almost all the advanced classes. Matt will be teaching the Friday and Sunday classes and Doug will be teaching the Thursday and Saturday classes. Beginner. 5 student limit.

621.1 THU 7:30PM-9:30PM

621.2 FRI 9AM-11AM

621.3 SAT 10AM-NOON

621.4 SUN 1PM-3PM

## 622 Basing 101

*By Jen Kaufman, Michael Proctor and Torin Reed*

Learn how to do quick creative basing using sand, static grass and other vegetation. Torin Reed teaches on Thursday, Michael on Friday and Sunday and Jen on Saturday. Beginner. 5 student limit.

622.1 THU 8PM-10PM

622.2 FRI 4PM-6PM

622.3 SAT 11PM-1PM

622.4 SUN 9AM-11AM

## 623 Conversion 101

*By Torin Reed*

Tired of stock models? In this class you will learn how to do simple conversions like bits swapping, repositioning parts, etc. Beginner. 5 student limit.

623.1 FRI 11AM-1PM

## 624 Color Theory 101

*By Matt McLaughlin and Michael Proctor*

Learn about color theory, color harmony and how to paint with limited color palette. Matt will be teaching the Friday class while Michael takes on the Sunday class. Beginner. 5 student limit.

624.1 FRI NOON-2PM

624.2 SUN NOON-2PM

## 625 Breaking Through 201

*By Doug Jones*

Already mastered the basics and ready to join the masters? Then this is the class for you! Bring your work to this class for critique and what areas to improve. Intermediate. 5 student limit.

625.1 FRI 8PM-10PM

## 626 Painting with Metallics 201

*By Doug Jones*

Learn how to paint metallic objects with true metallic paints and apply rust and weathering on it. Intermediate. 5 student limit.

626.1 FRI 5PM-7PM

## 627 Basing Composition 201

*By Michael Proctor*

Learn how to do creative basing composition for your miniature/vignette using materials you usually find on your backyard and sculpting stairs and pavestones.

627.1 FRI 6PM-8PM

## 628 Skintones 201

*By Jen Haley and Lili Troy*

Learn how to paint skintones, where to highlight and shade with zenithal lighting principle applied on human body. We recommend taking Painting Faces class after this. Jen will be teaching the Friday class and Lili will be teaching the Saturday class. Intermediate. 5 student limit.

628.1 FRI 2PM-4PM

628.2 SAT 3PM-5PM

## 629 Zenithal Lighting 201

*By Lili Troy*

Introduction to zenithal lighting and how to apply it on the miniatures. We recommend taking the Object-Source Lighting after this class. Intermediate. 5 student limit.

629.1 SAT 9AM-11AM

## 630 Animals –Fur and Feathers 101

*By Terri Malton*

Learn how to paint furs, feathers with a combination of layering and drybrushing techniques. Beginner. 5 student limit.

630.1 SAT 6PM-8PM

630.2 SUN 3PM-5PM

## 631 Painting Faces 301

*By Torin Reed and Marike Reimer*

Learn how to paint faces (male and female) and make your character jump to life. We recommend both Blending 101 and Skintones 201 before you take this class. Torin Reed will be teaching the Friday class and Marike Reimer will be teaching the Saturday class. Advanced. 5 student limit.

631.1 FRI 7PM-9PM

631.2 SAT 5PM-7PM

# MINIATURE PAINTING

## 632 Non Metal Metal 301

*By Doug Jones*

Learn how to paint metallic objects without using metallic paints. We recommend taking the Blending 101 class prior to this class. Advanced. 5 student limit.

632.1 SUN 2PM-4PM

## 633 Object Source Lighting

*By Lili Troy*

Jazz up your minis by adding a certain mood with OSL. Learn how the highlights come from the lantern/torch/street light, etc. We recommend taking the How to Choose Colors that Work and Blending 101 prior to taking this class. Advanced. 5 student limit.

633.1 SAT NOON-2PM

## 634 Monochrome – Painting with a limited palette

*By Jen Haley*

Monochrome doesn't just mean black and white, but includes sepia and other limited palettes. Advanced. 5 students

634.1 SAT 2PM-4PM

## 635 Beginners/Intermediate Painters Workshop

*By Marike Reimer*

Bring your miniatures and Marike will help you improve. Geared to the level and needs of the students. Beginner/Intermediate. 5 student limit.

635.1 SAT 1PM-3PM

## 636 Intermediate/Advanced Painters Workshop

*By Marike Reimer*

Bring your miniatures and Marike will help you improve. Geared to the level and needs of the students. Intermediate/Advanced. 5 student limit.

636.1 FRI 10AM-NOON

636.2 SUN 11AM-1PM

## 637 Sculpting beyond the basics

*By Derek Schubert*

Derek is known for his painting but he is an up and coming sculptor as well. If you are already past the basics and would like to take that next step bring your tools and come sit down with Derek. Intermediate. 5 student limit.

637.1 FRI 1PM-3PM

## 638 Advanced Level – Stock Dioramas/Vignettes - Open Judging System

*Hosted by the Colorado Miniature Painting Alliance*

This is for stock multiple fantasy, modern or science fiction miniatures in any scale placed together in a setting to convey a story. Conversions are allowed but are treated as stock figures by the judges. Judging is based upon painting skill and the ability to convey an idea, action or story to the viewer. This level is geared to modelers of proven ability who have won awards at similar exhibitions in the past. Gold, Silver, and Bronze Medals and Certificates of Merit are awarded.

638.1 FRI 3PM- SAT 2:30PM

## 639 Advanced Level – Open Dioramas/Vignettes - Open Judging System

*Hosted by the Colorado Miniature Painting Alliance*

This category for converted, modified, scratch built, kit bashed or original fantasy, modern, or science fiction miniatures in any scale placed together in a setting to convey a story. Conversions are allowed but are treated as stock figures by the judges. Judging is based upon painting skill and the ability to convey an idea, action or story to the viewer. This level is geared to modelers of proven ability who have won awards at similar exhibitions in the past. Gold, Silver, and Bronze Medals and Certificates of Merit are awarded.

639.1 FRI 3PM- SAT 2:30PM

Notes:



# AVATARS OF WAR

Heroes for your armies

“Avatars of War: Heroes for your armies” is a range of 28mm white metal miniatures specially designed to represent the greatest heroes & villains of heroic fantasy fiction. Each “Heroes for your armies” miniature is sculpted in a very heroic pose, to make sure it will clearly stand out from the troops on the gaming table!



## AVATARS OF WAR Arena DeathMatch

The game of miniatures combat in fantasy arenas

Avatars of War: Arena DeathMatch is a 28mm miniatures game set in the fantasy world of the Darklands. Arena DeathMatch is best described by two adjectives: fun and action-packed! In Arena DeathMatch bands of heroes face off on the floor of the arena, in front of a raucous crowd that is thirsty for action, violence and death and under the sinister look of the Gods of War. The Avatars of War are not ordinary heroes, they are individuals touched by the very deities themselves. They are the walking incarnations of death, destruction and battle.



# AVATARS OF WAR

[www.avatars-of-war.com](http://www.avatars-of-war.com)



## DGA Preregistration Form

Please enclose the \$24 preregistration fee and the appropriate cost for each board game, miniature event, role-playing event, or card game. You may register for as many events as you like. Order our t-shirts now for only \$15 each! Indicate the number of t-shirts you would like in each of the sizes listed.

	Event #	Day	Time	Cost
Event #1				
Event #2				
Event #3				
Event #4				
Event #5				
Event #6				
Event #7				
Event #8				
Event #9				
Total Event Fees:				
T-Shirts: M: _____ L: _____ XL: _____ XXL: _____ XXXL: _____ x \$15 =				
Preregistration Fee:				\$24
Total Payment Enclosed:				
<b>Name:</b>				
<b>Address:</b>				
<b>City/State/ZIP:</b>				
<b>Phone:</b>				
<b>E-Mail:</b>				
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Please fill out the appropriate amounts and return this form with a single payment (check or money order only) payable to the DGA or Denver Gamers Association. Mail your payment and the form to the following address:

Denver Gamers Association  
 PO Box 472664  
 Aurora, CO 80047-2664

Or, if you prefer to pay by credit card, fill out the following:

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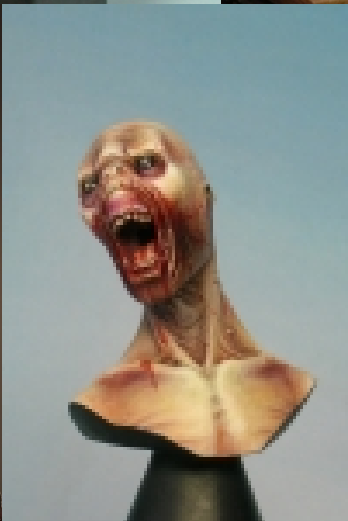
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If you pre-register with a friend who has NEVER attended a DGA event before, you will both receive \$5 off of your registrations!

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