

TACTICON 2009



SEPTEMBER 3-7, 2009
FOUR POINTS SHERATON

WELCOME TO TACTICON 2009

The Denver Gamers Association cordially invites you to a weekend of great gaming and special events at TactiCon 2009. We are pleased to welcome back Guest of Honor Harley Stroh! We are also please that RailCon has joined us again for the fourth straight year!

CONVENTION COORDINATORS

A special thanks to the following volunteers for all their hard work in putting together this years TactiCon 2009.

Cover Art	Khundy Sun
Convention	Linda Tschappat & Bill Stilson
Con HQ	Troy Miller
Con Jr.	Kimberly Riecks
Auctions	Stephanie Hughes
Board & Card Games	Jarrod Abel
Exhibitors	Leif Olsen
Mini's - SF/Fan	Todd Pressley & Tom Brown
Mini's - Hist	Todd Pressley & Tom Brown
Mini's - Painting	Kris Marquardt
Publications	Linda Tschappat
Puffing Billy/RailCon	John Puddifoot
Registration	Ruth Brassell
Role-playing	Leonard Logan
Security	Rick Hill
Website Design	Michelle Norton

REGISTRATION HOURS

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 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 & Card Games (100s)
\$3 RailCon Events (200s)
\$3 Sci-Fi/Fantasy Miniatures Games (300s)
\$10 Warhammer Tournaments (303-304)
\$3 Historical Miniatures Games (400s)
\$10 Flames of War Tournament (411)
\$3 Role-playing Games (500s)
\$6 Special LFR Games (548-549)
\$5 Storybook Lounge (553)
\$2 Miniatures Painting Entries (600 - 602)
\$8 Miniatures Painting Classes (603 - 610)

WEBSITE UPDATES

Please check the DGA website for updates, changes, additions, and cancellations to the 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 gophering 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

Online: To register for your events online, click log in at the top of the screen. You will need to log into your account. If you don't have an account you will need to sign up for a free account. Once you have registered, you may add events and badges to your cart. Additionally, you must purchase one of the badge options in order to select events. We accept Paypal, credit cards via Paypal, or check/money order by mail. Once you have completed your order, you will receive a confirmation via email. Bring this confirmation with you to the convention to receive your con badge and event tickets. If you received a message that the event is full, try another time slot.

Mail Registration: To register via mail you may either create an account online and choose mail as your payment method, use the registration form in the back of the booklet, or print out a registration form (available for download when pre-registration opens online) and mail that in by August 16, 2009. If you create an account online, all you will need to do is send your payment in with your email confirmation. Make checks payable to the Denver Gamers Association or DGA.

All preregistration for events works on a first-come basis, so preregister as early as possible to increase your chances of getting the events you desire. If your events are full or canceled, you will be issued generic tickets. Please note that this booklet is not always a complete listing of all the events that will be available at the convention, check registration of the addendum. 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.

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 TactiCon or DGA room rate to receive it. The special rate is **\$65.00** per night for single/double occupants (plus the usual taxes). Additional occupants \$10.00 each (max four people total). Make your room reservations before Aug 3, 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. If your children want to play in the hotel pool, be sure to have them bring their swimwear.

Due to issues in the past, we will be adding more discipline to this con. Your child is expected to follow ALL rules at ALL times. These rules are put in place for their safety! Rules include, but are not limited to, listen to all of the adults in the room and at all times do what they are asked. **NO RUNNING, SLIDING OR THROWING OF ANYTHING!** If the rules are not followed, these will be the consequences: First time they get a warning; Second time they get a "time out"; Third time the child will be returned to the parent for the rest of the time slot. If the

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child is returned to the parent more than once, the child will NOT be welcomed back to Con Jr. 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 ConJr. badge cannot participate in activities. The price of a ConJr. badge is the same as a normal registration badge. When the parent fulfills their obligation for volunteering the entire amount will be refunded. Any infractions in the rules that result in the parent being asked to remove the child from ConJr. will mean that the ConJr. admission price is forfeited.

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.

TACTICON 2009

THE DENVER GAMERS ASSOCIATION
IS PLEASED TO BRING YOU...

GENGHIS CON XXXI

FEBRUARY 11-14, 2010



PLEASE NOTE:
THE CON WILL BE HELD AT THE

RED LION HOTEL

I-225 & PARKER RD.

AURORA, CO

THURSDAY EVENTS

Adel Verpflichtet/Hoity Toity/By Hook or By Crook Tournament	127	THU	6PM - 6:45PM
Settlers of Catan	101	THU	6PM - 8PM
Fishermen of Catan	102	THU	6PM - 8PM
Adel Verpflichtet/Hoity Toity/By Hook or By Crook Tournament	127	THU	6:45PM - 7:30PM
Marvel Heroes	179	THU	7PM - 10PM
Serenety RPG End Game	503	THU	7PM - 11PM
Living Arcanis d20 3.5 Living Arcanis: Open Library	516	THU	7PM - 11PM
Call of Cthulhu Project Pi	517	THU	7PM - 11PM
Flying Ninja Pirates on the Sea of Ah'Sum	520	THU	7PM - 11PM
D&D 3.5 Knights Code Saga: Their Words Speak Only Truth	522	THU	7PM - 11PM
D&D 4-LFR BALD1-4 Silent Streets and Vanished Souls	534	THU	7PM - 11PM
D&D 4-LFR MOON1-1 Nature's Wrath	540	THU	7PM - 11PM
D&D 4-LFR MOON1-2 The Sea Drake	541	THU	7PM - 11PM
D&D 4-LFR MOON1-3 Black Gold	542	THU	7PM - 11PM
D&D 4-LFR MOON1-4 Black Blood	543	THU	7PM - 11PM
D&D 4-LFR WATE1-1 Heirloom	544	THU	7PM - 11PM
D&D 4-LFR WATE1-2 Dark Secrets of Downshadow	545	THU	7PM - 11PM
D&D 4-LFR WATE1-3 The Woolmen's Restless Tomb	546	THU	7PM - 11PM
Betrayal at House on the Hill	166	THU	7PM - 9PM
Basic Painting 100	603	THU	7PM - 9PM
Star Wars: The Queen's Gambit Tournament	128	THU	7:30PM - 9:30PM
Jungle of Catan	103	THU	8PM - 11PM
Cities and Knights of Catan	104	THU	8PM - 11PM
Blokus	129	THU	9:30PM - 10:30PM
Star Wars: The Queen's Gambit Tournament	128	THU	9:30PM - 11:30PM
Werewolves of Millers Hollow	165	THU	10PM - 2AM
Family Business	130	THU	10:30PM-11:30PM

FRIDAY EVENTS

Settlers of Catan	101	FRI	8AM - 10AM
Fishermen of Catan	102	FRI	8AM - 10AM
Carcassone	131	FRI	8AM - 10AM
Basic Painting 100	603	FRI	9AM - 11AM
Days of Wonder Open Gaming	193	FRI	9AM - 11PM
Z-Man Games Open Gaming	194	FRI	9AM - 11PM
Gaming Round Table	195	FRI	9AM - 11PM
Empire Builder Classic	210	FRI	9AM - 12PM
Panzerblitz Classic German Attack	172	FRI	9AM - 1PM
1830	208	FRI	9AM - 1PM
D&D 4 The Ashen Sands of Aegandos; Part 1	501	FRI	9AM - 1PM
Living Arcanis d20 3.5 HP6-1: Into the Cauldron	513	FRI	9AM - 1PM
Mile High Club Adventures: Getting The Band Back Together	519	FRI	9AM - 1PM
D&D 4-LFR CORE1-4 Crystal Clear	529	FRI	9AM - 1PM
D&D 4-LFR BALD1-1 Flames of Initiation	531	FRI	9AM - 1PM
D&D 4-LFR BALD1-2 The Night I Called the Undead Out	532	FRI	9AM - 1PM
D&D 4-LFR BALD1-3 Tome of the Traitor	533	FRI	9AM - 1PM
D&D 4-LFR BALD1-4 Silent Streets and Vanished Souls	534	FRI	9AM - 1PM

FRIDAY EVENTS CONT.

D&D 4-LFR EAST1-4 Darkness in Delzimmer	535	FRI	9AM - 1PM
18XX Potluck Championship	209	FRI	9AM - 3PM
D&D 4-LFR SPEC1-1 Shades of the Zhentarim	548	FRI	9AM - 6PM
D&D 4-LFR SPEC1-2 Zhent's Ancient Shadows	549	FRI	9AM - 6PM
Titan: The Arena	132	FRI	10AM - 11AM
Cities and Knights of Catan	104	FRI	10AM - 1PM
Tikal	133	FRI	10AM - 1PM
Amun Re	134	FRI	10AM - 1PM
Blending 101	604	FRI	11:30AM-1:30PM
Express	223	FRI	12PM - 2PM
Heart of Africa	180	FRI	12PM - 2PM
India Rails	219	FRI	12PM - 3PM
Russian Rails	221	FRI	12PM - 3PM
Puerto Rico	135	FRI	1PM - 3PM
Age of Mythology	136	FRI	1PM - 5PM
Basing 101	605	FRI	2PM - 4PM
Seafarers of Catan, Pirate Ilse	105	FRI	2PM - 4PM
Alexander The Great	181	FRI	2PM - 4PM
Railroad Tycoon CG	204	FRI	2PM - 5PM
Hannibal	150	FRI	2PM - 6PM
Panzer Grenadier - Road to Berlin: German Delaying Action	173	FRI	2PM - 6PM
D&D 4 The Ashen Sands of Aegandos; Part 1	501	FRI	2PM - 6PM
Serial Pulp Curse of the Lucky 13	506	FRI	2PM - 6PM
Twilight 2013 Stomping Grounds	508	FRI	2PM - 6PM
Living Arcanis d20 3.5 HP6-2: Deal with a Devil	514	FRI	2PM - 6PM
Lucha Libre Hero Los Misteriosos contra La Hija del Frankenstein!	524	FRI	2PM - 6PM
D&D 4-LFR CORE1-5 Touched by Darkness	530	FRI	2PM - 6PM
D&D 4-LFR BALD1-4 Silent Streets and Vanished Souls	534	FRI	2PM - 6PM
D&D 4-LFR MOON1-1 Nature's Wrath	540	FRI	2PM - 6PM
D&D 4-LFR MOON1-2 The Sea Drake	541	FRI	2PM - 6PM
D&D 4-LFR MOON1-3 Black Gold	542	FRI	2PM - 6PM
D&D 4-LFR MOON1-4 Black Blood	543	FRI	2PM - 6PM
Pirate's Cove	137	FRI	3PM - 5PM
Ticket to Ride US Europe Marklin US1910 Switzerland	201	FRI	3PM - 5PM
Express	223	FRI	3PM - 5PM
Ticket to Ride CG	231	FRI	3PM - 5PM
Australian Rails	216	FRI	3PM - 6PM
British Rails	217	FRI	3PM - 6PM
18XX Potluck Championship	209	FRI	3PM - 9PM
Master Thieves	167	FRI	4PM - 6PM
San Quentin Kings	182	FRI	4PM - 6PM
Podracing	122	FRI	4PM - 8PM
Flames of War Tournament	411	FRI	4PM - 11PM
Intermediate Workshop 201	607	FRI	4:30PM - 6:30PM
Ave Caesar	138	FRI	5PM - 6PM
Underground CG	206	FRI	5PM - 7PM
Express	223	FRI	5PM - 7PM
Starfarers of Catan	106	FRI	5PM - 8PM
Struggle for Rome	107	FRI	5PM - 8PM

FRIDAY EVENTS CONT.

Age of Empires	139	FRI	5PM - 8:30PM
Rail Baron	226	FRI	5PM - 9PM
Silverton	227	FRI	5PM - 9PM
Liar's Dice/Pirate's Dice	140	FRI	6PM - 7PM
China Rails	218	FRI	6PM - 9PM
Nippon Rails	220	FRI	6PM - 9PM
Rio Grande Open Gaming	192	FRI	6PM - 11PM
Battlefield Evolution: The Canyon	306	FRI	6PM - 11PM
Inner Sphere Grinder	310	FRI	6PM - 11PM
Home Grown Norway, Apr 23, 1940	404	FRI	6PM - 11PM
Heart of Oak	407	FRI	6PM - 11PM
Wings of War	416	FRI	6PM - 11PM
Day Of The Gotha	153	FRI	7PM - 9PM
Veritas	163	FRI	7PM - 9PM
Master Thieves	167	FRI	7PM - 9PM
Ticket to Ride US Europe Marklin US1910 Switzerland	201	FRI	7PM - 9PM
Union Pacific CG	207	FRI	7PM - 9PM
Skintones 201	608	FRI	7PM - 9PM
Descent	144	FRI	7PM - 11PM
Panzer Leader: American Breakout Attack	174	FRI	7PM - 11PM
D&D 4 The Ashen Sands of Aegandos; Part 1	501	FRI	7PM - 11PM
Serial Pulp Betrayal: Part 1 - Revelations	504	FRI	7PM - 11PM
Twilight 2013 Dust Bowl	509	FRI	7PM - 11PM
Shadowrun 4th Ed Missions Character Creation Session	510	FRI	7PM - 11PM
Living Arcanis d20 3.5 HP6-3: Sacrifice	515	FRI	7PM - 11PM
Warhammer Fantasy Roleplay, 2nd Ed. One Dark Night	518	FRI	7PM - 11PM
Flying Ninja Pirates on the Sea of Ah'Sum	520	FRI	7PM - 11PM
D&D 3.x Variant Beginnings: Where They Started	523	FRI	7PM - 11PM
D&D 4-LFR CORE1-1 Inheritance	526	FRI	7PM - 11PM
D&D 4-LFR CORE1-2 The Radiant Vessel of Thesk	527	FRI	7PM - 11PM
D&D 4-LFR CORE1-3 Sense of Wonder	528	FRI	7PM - 11PM
D&D 4-LFR CORE1-4 Crystal Clear	529	FRI	7PM - 11PM
D&D 4-LFR CORE1-5 Touched by Darkness	530	FRI	7PM - 11PM
D&D 4-LFR MOON1-1 Nature's Wrath	540	FRI	7PM - 11PM
D&D 4-LFR MOON1-2 The Sea Drake	541	FRI	7PM - 11PM
D&D 4-LFR MOON1-3 Black Gold	542	FRI	7PM - 11PM
Savage Worlds	552	FRI	7PM - 11PM
Manifest Destiny	183	FRI	7PM - 12AM
Settlers of Catan Open Gaming	108	FRI	8PM - 10PM
Twilight Imperium	188	FRI	8PM - 12AM
War of the Ring	141	FRI	8:30PM-12:30AM
A Castle for All Seasons	164	FRI	9PM - 11PM
Express	223	FRI	9PM - 11PM
Transport	230	FRI	9PM - 11PM
Empire Builder Classic	210	FRI	9PM - 12AM
Iron Dragon	213	FRI	9PM - 12AM
18XX Potluck Championship	209	FRI	9PM - 1AM
Age of Steam	225	FRI	9PM - 1AM
Werewolves of Millers Hollow	165	FRI	10PM - 2AM

FRIDAY EVENTS CONT.

Metro CG	203	FRI	11PM - 1AM
Express	223	FRI	11PM - 1AM

SATURDAY EVENTS

War at Sea Tournament	142	SAT	8:30AM-10:00AM
Settlers of Catan	101	SAT	8AM - 10AM
Fishermen of Catan	102	SAT	8AM - 10AM
Alea Iacta Est	156	SAT	8AM - 10AM
Small World	115	SAT	9AM - 11AM
Metallics 201	609	SAT	9AM - 11AM
Rio Grande Open Gaming	192	SAT	9AM - 11PM
Days of Wonder Open Gaming	193	SAT	9AM - 11PM
Z-Man Games Open Gaming	194	SAT	9AM - 11PM
Gaming Round Table	195	SAT	9AM - 11PM
Story Games Lounge	551	SAT	9AM - 11PM
Starfleet Battles Tournament Duels	145	SAT	9AM - 12AM
EBI Potluck	211	SAT	9AM - 12PM
Age of Conan	151	SAT	9AM - 1PM
Panzer Grenadier - East Front Deluxe: German Attack	175	SAT	9AM - 1PM
Twilight Imperium	188	SAT	9AM - 1PM
Intruder: A Space Survival game in 3D	301	SAT	9AM - 1PM
Battlefield Evolution: The Canyon	307	SAT	9AM - 1PM
Rocky Mountain Warmaster Challenge	308	SAT	9AM - 1PM
Jihad Turning Points	313	SAT	9AM - 1PM
Down the River with a Paddle! Or not!	401	SAT	9AM - 1PM
Crossing the Meuse	405	SAT	9AM - 1PM
Cashtown, American Civil War	408	SAT	9AM - 1PM
Sink the Bismarck	409	SAT	9AM - 1PM
D-DAY	412	SAT	9AM - 1PM
D&D 4 The Ashen Sands of Aegandos; Part 2	502	SAT	9AM - 1PM
Serial Pulp Hoover 's Nightmare	505	SAT	9AM - 1PM
Shadowrun 4th Ed SRM-00 Everyone's Your Friend	511	SAT	9AM - 1PM
Living Arcanis d20 3.5 HP6-1: Into the Cauldron	513	SAT	9AM - 1PM
D&D 3.5 Knights Code Saga: Their Words Speak Only Truth	522	SAT	9AM - 1PM
D&D 4-LFR CORE1-4 Crystal Clear	529	SAT	9AM - 1PM
D&D 4-LFR EAST1-4 Darkness in Delzimmer	535	SAT	9AM - 1PM
D&D 4-LFR LURU1-1 Slivers of Eaerlann	536	SAT	9AM - 1PM
D&D 4-LFR LURU1-2 The Gibbous Moon	537	SAT	9AM - 1PM
D&D 4-LFR LURU1-3 Shades of Blue Fire	538	SAT	9AM - 1PM
D&D 4-LFR LURU1-4 Prey for the Night	539	SAT	9AM - 1PM
D&D 4 Crime Pays	553	SAT	9AM - 1PM
Warhammer 40K Grand Tournament	304	SAT	9AM - 5PM
D&D 4-LFR SPEC1-1 Shades of the Zhentarim	548	SAT	9AM - 6PM
D&D 4-LFR SPEC1-2 Zhent's Ancient Shadows	549	SAT	9AM - 6PM
War at Sea Tournament	142	SAT	10AM - 11:30AM
Echo Base Assault	125	SAT	10AM - 12PM
Zeppelin Attack	154	SAT	10AM - 12PM

SATURDAY EVENTS CONT.

Bonnie and Clyde	157	SAT	10AM - 12PM
Cities and Knights of Catan	104	SAT	10AM - 1PM
Starfleet Battles Scenario: Cutthroat	146	SAT	10AM - 2PM
Ticket to Ride-Nordic Countries, Switzerland, USA, 1910, Europe, Marklin	116	SAT	11AM - 1PM
Descent	144	SAT	11AM - 3PM
Indonesia	184	SAT	11AM - 3PM
War at Sea Tournament	142	SAT	11:30AM - 1:00PM
Faces 301	610	SAT	11:30AM - 1:30PM
Victory in the Pacific Tournament	143	SAT	11:30AM - 3:30PM
Pandemic	117	SAT	12PM - 2PM
Giants Ring	126	SAT	12PM - 2PM
China Rails	218	SAT	12PM - 3PM
Russian Rails	221	SAT	12PM - 3PM
RoboRally	168	SAT	12PM - 4PM
An Evening in September	155	SAT	1PM - 3PM
Dominion: Intrigue	158	SAT	1PM - 3PM
Heroscape	189	SAT	1PM - 3PM
Railroad Tycoon CG	204	SAT	1PM - 4PM
1830	208	SAT	1PM - 5PM
Rail Baron	226	SAT	1PM - 5PM
18XX Potluck Championship	209	SAT	1PM - 7PM
Small World	115	SAT	2PM - 4PM
Basic Painting 100	603	SAT	2PM - 4PM
Starfarers of Catan	106	SAT	2PM - 5PM
Federation Commander Scenario: Enemy of My Enemy	148	SAT	2PM - 6PM
Panzerblitz Classic Russian Attack	176	SAT	2PM - 6PM
Twilight Imperium	188	SAT	2PM - 6PM
Jihad Turning Points	311	SAT	2PM - 6PM
Down the River with a Paddle! Or not!	401	SAT	2PM - 6PM
Old Chicago	403	SAT	2PM - 6PM
Crossing the Meuse	405	SAT	2PM - 6PM
Guadalcanal II	410	SAT	2PM - 6PM
TORA! TORA! TORA!	413	SAT	2PM - 6PM
D&D 4 The Ashen Sands of Aegandos; Part 2	502	SAT	2PM - 6PM
Serenity RPG End Game	503	SAT	2PM - 6PM
Serial Pulp Betrayal: Part 1 - Revelations	504	SAT	2PM - 6PM
Shadowrun 4th Ed SRM-01 Ready, Set, Gogh!	512	SAT	2PM - 6PM
Living Arcanis d20 3.5 HP6-2: Deal with a Devil	514	SAT	2PM - 6PM
Mile High Club Adventures: Getting The Band Back Together	519	SAT	2PM - 6PM
D&D 4-LFR CORE1-5 Touched by Darkness	530	SAT	2PM - 6PM
D&D 4-LFR BALD1-1 Flames of Initiation	531	SAT	2PM - 6PM
D&D 4-LFR BALD1-2 The Night I Called the Undead Out	532	SAT	2PM - 6PM
D&D 4-LFR BALD1-3 Tome of the Traitor	533	SAT	2PM - 6PM
D&D 4-LFR BALD1-4 Silent Streets and Vanished Souls	534	SAT	2PM - 6PM
D&D 4-LFR EAST1-4 Darkness in Delzimmer	535	SAT	2PM - 6PM
Savage Worlds	552	SAT	2PM - 6PM
D&D 4 Crime Pays	553	SAT	2PM - 6PM
Wings of War	190	SAT	3PM - 4PM
Ben Hur's: Fantasy Chariot Racing	124	SAT	3PM - 5PM

SATURDAY EVENTS CONT.

Finca	159	SAT	3PM - 5PM
Ticket to Ride CG	232	SAT	3PM - 5PM
Scepter of Zavandor	118	SAT	3PM - 6PM
Princes of the Renaissance	185	SAT	3PM - 6PM
Empire Builder Classic	210	SAT	3PM - 6PM
Iron Dragon	213	SAT	3PM - 6PM
Victory in the Pacific Tournament	143	SAT	3:30PM - 7:30PM
Shadows Over Camelot	119	SAT	4PM - 6PM
Railroad Tycoon CG	204	SAT	4PM - 7PM
Blending 101	604	SAT	4:30PM - 6:30PM
Maori	160	SAT	5PM - 7PM
Ticket to Ride US Europe Marklin US1910 Switzerland	201	SAT	5PM - 7PM
Steel Driver	232	SAT	5PM - 7PM
RoboRally	168	SAT	5PM - 9PM
Rail Baron	226	SAT	5PM - 9PM
Jungle of Catan	103	SAT	6PM - 9PM
Struggle for Rome	107	SAT	6PM - 9PM
Settlers of Nurnberg	109	SAT	6PM - 9PM
Candamir: The First Settlers of Catan	110	SAT	6PM - 9PM
Elasund: The First City of Catan	111	SAT	6PM - 9PM
Settlers of Catan: 4-Isle	112	SAT	6PM - 9PM
Tales of the Arabian Nights	120	SAT	6PM - 9PM
Podracing Experienced	123	SAT	6PM - 9PM
History of the Roman Empire	152	SAT	6PM - 9PM
Austrailian Rails	216	SAT	6PM - 9PM
British Rails	217	SAT	6PM - 9PM
Descent	144	SAT	6PM - 10PM
Arkham Horror	169	SAT	6PM - 12AM
Starfleet Battles Scenario: Gauntlet a.k.a., Sat Night Convention Carnage	147	SAT	6PM - 1AM
Ticket to Ride US Europe Marklin US1910 Switzerland	201	SAT	7PM - 9PM
Street Car CG	202	SAT	7PM - 9PM
Union Pacific CG	207	SAT	7PM - 9PM
Panzer Grenadier - Battle of the Bulge: American Delaying Action	177	SAT	7PM - 11PM
Intruder: A Space Survival game in 3D	302	SAT	7PM - 11PM
ALIENS!	305	SAT	7PM - 11PM
Jihad Turning Points	312	SAT	7PM - 11PM
Early Crusades	402	SAT	7PM - 11PM
Old Chicago	404	SAT	7PM - 11PM
Crossing the Meuse	405	SAT	7PM - 11PM
Skirmish in the Age of Napoleon	414	SAT	7PM - 11PM
Battle at Thorfred's Farm	417	SAT	7PM - 11PM
D&D 4 The Ashen Sands of Aegandos; Part 2	502	SAT	7PM - 11PM
Serial Pulp The Sound of Anschluss a Serial Pulp Interactive	507	SAT	7PM - 11PM
Living Arcanis d20 3.5 HP6-3: Sacrifice	515	SAT	7PM - 11PM
Warhammer Fantasy Roleplay, 2nd Ed. One Dark Night	518	SAT	7PM - 11PM
Arabian Adventures: A Crack in the Earth	525	SAT	7PM - 11PM
D&D 4-LFR BALD1-4 Silent Streets and Vanished Souls	534	SAT	7PM - 11PM
D&D 4-LFR LURU1-1 Slivers of Eaerlann	536	SAT	7PM - 11PM
D&D 4-LFR LURU1-2 The Gibbous Moon	537	SAT	7PM - 11PM

SATURDAY EVENTS CONT.

D&D 4-LFR LURU1-3 Shades of Blue Fire	538	SAT	7PM - 11PM
D&D 4-LFR MOON1-1 Nature's Wrath	540	SAT	7PM - 11PM
D&D 4-LFR MOON1-2 The Sea Drake	541	SAT	7PM - 11PM
D&D 4-LFR MOON1-3 Black Gold	542	SAT	7PM - 11PM
D&D 4-LFR MOON1-4 Black Blood	543	SAT	7PM - 11PM
Warrior Knights with Crown and Glory Expansion	186	SAT	7PM - 12AM
18XX Potluck Championship	209	SAT	7PM - 1AM
Victory in the Pacific Tournament	143	SAT	7:30PM-11:30PM
Ra: The Dice Game	161	SAT	8PM - 10PM
Ticket to Ride US Europe Marklin US1910 Switzerland	201	SAT	9PM - 11PM
TransAmerica CG	205	SAT	9PM - 11PM
Chicago Express	233	SAT	9PM - 11PM
Lunar Rails	214	SAT	9PM - 1AM
Martian Rails	222	SAT	9PM - 1AM
Rail Baron	226	SAT	9PM - 1AM
Werewolves of Millers Hollow	165	SAT	10PM - 2AM
Railway Rivals Dampfross	228	SAT	11PM - 1AM
Stephensons Rocket	229	SAT	11PM - 1AM

SUNDAY EVENTS

Settlers of Catan	101	SUN	8AM - 10AM
Fishermen of Catan	102	SUN	8AM - 10AM
Race for the Galaxy: Rebel vs Imperium	162	SUN	8AM - 10AM
Rio Grande Open Gaming	192	SUN	9AM - 11AM
Fur and Feathers 101	606	SUN	9AM - 11AM
Navia Dratp Tournament	149	SUN	9AM - 12PM
Liftoff!	178	SUN	9AM - 12PM
Eurorails	212	SUN	9AM - 12PM
EBI Championship	215	SUN	9AM - 12PM
Homegrown - City of Manaculus	309	SUN	9AM - 1PM
Luzon	406	SUN	9AM - 1PM
Battle of Magersfontein	415	SUN	9AM - 1PM
Serenety RPG End Game	503	SUN	9AM - 1PM
Serial Pulp Hoover 's Nightmare	505	SUN	9AM - 1PM
Living Arcanis d20 3.5 Living Arcanis: Open Library	516	SUN	9AM - 1PM
Lucha Libre Hero Los Misteriosos contra La Hija del Frankenstein!	524	SUN	9AM - 1PM
D&D 4-LFR CORE1-1 Inheritance	526	SUN	9AM - 1PM
D&D 4-LFR CORE1-2 The Radiant Vessel of Thesk	527	SUN	9AM - 1PM
D&D 4-LFR CORE1-3 Sense of Wonder	528	SUN	9AM - 1PM
D&D 4-LFR CORE1-4 Crystal Clear	529	SUN	9AM - 1PM
D&D 4-LFR CORE1-5 Touched by Darkness	530	SUN	9AM - 1PM
D&D 4-LFR EAST1-4 Darkness in Delzimmer	535	SUN	9AM - 1PM
D&D 4 Crime Pays	553	SUN	9AM - 1PM
18XX Potluck Championship	209	SUN	9AM - 3PM
Advanced Civilization	170	SUN	9AM - 5PM
Days of Wonder Open Gaming	193	SUN	9AM - 5PM
Z-Man Games Open Gaming	194	SUN	9AM - 5PM

SUNDAY EVENTS CONT.

Gaming Round Table	195	SUN	9AM - 5PM
Warhammer 40,000 Apocalypse	302	SUN	9AM - 5PM
Warhammer Fantasy Tournament	303	SUN	9AM - 5PM
Lord of the Rings SBG Tournament	307	SUN	9AM - 5PM
D&D 4-LFR SPEC1-1 Shades of the Zhentarim	548	SUN	9AM - 6PM
D&D 4-LFR SPEC1-2 Zhent's Ancient Shadows	549	SUN	9AM - 6PM
Story Games Lounge	551	SUN	9AM - 6PM
Twilight Imperium	188	SUN	10AM - 2PM
Basic Painting 100	603	SUN	11:30AM - 1:30PM
Catan Cup Championship Semifinal	113	SUN	11AM - 2PM
Railroad Tycoon CG	204	SUN	12PM - 3PM
EBI Potluck	211	SUN	12PM - 3PM
Descent	144	SUN	12PM - 4PM
Eurorails	212	SUN	12PM - 4PM
Revolution: The Dutch Revolt 1568-1648	187	SUN	12PM - 6PM
Gloom	171	SUN	1PM - 2PM
Yspahan	191	SUN	1PM - 3PM
Union Pacific CG	207	SUN	1PM - 3PM
Freight Train	224	SUN	1PM - 3PM
Blending 101	604	SUN	2PM - 4PM
Catan Cup Championship Final	114	SUN	2PM - 5PM
Wings of War	416	SUN	2PM - 6PM
Serial Pulp Curse of the Lucky 13	506	SUN	2PM - 6PM
Living Arcanis d20 3.5 Living Arcanis: Open Library	516	SUN	2PM - 6PM
Call of Cthulhu Project Pi	517	SUN	2PM - 6PM
Revenge of the Henchminions	521	SUN	2PM - 6PM
D&D 3.x Variant Beginnings: Where They Started	523	SUN	2PM - 6PM
D&D 4-LFR CORE1-4 Crystal Clear	529	SUN	2PM - 6PM
D&D 4-LFR CORE1-5 Touched by Darkness	530	SUN	2PM - 6PM
D&D 4-LFR WATE1-1 Heirloom	544	SUN	2PM - 6PM
D&D 4-LFR WATE1-2 Dark Secrets of Downshadow	545	SUN	2PM - 6PM
D&D 4-LFR WATE1-3 The Woolmen's Restless Tomb	546	SUN	2PM - 6PM
D&D 4-LFR WATE1-4 Mystery of Deepwater Harbor	547	SUN	2PM - 6PM
D&D 4 Crime Pays	553	SUN	2PM - 6PM
Ticket to Ride US Europe Marklin US1910 Switzerland	201	SUN	3PM - 5PM
Underground CG	206	SUN	3PM - 5PM
Union Pacific CG	207	SUN	3PM - 5PM
Freight Train	224	SUN	3PM - 5PM
India Rails	219	SUN	3PM - 6PM
Nippon Rails	220	SUN	3PM - 6PM
Age of Steam	225	SUN	3PM - 7PM
Rail Baron	226	SUN	3PM - 7PM
Silverton	227	SUN	3PM - 7PM
18XX Potluck Championship	209	SUN	3PM - 9PM
Ticket to Ride US Europe Marklin US1910 Switzerland	201	SUN	5PM - 7PM
Underground CG	206	SUN	5PM - 7PM
Union Pacific CG	207	SUN	5PM - 7PM
Railroad Tycoon CG	204	SUN	5PM - 8PM
China Rails	218	SUN	6PM - 9PM

SUNDAY EVENTS CONT.

Russian Rails	221	SUN	6PM - 9PM
Ticket to Ride US Europe Marklin US1910 Switzerland	201	SUN	7PM - 9PM
Trainsport	231	SUN	7PM - 9PM
Steel Driver	233	SUN	7PM - 9PM
Chicago Express	234	SUN	7PM - 9PM
18XX Potluck Championship	209	SUN	8PM - 1AM
Iron Dragon	213	SUN	9PM - 12AM
Agricola	121	SUN	9PM - 12AM
Ticket to Ride US Europe Marklin US1910 Switzerland	201	SUN	9PM - 1AM
Lunar Rails	214	SUN	9PM - 1AM
Martian Rails	222	SUN	9PM - 1AM
Age of Steam	225	SUN	9PM - 1AM

MONDAY EVENTS

18XX Potluck Championship	209	MON	8AM - 2PM
Universal Potluck	234	MON	9AM - 2PM

GUEST OF HONOR - HARLEY STROH

We have a wonderful RPG treat and have Harley Stroh return as our Guest of Honor from Goodman Games. He is a local writer for them and leaped at the chance to not only support the Colorado Cons but to show off one of the new D&D 4th Edition mods. Check out the events he is running on the RPG events page.

ATTENDING EXHIBITORS

THE STINKY DWARF
 GIFTS AND BLESSINGS
 SAVAGE EMBROIDERY
 STONEBRIDGE GAMES
 COLLECTORMANIA
 THE WIZARD'S CHEST
 PAIR-O-DICE GAME GEAR
 PIGMENTED MINIATURES

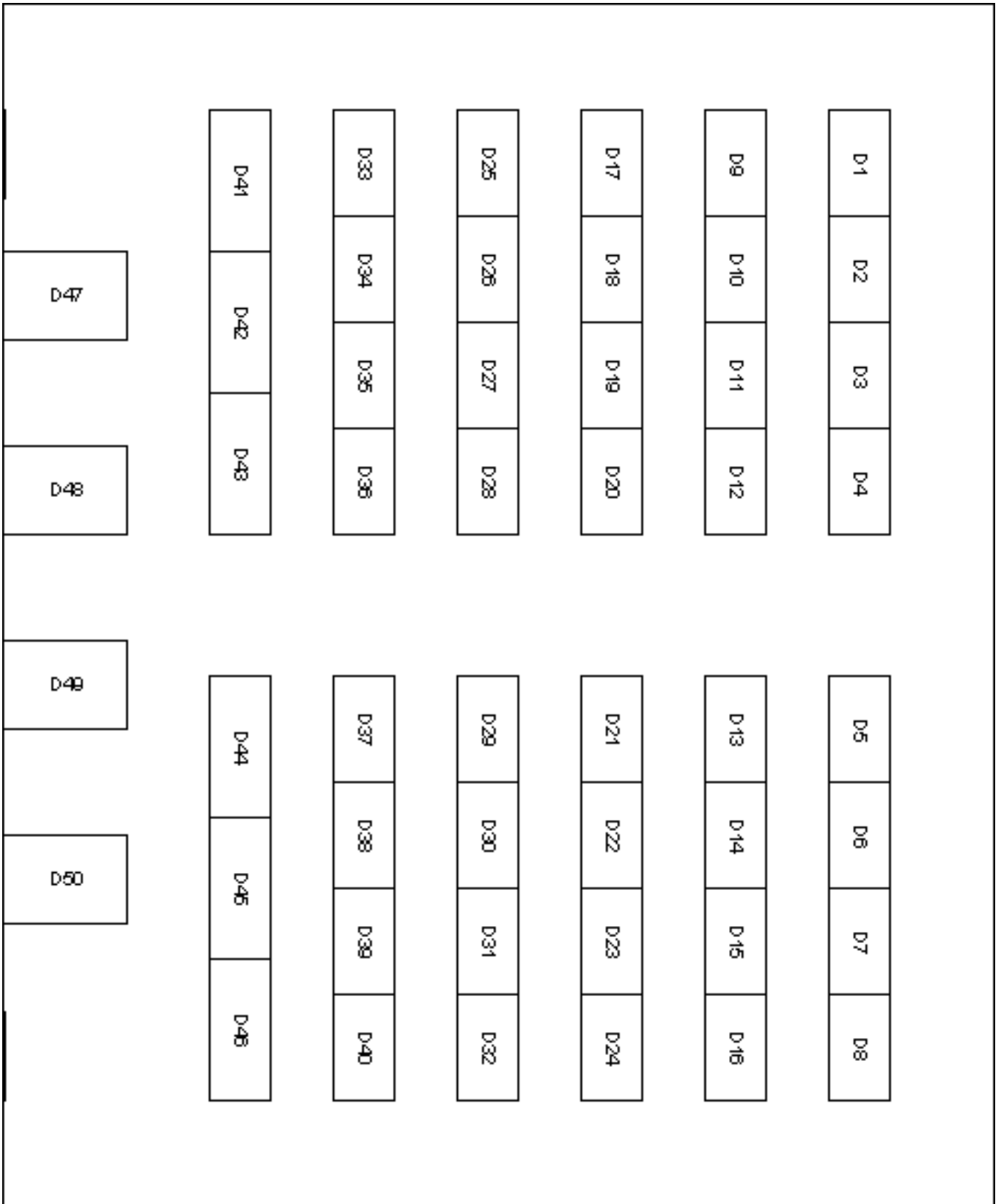
ATTACTIX
 VALHALLA'S
 TERRI LEONARD
 KIRIN GAMES
 TWO OLD BEARS
 GRENDDEL'S LAIR

AND MANY MORE...

GAMING LOCATIONS

BOARD GAMES - THE VIEW
 CATAN - SALON G
 SFB / BOARD GAME OVERFLOW -
 SALON F
 RAILCON - SALONS B & C
 MINIATURES -
 HISTORICAL & SCIFI/FANTASY -
 SALONS D & E
 RPG MUSTER - EVERGREEN
 MINIATURES PAINTING CLASSES/
 COMPETITION - SALON I

SALONS D & E



BOARD GAMES

Board Games

As always there is a wide range of board games this year. There is always something new, come check it out! While the play per game is still \$3.00, we also offer an UNLIMITED BOARD GAME PASS for \$20.00. With this pass you can play in an unlimited number of board games throughout the convention including the RailCon Tournament events (may not guarantee a seat).

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). Extra games are always better than game shortages. For open gaming a generic game pass or unlimited pass is needed for each time slot. Tables are reserved, if you wish to play a make-up game or kill some time check with the Coordinator (Jarrod Abel) for an open table.

The judges have asked that there be no eating at the game tables. Spill proof containers, for drinks, are okay. The last things we want are damaged games.

Have a game you want to run? Don't see a game you wish you were playing, other comments? Contact our Board Game Coordinator at the con or email Jarrod at ableventures@gmail.com.

STARFLEET BATTLES TOURNAMENT DUELS and SCENARIOS

This is the 20th anniversary of Starfleet Battles at Colorado conventions. To celebrate this, the game's designer, Stephen Cole, is coming up to visit on Saturday 9/5 in the afternoon. He'll hold a seminar in the evening. We'll also have some extra prizes for players.

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 guides his or her settlers to victory by building and trading. Building is based on resources that you gain on where you build and the roll of the dice or trade for. 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. Be sure to come down to the board game room, James will be showcasing not yet released games from Rio Grande. And he has all of the old favorites, for open gaming come check it out.

DAYS OF WONDER and Z-MAN GAMES:

Thanks to Days of Wonder and Z-Man Games who has continued to support DGA conventions. Sterling Babcock, who is representing Days of Wonder and Z-Man games, has become a well known face in the board game room at the convention and we thank him for his efforts. Sterling would like everyone to know that he has reserved an area for playing all the Days of Wonder and Z-Man games that are not scheduled, come and play.

PODRACING

Virgilio San Andres is another welcome face. He has brought a number of home made games to the con. Including Podracing and Echo Base Assault, among others... Come check out some of his games available only at the con.

COLORADO SPRINGS GAMES ASSOCIATION (CSGA):

New to the Con, David Clapper and Mike Garland are representing the CSGA. Come learn or get a refresher on great classic war and fantasy games. Meet up with players of similar experience level to play a scenario or two of your choice. Come and connect with the game judges with information on whether you want to learn, get a refresher or find opponents of a similar experience level or help teach the system to others. And expand the available player pool by helping teach the game to others. Do you have home made boards, units, or scenarios you would like to share? Bring them along...

To everyone that has volunteered, there wouldn't be a convention without you. Thanks for everything, I can't thank you enough.

Unlimited Board Game Pass

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

101 Catan Cup Championship

Settlers of Catan by Richard Wetmore & John Eakins

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 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. Beginner (Rules Taught) No Player Limit

THUR 6PM - 8PM

FRI 8AM -10AM

SAT 8AM – 10AM

SUN 8AM – 10AM

102 Catan Cup Championship

Fishermen of Catan by Richard Wetmore & John Eakins

A simple expansion to Catan that adds fisheries and fish tokens to the island. Beginner (Rules Taught) No Player Limit

THUR 6PM - 8PM

FRI 8AM -10AM

SAT 8AM – 10AM

SUN 8AM – 10AM

103 Catan Cup Championship

Jungle of Catan by Richard Wetmore & John Eakins

Settlers of Catan Scenario: Use the hidden secrets of the primordial jungle to further your quest for victory! Beginner (Rules Taught) No Player Limit

THUR 8PM-11PM

SAT 6PM – 9PM

BOARD GAMES

104 Catan Cup Championship

Cities and Knights of Catan by Richard Wetmore & John Eakins

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. Intermediate, No Limit

THUR 8PM-11PM

FRI 10AM-1PM

SAT 10AM – 1PM

105 Catan Cup Championship

Seafarers of Catan, Pirate Ilse by Richard Wetmore & John Eakins

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! Intermediate, No Limit

FRI 2PM – 4PM

106 Catan Cup Championship

Starfarers of Catan by Richard Wetmore & John Eakins

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. Intermediate No Limit

FRI 5PM - 8PM

SAT 2PM- 5PM

107 Catan Cup Championship

Struggle for Rome by Richard Wetmore & John Eakins

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. Beginner (Rules Taught) Player Limit 4.

FRI 5PM - 8PM

SAT 6PM – 9PM

108 Catan Cup Championship

Settlers of Catan Open Gaming by Richard Wetmore & John Eakins

Try out any of the Catan Series Games. Beginner (Rules Taught) No Player Limit.

FRI 8PM – 10PM

109 Catan Cup Championship

Settlers of Nurnberg by Richard Wetmore & John Eakins

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. Beginner (Rules Taught) Player Limit 4

SAT 6PM – 9PM

110 Catan Cup Championship

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

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. (Learn to play online at www.profeasy.com)

SAT 6PM – 9PM

111 Catan Cup Championship

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

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)

SAT 6PM – 9PM

112 Catan Cup Championship

Settlers of Catan: 4-Isle by Richard Wetmore & John Eakins

Settlers of Catan Scenario.

SAT 6PM – 9PM

113 Catan Cup Championship Semifinal

by Richard Wetmore & John Eakins

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

SAT 11AM - 2PM

114 Catan Cup Championship Final

by Richard Wetmore & John Eakins

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

SUN 2PM - 5PM

BOARD GAMES

115 Small World

by Sterling Babcock

In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all. Small World is inhabited by a zany cast of characters who use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth. Picking the right combination of race and powers, players rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory!

SAT 9AM - 11AM

SAT 2PM - 4PM

116 Ticket to Ride

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.

SAT 11AM - 1PM

117 Z-Man Games

Pandemic by Sterling Babcock

In this 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 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.

SAT 12PM - 2PM

118 Z-Man Games

Scepter of Zavandor by Sterling Babcock

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. The aim of the game is to get victory points with active gems, artifacts, guardians and knowledge.

SAT 3PM - 6PM

119 Days of Wonder

Shadows Over Camelot 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. 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 is available which introduces 7 new knights and Merlin to the game. Merlin travels the board lending guidance and a helping hand to the embattled knights. The expansion also adds travel cards which are events that occur as you accomplish quests. Limit 8

SAT 4PM - 6PM

120 West End 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! Travel the land seeking your own destiny and fortune, experience stories, and gain wisdom to share with others. 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, 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

SAT 6PM - 9PM

121 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 resources; 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 them? The best farm after 14 turns wins! Limit 5

SUN 9PM - 12PM

122 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. Beginner, Limit 18

FRI 4PM - 8PM

123 Podracing for Experienced players

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. Experienced only, please. Limit 18

SAT 6PM - 9PM

BOARD GAMES

124 Ben Hur's: Fantasy Chariot Racing

by *Virgilio San Andres*

This is a fast-paced, chariot racing game that allows the players full control of their teams and divine intervention by their gods. See if you can be the first to whip your team through the finish line first. Beginner, Limit 10

SAT 3PM - 5PM

125 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. Beginner, Limit 10

SAT 10AM - 12PM

126 Giants Ring

by *Virgilio San Andres*

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

SAT 12PM - 2PM

127 Adel Verpflichtet/Hoity Toity

by *Marie Pack*

It doesn't matter what you call it, 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. No player limit (copies permitting).

THUR 6PM - 6:45PM

THUR 6:45PM - 7:30PM

128 Star Wars: The Queen's Gambit Tournament

by *Aurora Pack*

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. No player limit

THUR 7:30PM - 9:30PM

THUR 9:30PM - 11:30PM

129 Blokus

by *Aurora Pack*

Can you get all of your pieces on the board? I didn't think so. But is it more than any of your opponents? No player limit

THUR 9:30PM - 10:30PM

130 Family Business

by *David Pack*

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! No player limit (copies permitting).

THUR 10:30PM - 11:30PM

131 Rio Grande Games

Carcassone by *David Pack*

Just how big can you get that city? How long can you wait to get a farmer onto that Corporate Size piece of land? Taking a short road trip? Can you get your Abby surrounded quickly? No player limit (copies permitting).

FRI 9AM - 10AM

132 Titan: The Arena

by *John Pack*

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? No player limit (copies permitting).

FRI 10AM - 11AM

133 Rio Grande Games

Tikal by *Sharee Pack*

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? No player limit (copies permitting).

FRI 10AM - 1PM

134 Rio Grande Games

Amun Re by *Aurora Pack*

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? No player limit (copies permitting).

FRI 11AM - 1PM

135 Rio Grande Games

Puerto Rico by *John Pack*

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? No player limit (copies permitting).

FRI 1PM - 3PM

136 Eagle Games

Age of Mythology by *Marie Pack*

Heroes and mythical creatures collide with mortals as your civilization develops your land and builds cities. Who will build the wonder? How many points will it be worth? Will you be a war monger or a builder? You decide. No player limit (copies permitting).

FRI 1PM - 5PM

BOARD GAMES

137 Days of Wonder

Pirate's Cove by David Pack

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? No player limit (copies permitting).

FRI 3PM - 5PM

138 Asmodee Editions

Ave Caesar by Aurora Pack

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! No player limit (copies permitting).

FRI 5PM - 6PM

139 Tropical Games/Eagle Games

Age of Empires by John Pack

Five guys to rule the world. But do you hire specialists, obtain trade goods, take the initiative, secure Merchant shipping, send colonists to the New World, discover new lands, build your capitol, or go to war? With just five guys? There's no way to do everything. Can you do enough? No player limit.

FRI 5PM - 8:30 PM

140 Endless Games/Hasbro

Liar's Dice/Pirate's Dice by Aurora Pack

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! No player limit (copies permitting).

FRI 6PM - 7PM

141 Fantasy Flight Games

War of the Ring by John Pack

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). No player limit (copies permitting).

FRI 8:30PM - 12:30AM

142 Avalon Hill/Jedko Games/L2 Design Group

War at Sea Tournament by John Pack

Will the U-Boats starve England? Will the Bismarck make it back to port safely? Rounds will be single-elimination, but players may play a pick-up game at the start of any round. AREA sanctioned. No player limit (copies permitting).

SAT 8:30AM - 10AM

SAT 10AM - 11:30AM

SAT 11:30AM - 1PM

143 Avalon Hill

Victory in the Pacific Tournament by John Pack

Island hopping. It worked in the real war. Can you guide (or stop) the USN as it gathers strength in its attack on Japan? Or can you, as the IJN, win at Midway? Rounds will be single-elimination, but players may play a pick-up game at the start of any round. AREA sanctioned. Advanced. No player limit.

SAT 11:30AM - 3:30PM

SAT 3:30PM - 7:30PM

SAT 7:30PM - 11:30PM

144 Fantasy Flight Games

Descent by Adam Rinhart

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.

FRI 7PM - 11PM

SAT 11AM - 3PM

SAT 6PM - 10PM

SUN 12PM - 4PM

145 Amarillo Design Bureau

Starfleet Battles Tournament Duels by Andy Vancil

Stop by at any time for the classic game of starship combat, or play all day and compete for the Rated Ace award. Finals start at 6PM.

SAT 9AM - 12PM

146 Amarillo Design Bureau

Starfleet Battles Scenario: Cutthroat by Andy Vancil

A 3-way battle with a twist. Limit 12

SAT 10AM - 2PM

147 Amarillo Design Bureau

Starfleet Battles Scenario: Gauntlet by Andy Vancil

a.k.a. Saturday Night Convention Carnage. Loosely based on the classic dungeon crawl video game, starships fight their way through the Masters' maze.

SAT 6PM - 1AM

148 Amarillo Design Bureau

Federation Commander Scenario: Enemy of My Enemy by Andy Vancil

Based on the original Star Trek series, Federation Commander is the faster-paced lightweight cousin of Starfleet Battles. Fly starships from the Federation, Klingon Empire, Romulan Empire and other races as they engage in a contest of shifting alliances. Beginner, rules taught. Limit 8

SAT 2PM - 6PM

BOARD GAMES

149 BanDai

Navia Dratp Tournament by Brian Trotter

Well, it's that time of year again. Gather your Gyullas, summon your Schmidt and get ready to Dratp your Deborah at our semi-annual Navia Dratp tournament. Some figures available, Rules Taught.

SUN 9AM - 12PM

150 Decision Games

Hannibal by David Clapper

Card driven strategy board game of the 2nd Punic War sponsored by the Colorado Springs Gaming Club, players are encouraged to bring copies for more capacity. Limit 4.

FRI 2PM - 6PM

151 Fantasy Flight Games

Age of Conan by David Clapper

A fantastic board game set in the age of Conan sponsored by the Colorado Springs Gaming Club, players are encouraged to bring additional copies for more capacity. Limit 4

SAT 9AM - 1PM

152 Ugg/Gmt

History of the Roman Empire by David Clapper

This game is similar to History of the World and is great for all skill levels sponsored by the Colorado Springs Gaming Club, players are encouraged to bring copies. Limit 4.

SAT 6PM - 9PM

153 Day of the Gotha

by Eric Holmes

Ever since the occupation of the Belgian coast in 1914 the Germans had dreamed of bombing raids over England. At first the Zeppelins had been dispatched but these had ultimately not been cost effective and were easily countered by aircraft and incendiary bullets. By 1917 they had designed and built their first operational bombing aircraft. On June 13th 1917 a group of 14 Gothas bombed London.

FRI 7PM - 9PM

154 Zeppelin Attack

by Eric Holmes

The first Zeppelin raid upon England took place on January 19, 1915. The Zeppelins passed over the cities of Yarmouth, Cromer, Sherringham and King's Lynn. On this expedition there were two Zeppelins. They reached the coast of Norfolk about 8:30 in the evening and then steered northwest across the country toward King's Lynn, dropping bombs as they went.

SAT 10AM - 12PM

155 An Evening in September

by Eric Holmes

A lone Fokker Dreidecker stalked the evening sky operating high in the sky. Below him at about 5000 feet below, a flight of unsuspecting British fighters are supporting a reconnaissance mission. Patiently he waited for just the right moment. As the mission wore on, two British SE5a's became separated. The pilot was just two kills short of his fiftieth victory. Few pilots would consider tackling two enemy aircraft alone but this was no ordinary pilot. He liked the odds.

SAT 1PM - 3PM

156 Rio Grande Games

Alea Iacta Est by James Davis

Each player tries to be Caesar and then works to prove he is indeed Caesar by collecting fame points. The challenge is to intelligently allocate your eight rolled dice among the five buildings to acquire the fame you need to win the game. You will also need to show diplomacy in the senate and maybe visit the temple for some luck from Fortuna to win. Limit 5

SAT 8AM - 10AM

157 Rio Grande Games

Bonnie and Clyde by James Davis

The play of the game is based on the Rummy card game, with players trying to make melds (3 or more of a kind) of Evidence cards of the same color to score points. The Gavel cards add a strategic element to the game not found in traditional Rummy. The game ends when at least one player has scored 100 points or more (or 200 points depending on the length of game desired). The player with the highest score wins. In the event of a tie, you must play another hand. You will need a pencil and paper to keep score of each hand. Limit 4

SAT 10AM - 12PM

158 Rio Grande Games

Dominion: Intrigue 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! You will bring civilization to these people, uniting them under your banner. Limit 4

SAT 1PM - 3PM

159 Rio Grande Games

Finca by James Davis

Listen to the wind, which propels your windmill! Then take in the course of the yearly harvest the sweetest and most valuable fruits from the land. Load them on your old donkey cart and travel around the island, selling them everywhere. If you manage this quickly, you will be soon be the richest farmer on the island. Limit 4

SAT 3PM - 5PM

BOARD GAMES

160 Rio Grande Games

Maori by James Davis

In Maori, the players try to discover their own island worlds. On the islands they find, they can acquire palms and huts of their own. And there is more: boats increase the rate of discovery and shells provide additional options in this simple, yet sophisticated game. Limit 5

SAT 5PM – 7PM

161 Rio Grande Games

Ra: The Dice Game by James Davis

This game takes all the major elements of Ra and uses them very creatively in a dice game. Pharaohs, The Nile, Civilizations and Monuments, as well as the occasional catastrophe are all here, Scoring is nearly identical to the standard version of Ra. Limit 5

SAT 8PM – 10PM

162 Rio Grande Games

Race for the Galaxy: Rebel vs Imperium by James Davis

This second expansion for Race for the Galaxy delves into the growing conflict between the Rebel and Imperium forces. This expansion increases player interaction by adding takeover rules that allow players to conquer military worlds in other players' tableaus. This expansion also includes, among the new cards added, two player-submitted cards. Limit 6

SUN 8AM – 10AM

163 Rio Grande Games

Veritas by James Davis

Euro-style board game about the preservation of truth in Dark Ages France. Players represent some truth, trying to be preserved for posterity by diligent book-copying monks. Place and copy book tokens in monasteries, and then pick up stacks of books and spread them around. Each turn, a monastery will burn down, and the books in it may be destroyed. After the monasteries have burned down, players can move through them. When scoring chips are drawn, each player whose ideology dominates a region scores points. Limit 4

FRI 7PM – 9PM

164 Rio Grande Games

A Castle for All Seasons by James Davis

Each player is a builder who, round for round, is able to use different character cards tactically. The constructing of this castle always culminates in an exciting final scoring. The player to produce the most victory points in the end deserves the protection of the castle and wins the game. Limit 4

FRI 9PM- 11PM

165 Asmodée 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.

THUR 10PM - FRI 2AM

FRI 10PM - SAT 2AM

SAT 10PM – SUN 2AM

166 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. Limit 6

THUR 7PM - 9PM

167 Rio Grande Games

Master Thieves by John Eakins

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. Limit 16

FRI 4PM - 6PM

FRI 7PM - 9PM

168 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. Limit 8

SAT 12PM - 4PM

SAT 5PM - 9PM

BOARD GAMES

169 Fantasy Flight Games

Arkham Horror by Matt Brychel

This is a cooperative adventure game themed around H.P. Lovecraft's Cthulhu Mythos. Choose from 16 Investigators and take to the streets of Arkham. It's up to the Investigators to prevent evil from breaking into our world and 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. Limit 8

SAT 6PM – 12AM

170 Avalon Hill

Advanced Civilization by Matt Brychel

Develop ancient civilizations from the invention of agriculture c. 8000 B.C. to the emergence of Rome. Each player leads a nation as they attempt to carve a niche for themselves and their culture. The object is to gain a level of overall advancement involving cultural, economic, and political factors. When a conflict does arise it is a result of rivalry and land shortage rather than a desire to eliminate other players. It is the player who most effectively changes emphasis between various outlooks who will achieve the best balance - and win. Limit 7

SUN 9AM - 5PM

171 Atlas Games

Gloom by Michelle Mead

In the Gloom card game, you control the fate of an eccentric family of misfits and misanthropes. The goal of the game is sad, but simple: you want your characters to suffer the greatest tragedies possible before passing on to the well-deserved respite of death. You'll play horrible mishaps on your own characters to lower their Self-Worth scores, while trying to cheer your opponents' characters with marriages and other happy occasions that pile on positive points. The player with the lowest total Family Value wins. Limit 4.

SUN 1PM – 2PM

172 Avalon Hill

Panzerblitz Classic: German Attack by Mike Garland

This is a classic tactical game of WWII East Front combat sponsored by the Colorado Springs Gamers Association (CSGA). Limit 8

FRI 9AM – 1PM

173 Avalanche Press Ltd

Panzer Grenadier - Road to Berlin: German Delaying Action by Mike Garland

Panzer Grenadier is a tactical game system for fighting regimental sized actions using counters representing platoons sponsored by the Colorado Springs Gamers Association (CSGA). Limit 4.

FRI 1PM – 6PM

174 Avalon Hill

Panzer Leader: American Breakout Attack by Mike Garland

This is a classic tactical game of WWII West Front post D-Day combat sponsored by the Colorado Springs Gamers Association (CSGA). Limit 8.

FRI 7PM – 11PM

175 Avalanche Press Ltd

Panzer Grenadier - East Front Deluxe: German Attack by Mike Garland

This is a WWII tactical game system for fighting regimental sized actions using counters representing platoons sponsored by the Colorado Springs Gamers Association (CSGA). Limit 4

SAT 9PM – 1PM

176 Avalon Hill

Panzerblitz Classic: Russian Attack by Mike Garland

This is a classic tactical game of WWII East Front combat sponsored by the Colorado Springs Gamers Association (CSGA). Limit 8.

SAT 2PM – 6PM

177 Avalanche Press Ltd

Panzer Grenadier - Battle of the Bulge: American Delaying Action by Mike Garland

This is a WWII tactical game system for fighting regimental sized actions using counters representing platoons sponsored by the Colorado Springs Gamers Association (CSGA). Limit 4

SAT 7PM – 11PM

178 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 4

SUN 9AM - 12PM

179 Fantasy Flight Games

Marvel Heroes by Nate Hayden

This is a game set in the Marvel Universe for 2 to 4 players, 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 4.

THUR 7PM – 10PM

BOARD GAMES

180 Phalanx Games

Heart of Africa by Nate Hayden

This is a meaty trading game where the players each lead a trading company which tries to make profits in Africa. Although Africa had been circumnavigated by the start of the 19th century, the continent remained largely undiscovered. One of the great mysteries was the source of the Nile, and explorers like Burton, Speke, Baker and Livingstone became immortal in their attempts to find it. Players each lead a trading company and try to make profits in Africa. Their limited resources are used to gain as many victory points as possible. Limit 4

FRI 12PM – 2PM

181 Phalanx Games

Alexander The Great by Nate Hayden

In Alexander the Great: Birth of an Empire the players follow in the path of Macedon's most famous king. With his army they move all the way to Persia and found important cities and magnificent temples. In the end, Alexander ruled over a world empire that stretched from the Danube to the Adriatic Sea, to Egypt, to the Caucasus, Persia and India. The players gain points for the occupation of provinces and for the founding of temples and cities. Who amasses the most points at the end of the game is the winner. Limit 5

FRI 2PM - 4PM

182 Blast City Games

San Quentin Kings by Nate Hayden

A resource management game based on the economic system of a 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. There's many ways to gain Respect, and the player with the most Respect points wins. Limit 5

FRI 4PM - 6PM

183 GMT

Manifest Destiny by Nate Hayden

This is a card-driven multi-player strategy game for 3 to 5 players set in North America from colonial times to the present. Billed as the successor to the Age of Renaissance, Manifest Destiny combines the strategic components of earlier, longer civilization-based games with the elegance of streamlined European gaming. Each player controls a mercantile empire as it expands into territories containing new markets across the continent. Limit 5

FRI 7PM – 12AM

184 Splotter Spellin

Indonesia by Nate Hayden

The businessman from North Sumatra has paid way too much for merging his rubber company with the Sultan's extensive rubber plantations: there are no ships in the area to transport the rubber to the booming cities of Java. The Sultan can bribe city authorities so that his ships will gain preferential access to those ports where they are competing. Or he might invest in building an oil imperium. But wait— what's that young fellow over there up to? Buying all the shipping lines? If you enjoy deeper economy games, Indonesia delivers. Limit 5

SAT 11AM - 3PM

185 Warfrog

Princes of the Renaissance by Nate Hayden

The game is set in Renaissance Italy. Each player takes on the role of one of the minor Condottiere princes. Then there are the big five major cities: Venice, Milan, Florence, Rome, and Naples. Players will gain 'interests' in them as the game progresses. Each city has six tiles, most of which represent a famous character such as Lucrezia Borgia or Lorenzo Medici. Each tile has its own special properties, thus Cesare Borgia will help you to become more treacherous, while a Venetian merchant will increase your income. Limit 6.

SAT 3PM - 6PM

186 Fantasy Flight Games

Warrior Knights Crown and Glory Expansion by Nate Hayden

Will a leader rise up and rally the support of the people, or will the shadow of anarchy spread over the land? Take on the role of a Baron vying for control of the Kingdom, command four faithful Nobles who lead armies into battle and seek to capture cities in order to gain Influence. Barons may also seek to gain advantage by increasing their income, gathering Votes to use at the Assembly, or by amassing Faith. Only through cunning strategy and careful diplomacy can a Baron hope to attain victory. Limit 6

SAT 7PM – 12AM

187 Phalanx

Revolution: The Dutch Revolt 1568-1648 by Nate Hayden

Each player represents one of the principal factions involved: the Catholics, Habsburgs, Nobility, Burghers and Reformers. Each faction has its particular goals, which are often partly common. Although factions may sometimes co-operate, they are not allies for long and easily turn on each other if the situation calls for this. More than 15 years in the making, and marks Francis Tresham's long-awaited return to the forefront of game design. He is most famous for his widely acclaimed board game Civilization and 1829. Limit 5

SUN 12PM - 6PM

BOARD GAMES

188 Fantasy Flight Games

Twilight Imperium by Robert Knoke

Third Edition 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. Geomorphic board tiles, finely detailed plastic miniatures, hundreds of cards, and a massive plurality of options. Limit 6

FRI 8PM - 12AM

SAT 9AM - 1PM

SAT 2PM - 6PM

SUN 10AM - 2PM

189 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. (will have some figures on hand, but players may bring their own, 300 pts worth) Limit 6

SAT 1PM - 3PM

190 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 8.

SAT 3PM - 4PM

191 White Goblin Games

Yspahan by Steve Watkins

1598. Yspahan the fair becomes the capital of the Persian empire. Thus, being placed at the center of the world, the city enjoys a period of cultural and economic blossoming. The cities and villages of the region intend to take advantage of this expansion. Caravans loaded with goods and jewels set out for the desert, bearing the promises of a radiant future... Score points by placing merchandise in the right shops, by sending them to the caravan, and by constructing buildings. Limit 4

SUN 1PM - 3PM

192 Rio Grande Open Gaming

by James Davis

Try all of the favorite Rio Grande games (one pass per time slot please).

FRI 6PM - 11PM

SAT 9AM - 11PM

SUN 9AM - 11AM

193 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).

FRI 9AM - 11PM

SAT 9AM - 11PM

SUN 9AM - 5PM

194 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 please).

FRI 9AM - 11PM

SAT 9AM - 11PM

SUN 9AM - 5PM

195 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 is free to everyone, with con pass)

FRI 9AM - 11PM

SAT 9AM - 11PM

SUN 9AM - 5PM

Notes:

RAILCON

Rail Con Puffing Billy® Tournament Categories 2009

Category 1 - Ticket to Ride and all Ticket variants EXCEPT the Ticket Card Game

Category 2 - Railroad Tycoon, Union Pacific, Streetcar, Metro, Trans-America, Underground, Chicago Express, Steel Driver

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

Category 4 - 1835, 1856, 1870 and all other 5 hour or longer 18xx games

Category 5 - Eurorails, Empire Builder, North American Rails, Iron Dragon, Lunar Rails

Category 6 - British Rails, Australian Rails, Nippon Rails, India Rails, Russia Rails

Category 7 - Express, Freight Train, Station Master, Hell Rails, Ticket to Ride Card Game

Category 8 - Silverton, Rail Baron, Age of Steam

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

Puffing Billy® and Iron Man Tournament Scoring

Your score for the weekend-long Puffing Billy® Tournament is the total of scores from your best four different categories (five at Railcon). Your category score consists of the best individual PBT score for any one game in that category, PLUS all finals bonuses earned within that category.

Your score for the weekend-long Iron Man Tournament is the total of your best individual PBT scores in all nine categories, EXCLUDING finals bonuses.

Your PBT score for an individual game is based on where you finish. First place receives a base of 3 points, second place gets 2 base points, third place gets 1 base point, and fourth place gets 0 base points. In addition, second through fourth place receives a bonus score based on how close they were to first place, and the winner receives a bonus based on the scores of all other players. The closer the game, the higher your score. If you play more than one game in a category, your best score in that category will count for the tournaments.

Only the first four positions on the board are awarded points (for purposes of qualification in a category). The maximum bonus for 2nd, 3rd, and 4th places is 0.5. If you place in an individual tournament final, you will receive a bonus of 10% of your PBT score for the final game, which is added to your best score in that category.

DO NOT BEGIN A GAME UNTIL YOU ARE COMFORTABLE THAT YOU UNDERSTAND RELEVANT TOURNAMENT RULES FOR THAT GAME.

Some tournament rules differ slightly from the printed rules, and some games (e.g. all Empire Builder style games) require the players at the table to agree on how they will play certain rules. Please refer to the Players Handbook and the bottom of each printed score sheet for important game specific rules and tournament clarifications. Please also see definitions of Qualifying and Pick Up Games posted on the bulletin board. If you have any questions about the overall tournament or any game rules, please ask a conductor.

Qualifying and Pick-Up Games Defined

These definitions apply to any multi-round tournament held within the Puffing Billy® Tournament, including individual games with finals and the multi-round 18XX and Empire Builder International (EBI) tournaments.

QUALIFYING SLOTS. Specific time slots are designated as qualifying rounds for each tournament, and a specific qualifying game is scheduled for each slot. Only games played in those scheduled and designated slots count towards advancement to the finals, and only one qualifying game (the first one played) can be counted from each slot. Once a player begins a game in a slot, he is committed to finishing that game. A game cannot be ended short of completion for the purpose of playing in another game that begins before the scheduled end of the first game to which the player committed.

ALLOWED SUBSTITUTIONS. At his or her discretion, the conductor may allow a different game from the same system to be played instead of the scheduled game, and allow that substitute game to count as a qualifier. Under no circumstances can this result in more than one game played in the same slot qualifying for multi-round tournaments.

ALLOWED TIME SHIFTS. At his or her discretion, the conductor may allow a scheduled qualifying game to begin earlier or start later than the designated time slot. This is not automatic, and will generally only be allowed when doing so facilitates the effective running of the tournament. This cannot result in more than one game played in the same slot qualifying for multi-round tournaments.

PICK-UP GAMES. Unless an exception is granted as outlined above, any game other than the scheduled game played in its scheduled slot is a pick-up game, and must be designated as such on the score sheets. This includes any game or game system played more than once in its scheduled slot – the first game played is the qualifier and all subsequent games are pick-up games. A pick-up game does not count as a qualifier for any multi-round tournament, however it does count for the overall Puffing Billy® Tournament, providing the game is played to completion and finished before the scheduled end of the slot.

SPECIAL RULES FOR RAILCON. Railcon is the premier Puffing Billy® Tournament competition to determine the National Championship, so certain restrictions apply. Pick-up games are only allowed in certain games as defined by the head conductor, and substitutions will generally not be allowed unless specifically announced.

200 Open Gaming

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.

THUR 6PM - SUN 2PM

RAILCON

201 Ticket to Ride

US Europe Marklin US1910 Switzerland

Players collect cards of various types of train cards that enable them to claim railway routes throughout the various maps. There is one game per slot, but, if the first game is finished within 55 minutes of the slot starting time, you can play a second game. Both games will count towards your Puffing Billy Score separately. The second game has to start within 10 minutes of the first game finishing and within an hour of the start of the slot. Second games must have four or more players. Players from different boards may swap or combine between boards for the second game, but players who were not originally playing Ticket when the slot started may not play in Second games. The rule that you must start the first game within 25 minutes of the start of the slot still applies: you cannot start a second game unless you have played a first game in that slot. Second games must finish before the slot ends to count. Your four best place finishes in four different Ticket game variants from the preceding qualifying rounds are added together. The top five players get first option to play. Should a qualified player pass on the opportunity to play in the final, the next person in the rankings becomes qualified. In the final there will be three games played, one of each of Marklin, Europe and Original (US) in that order, and the scores added together. There is only one final board for Ticket to Ride. Beginner (Rules Taught). No player limit.

FRI 3PM - 5PM

FRI 7PM - 9PM

SAT 5PM - 7PM

SAT 7PM - 9PM

SAT 9PM - 11PM

SUN 3PM - 5PM

SUN 5PM - 7PM

SUN 7PM - 9PM

SUN 9PM - 1AM

202 Street Car CG

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.

SAT 7PM - 9PM

203 Metro CG

Build your subway lines while cutting off those of your former friends. Beginner Rules Taught. No player limit.

FRI 11PM - 1AM

204 Railroad Tycoon CG

Race to reach new cities and deliver goods as your rail network spans the Eastern United States. All board winners in scheduled slots qualify for the finals. Beginner. No player limit.

FRI 2PM - 5PM

SAT 1PM - 4PM

SAT 4PM - 7PM

SUN 12PM - 3PM

SUN 5PM - 8PM

205 TransAmerica CG

A quick rail game open to all. Beginner. No player limit.

SAT 9PM - 11PM

206 Underground CG

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

FRI 5PM - 7PM

SUN 3PM - 5PM

SUN 5PM - 7PM

207 Union Pacific CG

Compete for scarce connection routes between cities in this easy to learn game that's great for players ages 8 to 108. All winners in scheduled slots qualify for the final. Beginner Rules Taught. No player limit.

FRI 7PM - 9PM

SAT 7PM - 9PM

SUN 1PM - 3PM

SUN 3PM - 5PM

SUN 5PM - 7PM

208 1830

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. Board winners advance to the final immediately afterwards. Intermediate. No limit.

FRI 9AM - 1PM

SAT 1PM - 5PM

209 18XX Potluck Championship

Potluck style, any 18XX game can be chosen. Your four best place finishes in different 18XX games from preceding qualifying rounds in both Categories 3 and 4 are added together. Top four players get first option to play. Only games from Category 4 are eligible to be played in the 18XX final the exact game to be chosen based on a weighted system favoring the highest scoring players. Note there is only one final board for 18XX. Advanced. No player limit.

FRI 9AM - 3PM

FRI 3PM - 9PM

FRI 9PM - 1AM

SAT 1PM - 7PM

SAT 7PM - 1AM

SUN 9AM - 3PM

SUN 3PM - 9PM

SUN 8PM - 1AM

MON 8AM - 2PM

RAILCON

- 210 Empire Builder Classic**
Construct your own transcontinental rail empire to win the event with a one track mind. Beginner. No player limit.
FRI 9AM - 12PM
FRI 9PM - 12AM
SAT 3PM - 6PM
- 211 EBI Potluck**
Potluck Style, any Empire Builder game can be chosen. Standard rules apply toward Championship.
SAT 9AM - 12PM
SUN 12PM - 3PM
- 212 Eurorails**
One of the best and most competitive games in the Empire Builder System. All board winners in the first slot advance into the final immediately afterwards. Intermediate. No limit.
SUN 9AM - 12PM
SUN 12PM - 4PM
- 213 Iron Dragon**
Try this fantasy variant of Mayfair Games' Empire builder system. Perhaps the most balanced of all the crayon games. Intermediate. No player limit.
FRI 9PM - 12AM
SAT 3PM - 6PM
SUN 9PM - 12AM
- 214 Lunar Rails**
Empire Builder system game set on the moon. Beware the meteors! Intermediate. No player limit.
SAT 9PM - 1AM
SUN 9PM - 1AM
- 215 EBI Championship**
Your five best place finishes in different EBI games from preceding qualifying rounds in both Categories 5 and 6 are added together. Top five players get first option to play in the final. Should a qualified player pass on the opportunity to play in this final, the next person in the rankings becomes qualified. Only games from Category 6 are eligible to be played in the EBI final, the exact game to be chosen using a weighted method favoring the higher scoring players. Note there is only one final board for EBI. Intermediate. No player limit.
SUN 9AM - 12PM
- 216 Australian Rails**
The Empire Builder system down under. Beginner. No limit.
FRI 3PM - 6PM
SAT 6PM - 9PM
- 217 British Rails**
Empire Builder system in Great Britain. Beginner. No limit.
FRI 3PM - 6PM
SAT 6PM - 9PM
- 218 China Rails**
The Empire Builder system in China. Beginner. No limit.
FRI 6PM - 9PM
SAT 12PM - 3PM
SUN 6PM - 9PM
- 219 India Rails**
The Empire Builder system in India. Beginner. No player limit.
FRI 12PM - 3PM
SUN 3PM - 6PM
- 220 Nippon Rails**
Narrow passes make rail travel hazardous in this Empire Builder variant set in Japan. Beginner. No player limit.
FRI 6PM - 9PM
SUN 3PM - 6PM
- 221 Russian Rails**
The Empire Builder system in Russia. Beginner. No limit.
FRI 12PM - 3PM
SAT 12PM - 3PM
SUN 6PM - 9PM
- 222 Martian Rails**
Martian Rails is a railroad building game set on a fictional planet Mars. Simultaneously, the game allows a world of canals and noble savages, a cold high altitude desert globe, a nearly airless planet, terraforming, nanotech cyberpunk and everything in between from 100+ years of science fiction stories set on Mars. The game further captures the mood of those stories and the feel of the planet. The game uses a further refinement of the wrap-around mechanism used in Lunar Rails to simulate travel across a 3D opposed to a 2D map. Having to think in 3D wraparound mode adds additional "brain-burn" to the Empire Builder franchise.
SAT 9PM - 1AM
SUN 9PM - 1AM
- 223 Express**
Mayfair's fast-paced card game of train formation. Each winner of any of the scheduled preliminary games gains a spot in the finals. Beginner. No player limit.
FRI 12PM - 2PM
FRI 3PM - 5PM
FRI 5PM - 7PM
FRI 9PM - 11PM
FRI 11PM - 1AM
- 224 Freight Train**
Move your trains in and out of the freight yard to see who can make the longest trains. Intermediate. No player limit.
SUN 1PM - 3PM
SUN 3PM - 5PM

RAILCON

225 Age of Steam

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.

FRI 9PM - 1AM

SUN 3PM - 7PM

SUN 9PM - 1AM

226 Rail Baron

Race from destination to destination while amassing railroad deeds and cash in this classic game from Avalon Hill. All board winners may play in the final. Beginner. No player limit.

FRI 5PM - 9PM

SAT 1PM - 5PM

SAT 5PM - 9PM

SAT 9PM - 1AM

SUN 3PM - 7PM

227 Silverton

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. All board winners make it into the finals. Intermediate. No limit.

FRI 5PM - 9PM

SUN 3PM - 7PM

228 Railway Rivals Dampfross

A fast and furious games of building railways and racing between cities over the track. Players choose the board. Beginner Rules Taught. No player limit.

SAT 11PM - 1AM

229 Stephenson's Rocket

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? Beginner Rules Taught. No player limit.

SAT 11PM - 1AM

230 Trainsport

Construct lines and deliver loads in this quick railroad game from Winsome Games. Beginner Rules Taught. No limit.

FRI 9PM - 11PM

SUN 7PM - 9PM

231 Ticket to Ride CG

A New Train Adventure Begins! The Ticket to Ride Card Game delivers all of the excitement, fun, and nail-biting tension of the original Ticket to Ride board game, but with several unique game-play twists in a new stand-alone, card game format. 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.

FRI 3PM - 5PM

SAT 3PM - 5PM

232 Steel Driver

A relatively simple train game set in North America and involving shares and building railway lines with a few twists thrown in.

SAT 5PM - 7PM

SUN 7PM - 9PM

233 Chicago Express

The sharpest railroad executives vie for the maximum return on their investment in this business game lasting about one hour. This game can be played by 2-6 players, but it is best with 3 or 4 players.

SAT 9PM - 11PM

SUN 7PM - 9PM

234 Universal Potluck

This is the final potluck in which you can play any game you wish and start at any time you wish. All scores will count towards your Railcon total provided the game is finished before the slot ends, at least three people play in the game, and the game is approved by one of the Railcon conductors. As all finals are already finished or will be in progress when this slot starts, none of these games will gain you entry into final.

MON 9AM - 2PM

Notes:

SCI-FI/FANTASY MINIATURES

Sci-Fi/Fantasy Miniatures

All events numbered in the 300s are SF/Fantasy related miniatures games.

ROGUE TRADER RULES: It will be the players' responsibility to bring dice, templates, measuring devices and other materials needed for their armies. No special characters.

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

301 Intruder: A Space Survival game in 3D

by *Bill Daniel*

FIGURES PROVIDED! Space sector Zulu 421 Moonbase Beta 29 Oct 8th 2066 IT'S LOOSE!!! Lab, this is command. WHAT'S loose? It broke out of the lab! It killed Jones! What is it? WHAT killed Jones? I don't know, but it's headed your way! The Intruder is an alien being of unknown power. During the course of the game the Intruder will move through the space station as both the hunter and the hunted. Players must cope with a monster that moves rapidly and changes continuously as it undergoes metamorphosis into a more powerful being, and possibly divides into two or more clones. 25mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Limit 4

SAT 9AM - 1PM D46

SAT 7PM - 11PM D46

302 Warhammer 40,000 Apocalypse

by *David Ortiz*

Bring 3,000 to 6,000 points of your favorite Army and allies for a no holds barred smack down. All games workshop and Forge World models will be allowed. There will be at least three titans on the table so come prepared for the worst. This event will run most of the day so drop in anytime and play as long as you would like. Hosted by Denver 113 irregulars. 25mm Brought to you by Denver 113th Irregulars (<http://www.denver113.com/>). Limit 20

SUN 9AM - 5PM D45-D46

303 Warhammer Fantasy Tournament

by *Tony Scott*

This year's tournament will be 2250, with standard army organization, no special restrictions. Battle results, painting, sportsmanship, and army composition will all be scored. Army composition will be a simple yes/no, Did your opponent's army selection honestly make this a bad game for you? One bad game will be a small reduction in points, but 3 bad games will be a very large reduction in points, so plan accordingly. Specific questions can be sent to BaronTuman@comcast.net. The same scenarios from last year will be used, so don't rely on your most expensive unit overly much! 25mm Limit 50

SUN 9AM - 5PM D1-D25

304 Warhammer 40K Grand Tournament

by *Rob O'Byrne*

Players will build a single 1500 point list following the standard army building rules for their selected codex. The player may then build up to two 250 point attachments. The combination of the 1500 point list and either of the 250 point attachments cannot violate the standard army building rules within their codex. Alternatively the player can build a single 1750 point list. The tournament will have three rounds and players will be scored for battle Points, Sportsmanship and Painting. Missions will favor balanced lists. Full rules can be found at: <http://home.comcast.net/~brprometheus/site/?/home/>. 25mm Limit 60

SAT 9AM - 5PM

D1-D30

305 ALIENS!

by *Fred Ehlers*

FIGURES PROVIDED! This scenario picks up where the last left off. In our last episode the Marines arrived early and lots of colonists were left to rescue, but as the Marines were coming to the rescue the Aliens got there first. The Marines fought hard and rescued 21 colonists, but over 100 were taken by the aliens; not to mention Frost and Ferro. But look! Frost and Ferro are still alive. Can you get to them before the face-huggers do? How many colonists can you still rescue from a horrible death? Will you make it out alive? These and other exciting questions will be answered Saturday night! 25mm Limit 10

SAT 7PM - SUN 12AM

D47

306 Battlefield Evolution: The Canyon

by *Fritz Neufeld*

FIGURES PROVIDED! Can the Mujahadeen wipe out the U.S. Army Rangers they've trapped in a box canyon? 25mm Brought to you by Valhallas Game Center (<http://www.valhallas.com/>). Limit 6

FRI 6PM - 11PM

Hall-2

SAT 9AM - 1PM

Hall-2

307 Lord of the Rings SBG Tournament

by *Keith Hruska Jr.*

Tournament will consist of 3 rounds, each being 2.5 hours a piece. Armies must follow the guidelines set forth in Legions Of Middle Earth, and players will have to submit their lists prior to the tourney so they can be verified. All models must be painted and fully based, with a three color minimum. Moreover, one must have painted their own army to be eligible for Overall Winner. Prizes will be awarded for the following: Best Overall, Best General (best battle score), Best Sportsman, Best Army (a combination of players votes as well as points scored based upon judges criterion), and Best Youngblood. More details at adeptusmilehigh.com. 25mm Brought to you by Gamer's Haven, Colorado Springs (<http://www.gamershavenco.com>). Limit 16

SUN 9AM - 5PM

D33-D40

SCI-FI/FANTASY MINIATURES

308 Rocky Mountain Warmaster Challenge

by Chris Matney

SOME FIGURES PROVIDED! The Big Board Returns! The battlefields are set from the dwarven ruins nestled high in the peaks of the Shadowyarn Mountains to the lush Sirendell River which flows down into the sea. Come join us for an old-fashioned Warmaster tournament – two rounds of straight-up fun and excitement. 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, and loaner armies are available with prior arrangements – just drop me an email at: cmatney@dragonsford.com. 10mm Brought to you by STONEBRIDGE GAMES (<http://www.stonebridgegames.com/>). Limit 8

SAT 9AM-1PM

D33-D36

309 Homegrown

by Bruce Lehman

FIGURES PROVIDED! Join us for an exciting and fast paced miniatures battle. The last good priest of the Two-Faced God has been rescued from the past, but the forces of evil will not go quietly into the night. Four teams of heroes will attempt to recover the ancient artifacts of the Two-Faced god’s good aspect from the ruins of the city of Manaculus. Success in their mission will be crucial as these artifacts are their only hope of defending the temple in the city’s center from the horde of evil bent on stopping the good god’s return. Can you navigate the perils of the ruined city and return with enough of your team left to face the hordes? Scenario descriptions will be available just prior to the Con. Please direct questions to: blehman@hiddenforge.com. 25mm Brought to you by STONEBRIDGE GAMES (<http://www.stonebridgegames.com/>). Limit 8

SUN 9AM-1PM

D47-D48

310 Inner Sphere 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 objective. All sheets and minis provided. Prizes Awarded. Total Warfare ruleset. Rules Taught. Sponsored by Castle Games and Gifts (<http://www.castlegamesandgifts.com/>) 1/285 Brought to you by Catalyst Demo Team (<http://www.catalystdemos.com/>). Limit 16

FRI 6PM – 1PM

D41-D42

311 Jihad Turning Points

by George Blouin

FIGURES PROVIDED! Take part in current events in the Inner Sphere as the Jihad continues to heat up. The Blakists have begun attacking capital worlds of the Houses. Will you come to their defense or take part in their destruction? Total Warfare ruleset. Rules Taught. Sponsored by Castle Games and Gifts (<http://www.castlegamesandgifts.com/>) 1/285 Brought to you by Catalyst Demo Team (<http://www.catalystdemos.com/>). Limit 32

SAT 2PM – 6PM

D41-D42

SAT 7PM – 11PM

D41-D42

SAT 9AM – 1PM

D41-D42

312 Clan 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 objective. All sheets and minis provided. Prizes Awarded. Total Warfare ruleset. Rules Taught. Sponsored by Castle Games and Gifts (<http://www.castlegamesandgifts.com/>) 1/285 Brought to you by Catalyst Demo Team (<http://www.catalystdemos.com/>). Limit 16

SUN 9AM – 1PM

D41-D42

Notes:

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 Down the River with a Paddle! Or not!

by Terry Shockey

FIGURES PROVIDED! Can you get the beaver pelts down the river to the French training post or will you lose more than your pellets? 25mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Limit 8

SAT 9AM – 1PM D44

SAT 2PM – 6PM D44

402 Early Crusades

by John Mumby

FIGURES PROVIDED! You, too, can command the actual units that fought in this fictitious Early Crusade battle. 10mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Limit 6

SAT 7PM – 11PM D44

403 Old Chicago

by Todd Pressley

FIGURES PROVIDED! Be the Big Boss of your very own Chicago family in 1930 Chicago. Every player receives their own personal objective and dossier. Running numbers or running moonshine, there are quite a few ways to keep the police busy! Just don't get caught! And if you do, don't say nuthin! 25mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>) Limit 10

SAT 2PM – 6PM D49

SAT 7PM – 11PM D49

404 Home Grown

by Dan Black

FIGURES PROVIDED! Norway, Apr 23, 1940. Can you stop the German Blitzkrieg in the snow with limited British and Norwegian forces? Or will you push through with the Germans attempting to overrun Norway? 1/285 Limit 6

FRI 6PM – 11PM Hall-1

405 Crossing the Meuse

by Dan Black

FIGURES PROVIDED! Dinant, May, 1940. Rommel is trying to force his way over the river line. Can the French and Belgians stop him? How about you? 1/285 Limit 6

SAT 9AM – 1PM Hall-1

SAT 2PM – 6PM Hall-1

SAT 7PM – 11PM Hall-1

406 Luzon

by Dan Black

FIGURES PROVIDED! Dec 1941. Elements of the 192nd Tank Btn and Philippine Scouts attempt to delay advancing Japanese forces towards Manila. What will you do? All games in 15mm 1/285 Limit 6

SUN 9AM – 1PM Hall-1

407 Heart of Oak

by Fred Ehlers

FIGURES PROVIDED! Your small fleet has been assigned to the Mediterranean Sea. On your way there your lookout calls "Sail Ho!" You immediately call for Beat to Quarters. Looks like a battle. Join in as the Captain of a Ship of the Line and help fight for the King/Emperor. 1/2400 Limit 6

FRI 6PM - 11PM D47

408 Cashtown, American Civil War

by Fred Ehlers

FIGURES PROVIDED! Help fight a Gettysburg 'What if' General Harry Heth obeys Lee's order not to bring on an engagement and pulls back from Gettysburg when his units encounter Union in strength. The I Corps follows him almost back to Cashtown. The Rebels can only be pushed so far when they turn to drive the Yankees back into Gettysburg. 15mm Limit 6

SAT 9AM – 1PM D47

409 Sink the Bismarck

by Tony Armstrong

FIGURES PROVIDED! Early 1941, the German Battleship KMS Bismarck left Germany in company with the Heavy Cruiser KMS Pirmz Eugen. The Bismarck was ordered to raid British shipping routes and cause as much damage as possible. The majority of the British Fleet was then sent to find and stop her. Two British Heavy Cruisers spotted the Bismarck, and the Battlecruiser HMS Hood and the newly commissioned HMS Prince of Wales raced to engage her. It was hoped that these two ships would be able to detain the Bismarck long enough for the rest of the British Fleet to arrive. 1/6000 Brought to you by Gamer's Haven/NCO Club (<http://www.gamershavenco.com>). Limit 4

SAT 9AM – 1PM D50

HISTORICAL MINIATURES

410 Guadalcanal II

by Tony Armstrong

FIGURES PROVIDED! The Americans sent two Battleships USS South Dakota and USS Washington with four Destroyers to clean up Iron Bottom Sound. At the same time, the Japanese, who have received reinforcements, counterattacked in hopes of being able to destroy Henderson Field before the upcoming ground offensive. Japanese light forces established initial contact, and the Light Cruiser IJN Sendai was dispatched to shadow the American Force. A Destroyer Group was also dispatched to edge along Savo Island, hidden from radar detection by the land mass. In addition, a Light Cruiser IJN Nagara and its group of four Destroyers was sent to a spot near Savo Island to pave the way. The Japanese Battleship IJN Kirishama and Heavy Cruisers IJN Atago and IJN Takao were sent at high speed to engage the American Force north of Savo Island. 1/6000 Brought to you by Gamer's Haven/NCO Club (<http://www.gamershavenco.com>). Limit 4

SAT 2PM – 6PM D50

411 Flames of War Tournament

by Tony Armstrong

Late-War 1750 pts. All Books up to River of Heros will be allowed, also all Official PDF's and Special Characters will be allowed. All players must have a copy of army list, history, and PDF's for the judge. Games start at 4pm. 15mm Brought to you by Gamer's Haven/NCO Club (<http://www.gamershavenco.com>). Limit 30

FRI 4PM – 11PM D1-D20

412 D-DAY

by John Costea

FIGURES PROVIDED! This is an enjoyable, easy to learn game of D-Day. Turns are 2.5 days and units are regiments division. Bocage, naval gunfire, air support, supplies and more are all here in a game that takes about two hours to play. Figures are old Roco tanks. Rules are by George Knapp. Whatever side controls the most areas that contain victory points wins. 20mm Brought to you by Caminoreal Gamers. Limit 4

SAT 9AM – 1PM D48

413 TORA! TORA! TORA

by John Costea

FIGURES PROVIDED! A very fun game of the attack on Pearl Harbor. Players have a ten day window to plan their attack/defense. The American must allocate their defensive resources carefully so they are not surprised. Japanese players must divide their forces in up to three waves and plan direction of their attacks. Up to three waves of attacking Japanese planes vs US battleships, AA and planes. This game is huge, 5'X8', 300 Japanese planes, almost 200 US planes, all the major US ships including the two carriers, shore installations all in a game that takes about three hours to play. Check out the rules on the Junior General website. 1/2400 Brought to you by Caminoreal Gamers. Limit 4

SAT 2PM – 6PM D48

414 Skirmish in the Age of Napoleon

by Lamont Anderson

FIGURES PROVIDED! Description: French vs Russians in a 25 mm large-scale skirmish game. This relatively new rule set from Too Fat Lardies utilizes Blinds, card-driven action "sequencing, random events, on-table objectives, and the valor and skill of individual Big Men. 25mm Brought to you by CSGA and Gamer's Haven (<http://csga.webng.com/> and <http://www.gamershavenco.com>). Limit 6

SAT 7PM – 11PM D50

415 Battle of Magersfontein

by Eric Elder

FIGURES PROVIDED! The Boers have the town of Kimberley under siege and British Lieut. Gen. Lord Methuen is tasked with relieving it. Offensive operations began in November 1899. After a series of battles, the British successfully pushed the Boers to the other side of the Modder River. The Boers have dug a defensive line anchored to the Magersfontein hill. In the early hours of December 11, the British forces led by the Highland Brigade strike at the Boer defenses. 15mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Limit 4

SUN 9AM – 1PM D50

416 Fantasy Flight Games

Wings of War by Edward Klein

FIGURES PROVIDED! World War I Aerial combat. Take to the skies and fight the first dogfights in biplanes and triplanes, dogfight enemy pilots, bust balloons and become an ace in this fun, fast and easy to learn game. 1/144 N scale Brought to you by Gamers Haven (<http://www.GamersHavenco.com>). Limit 8

FRI 6PM – 11PM D31-D32

SUN 2PM – 6PM D31-D32

417 Battle at Thorfred's Farm

by David Edgington

FIGURES PROVIDED! Vengeful cousins, greedy farmers, cunning lawyers, a fair Viking maiden, and sheep in this battle set in Viking Age Iceland. This is an introductory level game. 25mm Brought to you by Colorado Springs Historical Gamers. Limit 6

SAT 7PM – 11PM D48

Notes:

HISTORICAL MINIATURES



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Colorado Springs Gamers Association Historical Gaming in the Shadow of Pikes Peak

We meet every Saturday night in the community room of the Falcon Division Police Station at 7850 Goddard Street in Colorado Springs. Games usually kick off around 6:00 PM more or less. Our primary emphasis is on historical miniatures, but we also play games of other genres and formats. Come by and play some games with us.

Contact: Andy Oertig, President
oreob12@yahoo.com

Luis Nunez, Vice President
luis.nunez@lmco.com

Robert Scholtz, Secretary/Treasurer
rscholtz@pcisys.net

Check out our website at:
<http://csga.webng.com>



ROLE PLAYING GAMES

Role Playing

Role-playing events fall into two categories: Classic and Campaign (or Living). Classic events provide pre-generated characters. Campaign games require you to create your own characters. Classic events can be identified by the words 'Characters Provided' in the event description. 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, and to show our support we present those events first. Locally written events are events 501-549, and the living style events are events 550-598. Every effort has been made to keep the "character provided" events separate from the "living" events, but there are some cases where crossover may have occurred.

Events marked as RPGA events are sponsored by the Role-Playing Gamers Association (<http://www.rpga.com/>), an international organization primarily supporting role-playing games using the d20 system (<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 RPGA events. Judges will be asking to see proof of membership before you begin a game. If you have any questions, or wish to join the RPGA at the convention, 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, Saturday from 7PM to 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, and upcoming role-playing events will be announced.

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.

We look forward to seeing you at TactiCon 2009!

Leonard (Lenny) Logan - TactiCon RPG Coordinator
lflogan@prodigy.net

ROLE PLAYING GAMES

501 D & D 4th Edition

The Ashen Sands of Aegandos; Part 1 by Fluid Games

People are vanishing from the streets of Tethlas, gone without a trace. With tensions running high in the Half-Elf city, you have been approached by a guildmaster to discover where they are going and what schemes lay behind these events. Your search will take you through Quoin, the underbelly of the city, and out into the desert. Do you have what it takes to unravel the mystery of the Ashen Sands? (Characters Provided) Join us for the play-test of Fluid Games newest adventure for 4th ed. D&D. For your participation and feedback, not only will your name appear in the play-test credits of the print edition, but you will also receive a complimentary copy of Fluid Games 4th ed. Character Folio. Intermediate Limit 6

FRI 9AM - 1PM

FRI 2PM - 6PM

FRI 7PM - 11PM

502 D & D 4th Edition

The Ashen Sands of Aegandos; Part 2 by Fluid Games

Having tracked those responsible for the disappearances, you now find yourselves deep under the desert amidst unknown ancient ruins. You know that, somehow, this strange edifice is linked to the missing people. Will you be able to make the connection in time, or will you also be numbered among those who have vanished? (Characters Provided) Join us for the play-test of Fluid Games' newest adventure for 4th edition D&D. For your participation and feedback, not only will your name appear in the play-test credits of the print edition, but you will also receive a complimentary copy of Fluid Games' 4th ed. Character Folio. Intermediate Limit 6

SAT 9AM - 1PM

SAT 2PM - 6PM

SAT 7PM - 11PM

503 Serenity RPG

End Game by Michelle Norton

You've got the proof, and a the key to the castle. All you need is the girl. The crew of the Winding Leaf stands on Angel with ability to save a girl's life or head for the black and save their own. Players Characters Provided http://www.michellejnorton.com/?page_id=543 Limit 8

THUR 7PM - 11PM

SAT 2PM - 6PM

SUN 9AM - 1PM

504 Serial Pulp Adventures

Betrayal: Part 1 - Revelations by David Geissinger and Matt Parker

An S Operative has betrayed the network and used it to further an unknown agenda. You are tasked to track down the operative and capture him or her. You have tickets to Miami and for further travel to a remote location in Brazil . Good luck and happy hunting. This is part 5 of the Lost Treasures story arc. This is a Serial Pulp Adventures module for characters level 1 through 8. Characters are not provided, but sample characters are available. Beginners welcome. Limit 18

FRI 7PM - 11PM

SAT 2PM - 6PM

505 Serial Pulp Adventures

Hoover 's Nightmare by James Stepanek

J. Edgar Hoover is a man who goes to great lengths to safeguard the reputation of his FBI. This reputation is seen as a cornerstone of the Bureau and a key to its effectiveness. So what happens when some big name criminals the FBI put down re-appear? Obviously it's Hoover 's Nightmare. This is a Serial Pulp Adventures module for characters level 1 through 8. Characters are not provided, but sample characters are available. Beginners welcome. Limit 18

SAT 9AM - 1PM

SUN 9AM - 1PM

506 Serial Pulp Adventures

Curse of the Lucky 13 by Dwight & Cheryl Reifsnnyder

S has called on you to to investigate strange happenings at a mine in the mountains of California . Can you unravel the Curse of the Lucky 13? This is an Interactive for characters level 1 through 8. Characters are not provided, but sample characters are available. Beginners welcome. Limit 18

FRI 2PM - 6PM

SUN 2PM - 6PM

507 Serial Pulp Adventures

The Sound of Anschluss by James Stepanek

The Austrian Chancellor Kurt Schussnig has been deposed by Hitler in preparation for Austria to be absorbed into the Reich. Colonel Von Tripp was vocal in his opposition and his days are numbered. He needs to get out of the country, but as a member of the General Staff, they don't intend to let him go. 'S' has decided that the intelligence he can provide to the network is too important and he's sent in a number of teams to help get Von Tripp and his family out. This is a Serial Pulp Adventures Interactive for characters level 1 through 8. Characters are not provided, but sample characters are available. Beginners welcome. Limit 18

SAT 7PM - 11PM

ROLE PLAYING GAMES

508 Twilight 2013

Stomping Grounds by Robert Knoke

Some survivors have grouped together in Northern Colorado, but new challenges face many rural residents in the region. With wild spring runoffs, much of the farming topsoil has washed away. The arable lands that remain are hotly contested for the bands of survivors trying to scrape a living. Aside from the local strife, someone is lighting fields afire, and killing the few head of livestock remaining. You have to find out who is responsible, and sanitize them. Food is too scarce to not take action. Beginner Rules Taught, Characters Provided. Limit 6

FRI 2PM - 6PM

509 Twilight 2013

Dust Bowl by Robert Knoke

The bombs fell in Denver less than a year ago. Somehow you survived, and that's just the start of your problems. With news of a FEMA camp organizing near Sterling, you've decided to head that way. First, you're going to have to find water, and maybe some fuel. Then, there's all of the other survivors who might rob you blind. Can you make it to the remnants of civilization, or will you decide to be part of the problem? Beginner Rules Taught, Characters Provided. Limit 6

FRI 7PM - 11PM

510 Shadowrun 4th Ed

Missions Character Creation Session by Catalyst Game Labs

Players interested in playing either SRM-00 Everyone's Your Friend or SRM-01 Ready, Set, Gogh need to have character's ready to go. If you want to play and do not have a Missions character and do not know how to create a starting character. Come to this event and I'll show you how! Time permitting, we will do some simulation's to teach you the rules as well. Beginner Rules Taught. shadowrun4.com Limit 12

FRI 7PM - 11PM

511 Shadowrun 4th Ed

SRM-00 Everyone's Your Friend by Catalyst Game Labs

Sometimes following up on a job really means following. You've been hired to track down an old acquaintance who's fled across the continent. In the first scenario of the New York City Shadowrun Missions campaign, characters are introduced to the challenges of running among the bright lights of Manhattan. Provisions allow characters who participated in the Denver campaign to transition their characters to this new location. Note: This is the first of 2 modules being ran this convention. Characters may be made at the workshop session. Beginner Rules Taught, Characters, Living (Bring Your Own). shadowrun4.com Limit 6

SAT 9AM - 1PM

512 Shadowrun 4th Ed

SRM-01 Ready, Set, Gogh! By Catalyst Game Labs

By 2070, life literally imitates art. Some people have a fetish for it and it's your job to see that it's delivered and still breathing. The team is forced to confront the challenges of Manhattan security, when Mr. Johnson asks them to perform a major heist. From there, things spiral into a double helix of complexity as motivations are abruptly twisted. Note: This is the second scenario being ran at the Con. If you do not have a character, there will be a session to assist in creating one. Beginner Rules Taught, Characters, Living (Bring Your Own). shadowrun4.com Limit 6

SAT 2PM - 6PM

513 Living Arcanis d20 3.5

HP6-1: Into the Cauldron by Henry Lopez

With each new atrocity, it becomes clearer that the Mad Emperor of Coryan's reign must be ended. But the one prophesied by Illir is dead. The heroes have no choice but to descend into Beltine's Cauldron itself to retrieve their last, best hope for victory. This adventure premiered at Origins 2009 as part of the finale to the first 6-year story arc. This adventure supports characters of level 7 and higher. If you do not have a PC of this level, you may visit www.livingarcanis.com/rules.html for instructions on creating a 10-th level PC. Advanced (come prepared) www.livingarcanis.com/rules.html Limit 7

FRI 9AM - 1PM

SAT 9AM - 1PM

514 Living Arcanis d20 3.5

HP6-2: Deal with a Devil by Henry Lopez

With the true enemy discovered, the heroes must seek the knowledge of the past to safeguard the future. But when a vital key to salvation lies within the deepest recesses of the vilest nation in the Known Lands, is the price of victory worth their immortal souls? It soon becomes obvious that to battle an angel, one must Deal with a Devil. This adventure premiered at Origins 2009 as part of the finale to the first 6-year story arc. This adventure supports characters of level 7 and higher. If you do not have a PC of this level, you may visit www.livingarcanis.com/rules.html for instructions on creating a 10-th level PC. Advanced (come prepared). www.livingarcanis.com/rules.html Limit 7

FRI 2PM - 6PM

SAT 2PM - 6PM

Notes:

ROLE PLAYING GAMES

515 Living Arcanis d20 3.5

HP6-3: Sacrifice by Henry Lopez

With the knowledge in hand of how to defeat the undefeatable, the heroes realize that it is useless unless forged into an invincible weapon. Only one being has the skill to forge such a relic of power – but he's been lost for years, his dilemma forgotten in the ensuing chaos. Now the heroes are tasked with a pivotal mission: Rescue Elabac of Solanos Mor! This adventure premiered at Origins 2009 as part of the finale to the first 6-year story arc. This adventure supports characters of level 7 and higher. If you do not have a PC of this level, you may visit www.livingarcanis.com/rules.html for instructions on creating a 10-th level PC. Advanced (come prepared). www.livingarcanis.com/rules.html Limit 7

FRI 7PM - 11PM

SAT 7PM - 11PM

516 Living Arcanis d20 3.5

LA: Open Library by Henry Lopez

Got an event you missed? This is your chance to catch up. Mustering will be done online at <http://groups.yahoo.com/group/rmarcanis> to allow judges to prepare the appropriate adventures. Advanced (come prepared). www.livingarcanis.com/rules.html Limit 7

THUR 7PM - 11PM

SUN 9AM - 1PM

SUN 2PM - 6PM

517 Call of Cthulhu

Project Pi by Peer Kroger

Your group of Navy SEAL's is hand-picked to recover data from a disabled submarine, but the horrors that lurk below will put even your almost superhuman skills to the test. No more having to play cowardly, weakling investigators that run at the first sign of trouble! Your group is the most elite fighting force the world has ever seen, with massive firepower at your disposal! Nothing stands a chance, right? Limit 6

THUR 7PM - 11PM

SUN 2PM - 6PM

518 Warhammer Fantasy Roleplay, 2nd Ed.

One Dark Night by Sumit Sarkar

Come try the RPG game that has won more awards since its launch than any other in history! On the run, your group seeks solace at an isolated coaching inn for the night, but when a fellow guest is murdered, it's up to you to discover the culprit and stop an even more insidious plot. Limit 6

FRI 7PM - 11PM

SAT 7PM - 11PM

519 RP-Artisans-Champions

Mile High Club Adventures: Getting The Band Back Together by Scott Field

It's been two years since Denver's Premiere Superhero Team had a falling out and went their separate ways. Now, fate has brought them together one last (?) time. What will it take for them to put aside their differences and work as a team again? The survival of the universe may be at stake! (No pressure, tho.) Keywords: superheroes, comedy, character-driven role-playing. Beginner, rules taught, Characters provided. Limit 7

FRI 9AM - 1PM

SAT 2PM - 6PM

520 RP-Artisans - Hero System

Flying Ninja Pirates on the Sea of Ah'Sum by Scott Field

For decades, the notorious Flying Ninja Pirates have plied the waters of the Sea of Ah'Sum in search of fame, fortune and adventure. Usually, two out of three ain't bad. But when they capture a Genuine Princess on a mission to save the world from an ancient evil, all three await... if they survive! Keywords: pirates, ninjas, 'nuff said. Beginner, Rules Taught, Characters provided. Limit 7

THUR 7PM - 11PM

FRI 7PM - 11PM

521 RP-Artisans - Champions

Revenge of the Henchminions by Scott Field

A group of supervillain henchmen (you know: the low-powered red shirts who slow down the superheroes while the main villain escapes out the back?) are hanging out in a bar that caters to their crowd, minding their own business and complaining about their lousy dental coverage, when a team of superheroes bursts in to arrest one of their number. A grand melee ensues! Players each run 4-6 henchmen and try to take down the superheroes. Keywords: spandex, combat, slapstick. Beginner, rules taught, Characters provided. Limit 7

SUN 2PM - 6PM

522 RP-Artisans - D&D 3.5

Knights Code Saga: Their Words Speak Only Truth by Troy Latta

Six orphans raised as siblings, chosen by the Gods, accused of a crime they did not commit. They must defend themselves against demonic influence while they fight for their lives on a battlefield they do not understand. Keywords: Family, Loyalty, Courtroom Drama. Intermediate, Rules Taught, Characters Provided. Limit 6

THUR 7PM - 11PM

SAT 9AM - 1PM

ROLE PLAYING GAMES

523 RP-Artisans - D&D 3.x

VariantBeginnings: Where They Started by Rich Kohl

Greyhawk – pre War era (560 c.e.) What did they do when they were young? Come find out. The future leaders of Greyhawk are on a mission to save one of their own. If they do not succeed, the fate of the region could be in peril. Character interaction and story elements emphasized. Beginner, Rules Taught, Characters Provided. Limit 8

FRI 7PM - 11PM

SUN 2PM - 6PM

524 RP-Artisans - Lucha Libre

HeroLucha Libre: Los Misteriosos Contra La Hija del Frankenstein! by Bill Keyes

Who do the police call whenever monsters rampage, mad scientists scheme, or a crime wave grips Mexico City? Why, the world's greatest Technicos, of course! Hearken back to the Golden Age of Lucha, when men wore masks, women wore miniskirts, and anything could (and frequently did!) happen. Fight mummies and midgets, groove to a bassa nova beat, and stand tall against the evil of ... La Hija del Frankenstein! Keywords: Campy humor, thrilling heroics. Beginner, Rules Taught, Limit 5

FRI 2PM - 6PM

SUN 9AM - 1PM

525 RP-Artisans

Fantasy Hero Arabian Adventures: A Crack in the Earth by Bill Keyes

Welcome back to Al Balad -- City of 1001 Adventures! A strange rumbling from deep within the ground heralds the greatest theft in all of history! The Heroes of Al Balad must descend into the depths of the Earth to retrieve the Sultan's stolen treasures. Discover the secrets that lie within the sunless lands far below everyday world! A fantasy adventure in the mold of 1001 Arabian Nights. Keywords: Aladdin plus Baron Munchausen. Intermediate, Rules Taught, Characters Provided. Limit 6

SAT 7PM - 11PM

526 D & D 4th Edition-Living Forgotten Realms

CORE1-1 Inheritance

When the Netherese conquered Sembia those who objected were either killed or forced to flee. Decades later a young man inherits a key to the family vault abandoned seventy years earlier. Desperate for money he hires you to retrieve it contents in a gamble that something worthwhile is still there. A LFR adventure set in Sembia for characters levels 1-4. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 7PM - 11PM

SUN 9AM - 1PM

527 D & D 4th Edition-Living Forgotten Realms

CORE1-2 The Radiant Vessel of Thesk

Rumors of a great item, touched by divinity, have traveled across Faerûn. Those with an interest in possessing the item and benefiting from its power have sent agents to find it, but no one seems to know what or where it is. A LFR adventure set in Thesk for characters levels 1-4. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 7PM - 11PM

SUN 9AM - 1PM

528 D & D 4th Edition-Living Forgotten Realms

CORE1-3 Sense of Wonder

You are summoned to help a cleric of Gond Wonderbringer, who seeks the location of a lost temple to the Lord of All Smiths. Think of all the marvelous inventions, lost since the Spellplague came crashing down on the nation of Lantan, that might lie waiting to be rediscovered and brought back to the lands of Faerûn! A LFR adventure set in the Nelanther Isles for characters level 1-4. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 7PM - 11PM

SUN 9AM - 1PM

529 D & D 4th Edition-Living Forgotten Realms

CORE1-4 Crystal Clear

The Low Market of Athkatla is no place for the more delicate flowers of civilization. For those of a less savory character, or whose reputations need not be protected quite so zealously, however, the Low Market is a bazaar like no other. Goods and services of all kinds can be had as long as the price is right... and the price is always right. But today, the coin of the realm seems to be something other than gold. A LFR adventure set in Amn for characters levels 4-7. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 9AM - 1PM

FRI 7PM - 11PM

SAT 9AM - 1PM

SUN 9AM - 1PM

SUN 2PM - 6PM

530 D & D 4th Edition-Living Forgotten Realms

CORE1-5 Touched by Darkness

Young children do not look at the world the same way as adults. So what to do when a panicked girl tells them she is chased by monsters and needs their protection and those monsters say they are her teachers? A LFR adventure set in Sembia for characters levels 4-7. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 2PM - 6PM

FRI 7PM - 11PM

SAT 2PM - 6PM

SUN 9AM - 1PM

SUN 2PM - 6PM

ROLE PLAYING GAMES

531 D & D 4th Edition-Living Forgotten Realms

BALD1-1 Flames of Initiation

You have come to the city of Baldur's Gate in search of adventure and quickly discover the Flaming Fist, one of the largest and most powerful mercenary companies in all Faerun. To survive in this teeming metropolis, you must prove both your physical and political prowess, and the challenges you will face might turn out to be far more complicated than you imagined. A LFR adventure set in Baldur's Gate for characters levels 1-4. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 9AM - 1PM

SAT 2PM - 6PM

532 D & D 4th Edition-Living Forgotten Realms

BALD1-2 The Night I Called the Undead Out

You are asked to recover a stolen statue from an abandoned mansion in the Bloombridge district of Baldur's Gate. What seems to be a simple task quickly turns into a night of terror. The timing of these events seems more than a bit coincidental. Can you protect the locals and still survive long enough to unravel the mystery? A LFR adventure set in Baldur's Gate for characters levels 4-7. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 9AM - 1PM

SAT 2PM - 6PM

533 D & D 4th Edition-Living Forgotten Realms

BALD1-3 Tome of the Traitor

When a Scribe of Candlekeep betrays his brethren to pursue his own goals, terrible knowledge escapes the walls of the Edificant Library. Who will take the responsibility of wielding this power? A LFR adventure set in Baldur's Gate for characters levels 7-10. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 9AM - 1PM

SAT 2PM - 6PM

534 D & D 4th Edition-Living Forgotten Realms

BALD1-4 Silent Streets and Vanished Souls

A distraught father has gotten no satisfaction from the city authorities of Baldur's Gate, so he turns to sellswords in hopes of finding his lost daughter. The truth of her disappearance may reveal dark secrets from the city's past – secrets that those on both sides of the law would kill to protect. A LFR adventure set in Baldur's Gate for characters levels 1-4. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

THUR 7PM - 11PM

FRI 9AM - 1PM

FRI 2PM - 6PM

SAT 2PM - 6PM

SAT 7PM - 11PM

535 D & D 4th Edition-Living Forgotten Realms

EAST1-4 Darkness in Delzimmer

A simple caravan run to the free city of Delzimmer takes an unexpected turn. It's said that there is no honor among thieves. Unfortunately, their struggles can still cause collateral damage, and the future of the Crafty Kobold Salvage Company hangs in the balance. A LFRventure set in the East Rift for characters levels 1-4. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 9AM - 1PM

SAT 9AM - 1PM

SAT 2PM - 6PM

SUN 9AM - 1PM

536 D & D 4th Edition-Living Forgotten Realms

LURU1-1 Slivers of Eaelrann

Luruar is a haven of peace and culture surrounded by howling wilderness studded with lost ruins, hidden temples, and the lairs of foul, vicious creatures. Things that are lost, however, do not always stay so and some things hidden refuse to remain in darkness. A LFR adventure set in Luruar for characters levels 1-4. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

SAT 9AM - 1PM

SAT 7PM - 11PM

537 D & D 4th Edition-Living Forgotten Realms

LURU1-2 The Gibbous Moon

Whispered rumors of dark deeds wrought below the tavern called the Gibbous Moon slither through the heart of mercantile Everlund. A Living Forgotten Realms adventure set in Luruar for characters levels 4-7. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

SAT 9AM - 1PM

SAT 7PM - 11PM

538 D & D 4th Edition-Living Forgotten Realms

LURU1-3 Shades of Blue Fire

A century ago, the Spellplague changed the very face of Faerun. Now, whispered rumors emerging from the wilderness around Sundabar tell of a hitherto unknown and yet active plagueland surrounding the forsaken and long abandoned village of Dorn's Ford. A LFR adventure set in Luruar for characters levels 7-10. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

SAT 9AM - 1PM

SAT 7PM - 11PM

ROLE PLAYING GAMES

539 D & D 4th Edition-Living Forgotten Realms

LURU1-4 Prey for the Night

The Eastern Glimmerwood is avoided by all but the most foolhardy with good reason. For here, in the lands of the People of the Black Blood, the civilized races are not the hunter; here they are nothing but prey. A LFR adventure set in Luruar for characters levels 7-10. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

SAT 9AM - 1PM

540 D & D 4th Edition-Living Forgotten Realms

MOON1-1 Nature's Wrath

Faith in Chauntea runs strong amongst the Ffolk, and the village of Warlsbry is no exception. The village appears to have fallen from favor, and now the beasts of field and sea bring their wrath against the village. You must return the village to the gods' good graces or it may not survive the coming winter. A LFR adventure set in the Moonshae Isles for characters levels 1-4. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

THUR 7PM - 11PM

FRI 2PM - 6PM

FRI 7PM - 11PM

SAT 7PM - 11PM

541 D & D 4th Edition-Living Forgotten Realms

MOON1-2 The Sea Drake

Valiant seafarers travel among the Moonshae Isles every day, bringing food, supplies and information to isolated, insular communities. You have been hired as guard aboard the Sea Drake, a sturdy Nordman vessel. The weather is rainy and the fog is thick: a perfect time to sail the waters of the Moonshaes. A LFR adventure set in the Moonshae Isles for characters levels 4-7. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

THUR 7PM - 11PM

FRI 2PM - 6PM

FRI 7PM - 11PM

SAT 7PM - 11PM

542 D & D 4th Edition-Living Forgotten Realms

MOON1-3 Black Gold

Dirty Barnison got his treasure: a mysterious, almost invisible, metallic stone of some unknown substance. A visitor from a far away land now asks you to help him find some more of it and is willing to pay top price for your efforts. A LFR adventure set in The Moonshae Isles for characters levels 7-10. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

THUR 7PM - 11PM

FRI 2PM - 6PM

FRI 7PM - 11PM

SAT 7PM - 11PM

543 D & D 4th Edition-Living Forgotten Realms

MOON1-4 Black Blood

The Black Blood tribe holds sway over much of the island of Moray. An ambitious young man wants to break their power and make the island safe again. However, he cannot do it alone. Part 2 of The Fisherman Major Quest. A LFR adventure set in the Moonshae Isles for characters levels 7-10. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

THUR 7PM - 11PM

FRI 2PM - 6PM

SAT 7PM - 11PM

544 D & D 4th Edition-Living Forgotten Realms

WATE1-1 Heirloom

An old tutor asks the adventurers to recover a stolen family heirloom for a down-on-their-luck Waterdhavian noble family. A LFR adventure set in Waterdeep for characters levels 1-4. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

THUR 7PM - 11PM

SUN 2PM - 6PM

545 D & D 4th Edition-Living Forgotten Realms

WATE1-2 Dark Secrets of Downshadow

Adventurers are the only hope of a servant who seeks her missing brother. Will the heroes be in time to save the boy and best the villains? A LFR adventure set in Waterdeep for characters levels 4-7. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

THUR 7PM - 11PM

SUN 2PM - 6PM

546 D & D 4th Edition-Living Forgotten Realms

WATE1-3 The Woolmen's Restless Tomb

A rich Waterdhavian guild wants to lay its former guildmaster to rest in lavish ceremony, but the guild tomb is occupied by undead. Adventurers are sought to clear out the undead and discover clues as to how they came to be there. A LFR adventure set in Waterdeep for characters levels 7-10. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

THUR 7PM - 11PM

SUN 2PM - 6PM



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ROLE PLAYING GAMES

547 D & D 4th Edition-Living Forgotten Realms

WATE1-4 Mystery of Deepwater Harbor

The Necromancer strikes again at Waterdeep and the brave adventurers must unravel the mystery behind his revenge. This adventure is Part 2 of a major quest, Quest for the Necromancer and follows the story in WATE1-3 The Woolmen's Restless Tomb. A LFR adventure set in Waterdeep for characters levels 7-10. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

SUN 2PM - 6PM

548 D & D 4th Edition-Living Forgotten Realms

SPEC1-1 Shades of the Zhentarim

Zhentil Keep is a city with a storied history, even if most of the tale is not fit for innocent ears. A mission to find the wayward son of a wealthy merchant leads deep into the secrets, deceptions, and brutal power on which the dreaded Zhentarim built their ominous keep. A LFR two-round special adventure set in Zhentil Keep for characters levels 1-4. This is a special two-round adventure that will take approximately 8 hours. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 9AM - 6PM

SAT 9AM - 6PM

SUN 9AM - 6PM

549 D & D 4th Edition-Living Forgotten Realms

SPEC1-2 Zhent's Ancient Shadows

Shady people making even shadier deals are commonplace in the docks district of Westgate. Locals have learnt that siding with the lesser of many evils is the only way to scratch out a living, but when a new chief sergeant upsets the delicate balance of power, the fallout threatens to affect the entire docks district. A LFR adventure set in the Dragon Coast for character levels 4-7. This is a special two-round adventure that will take approximately 8 hours. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 6

FRI 9AM - 6PM

SAT 9AM - 6PM

SUN 9AM - 6PM

550 D & D 4th Edition-Living Forgotten Realms

LFR Fiesta Generics

This adventure requires you to find a free DM to run the adventure of your choice. A copy of all available adventures will be at LFR HQ Muster area. These can be run in any slot during the convention provided a spare table is available. Any adventure run that is not on the above list of LFR adventures will be recorded as a separate event. Intermediate <http://www.wizards.com/default.asp?x=dnd/lfrx/characters> Limit 72

THUR 9PM - SUN 6PM

551 Story Games Lounge

by Scott Dunphy

Unusual Schedule-Freeform Elements. A variety of role playing events lasting from 15 minutes to 4+ hours and anything in between. \$5 entry for 5 hours of fun! Rules Taught. Limit 36

SAT 9AM - 11PM

SUN 9AM - 6PM

552 Savage Worlds

by Chris Fuchs

Alexy Petrovich has a problem. A big problem. All he had to do was make sure a certain container from the Motherland slipped through customs. It's a battle of the bad guys in the seedy pits of the Big Apple. Rules Taught. Limit 6

FRI 7PM - 11PM

SAT 2PM - 6PM

553 D & D 4th Edition

Crime Pays by Guest of Honor Harley Stroh of Goodman Games

Sure you can crawl through dungeons, but are you devious enough to be a godfather? Pit your wits against the mean streets of Punjar in this 4th edition game for 5th level characters. (Pregens provided) Intermediate Limit 6

SAT 9AM - 1PM

SAT 2PM - 6PM

SUN 9AM - 1PM

SUN 2PM - 6PM

Notes:

MINIATURE PAINTING

Welcome to the Tacticon Miniature Painting Workshops and Competition

We have decided to expand the classes we normally offer at Tacticon this year. While our main emphasis will still be on the Genghis Con painting conference we feel that there is enough interest to expand Tacticon's offerings so you can keep those brushes working. In addition Tacticon will only use the Open Judging system for the painting competition.

In the Open Judging format you are not judged against the other entries but against your own abilities. We introduced this format at Genghis Con and both ReaperCon and Kubla Con are moving to the same judging style. In place of the traditional gaming convention trophy based on category you enter in one of three categories:

Painters

This includes one or more stock models. Parts may be bent for more dynamic posing but otherwise conversions and additional added details are not judged (that's what the open category is for!). There is no size limit—anything from a 15mm soldier to a 15 resin garage kit is allowed, as long as the kits or models are painted out of the box with no modifications to the sculpt. This category is judged 70% on painting skill and technique, 10% on Workmanship (removal of mold lines, general cleaning and prep of the figure), 10% on overall effect and 10% accorded for difficulty of the model. Notice that there is no emphasis placed on basing in this category except as it influences overall effect, so painters who have constructed an elaborate base and wish it to have more influence on their score should look to the Open category. The size limit is 12 deep x 12 long x 18 tall.

Armor/Ordnance

This is a category for vehicles and machines of war, be they fantasy, historical, or science fiction-based. mecha, catapults, cannons, tanks, planes, and viking ships qualify; so could a model car which has been converted with weapons and armor into something out of a Mad Max movie! The key here is that there should be no crew in, on, or around the vehicle or machine—only the mechanical aspect is being judged. If there are crew models which cannot be removed, they will either be ignored in the judging or the model moved to the Open category and judged with the crew, at the judges' discretion. All entries must be mounted on a base of some sort, to make handling easier. The size limit is 12 deep x 12 long x 18 tall.

Open

This is for any model or group of models which has been modified from its original production sculpt, be it via a head or weapon swap, the addition of sculpted details, a re-posed arm, or even a model which has been almost entirely sculpted over. This is also the place for heavily modeled basing and for dioramas. Scratch sculpts are allowed and encouraged in this category (though of course they must also be painted!). All sculpting and painting needs to be the work of the artist entering the piece; a model sculpted or converted by someone other than the entrant and then painted by the entrant should be placed in the Painters category, unless the entrant has done further conversion or

sculpting work on the piece. This category does have a size restriction because of the space available; it cannot exceed 12 deep x 12 long x 18 tall. This category is judged 30% on painting skill, 30% on technique (split between cleanup/prep work and smoothness/quality of conversion/sculpting/building), 15% on overall effect, 15% on creativity, and 10% on difficulty.

We had a theme award for Genghis Con and so we have to have a theme for Tacticon! The theme for Tacticon is the Hussar. He has graced the cover and pages of Tacticon for years now. We are going to restrict it just a bit to Hussars from the Napoleonic era from about 1797 to 1815. He can be with or without a horse but he must have either or both the dolman and the pelisse which really defined the Hussars of this era. I will also accept fantasy Hussars or even pin up girls as long as they have the dolman and the pelisse. So paint up a stock piece, convert something or make a vignette and see if you can walk away with the theme award.

A Best of Show will also be selected. This will be a combined decision of the judges and the entrants. When you enter you will receive a voting slip, sometime on Saturday before 7pm cast your ballot and return it to the check in table and we will tabulate the results.

The painting competition 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 8pm. We encourage everyone to come to the awards ceremony. We will be announcing the medal winners and we may even have a door prize or two. If you won a medal or certificate of merit at Genghis Con hopefully we will have those in hand as well to hand out.

THE OPEN JUDGING COMPETITION CATEGORIES

- * 600 Painter
- * 601 Armor/Ordnance
- * 602 Open

THE RULES - OPEN COMPETITION

- Like any painting competition this one has rules. We try to keep them as straight forward as possible.
1. Each entrant can submit any number of entries in the Open Judging competition but only one medal in will be awarded per category per entrant (i.e. the most medals you can take home is three, one from each category)
 2. Each entrant must submit his or her entries in person.
 3. All painting, conversion work and basing on a miniature must be the work of the entrant.
 4. All entries must be completely finished including bases.
 5. Award-winning models from previous painting competitions (Genghis Con, Tacticon, Gamesday, Origins, GenCon, etc.) will not be accepted.
 6. 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.

MINIATURE PAINTING

7. Entering a model into the Tacticon 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.
8. The DGA reserves the right to move entries into another category at the discretion of the judges.
9. All decisions of the judges and DGA management are final.
10. Entries will be accepted beginning at 3pm Friday afternoon.
11. All entries must be entered by 2:30pm on Saturday afternoon.
12. All entries and prizes must be picked up by 4:00pm on Sunday afternoon.
13. 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

In the Open Judging Competition We will use a modified category format and the same judging standards as MMSI: All qualified exhibits receive Certificates of Merit, Bronze, Silver or Gold medals. Judges make their own decisions, without discussion, and award a piece 0 – 4 points and note that on their scoring sheet. The awards committee will tally the results, the judges will not know the results until they are announced.

THE FINE PRINT:

All contestants must have a gaming badge for the convention and all entries require an entry ticket costing \$2 each.

TIPS FOR ENTERING:

- Entering any painting competition is nerve wracking but here are a few hints to give you an idea of what the judges are looking for.
- 1) Good preparation. Make sure you did a good job cleaning up mold lines and flash. A missed mold line can easily drop your miniature a full level in the scoring no matter how good your paintwork is. When you prime your miniature make sure that its a nice smooth coat, if its pebbly or fuzzy it will show up in your paintwork later on.
 - 2) Finish your base. Although in the painter and armor/ordnance categories bases aren't judged they are still a part of your miniature and an unfinished base doesn't set off your paintwork very well, especially a base that has been used to dab paint off a brush. Paint it green put a little flock or sand on it but finish your base!
 - 3) Completely finish your miniature before you come to the convention. Anything you do at the convention is likely to be rushed and it will show. So do yourself a favor and do it all before you arrive. Touchups are almost inevitable when transporting contest entries, just make sure you do it before you get to the miniature check in table.

- 4) If you have to assemble your entry (i.e. you bring a ship and have to setup the crew and weapons) don't do it at the check in table. Take care of that type of preparation before you get to the miniatures room.
- 5) Yes, you can enter as many pieces as you like, but entering every figure you painted in the last six months doesn't do you any good. Enter your best pieces and only your best pieces in each category. While seeing how your skills have progressed in the last six months can be quite interesting, save that for the workshops. We are only going to judge the best piece you enter.

600 Painter

This category is for primarily stock miniatures. Judging is limited to the preparation and painting of the miniature. The miniature must be on at least a simple finished base. Units must be on a base that holds the entire unit and should be, at least temporarily, fastened down to the base (blu tac is a good choice) so that they can be easily handled by the photographer and the judging team.

FRI 3PM - SAT 2:30PM

601 Armor/Ordnance

This category is for primarily stock vehicles and other ordnance. Judging is limited to the preparation and painting of the miniature. We encourage vehicles and ordnance to be on a base but realize that is not always possible due to the size.

FRI 3PM - SAT 2:30PM

602 Open

Anything goes in this category, fancy bases, elaborate conversions, dioramas and vignettes. In this category everything is judged from the base up to the message you are trying to tell. Feel the need to sculpt and paint your own mini? This is the category for you.

FRI 3PM - SAT 2:30PM

603 Basic Painting 100

Tired of shiny metal on the table but don't know where to start? This is the class for you. We will take you through the basics of getting your miniature ready for painting and how to actually get the paint where it needs to be.

THUR 7PM - 9PM

FRI 9AM - 11AM

SAT 2PM - 4PM

604 Blending 101

This class takes you through the process of blending colors from dark to light on your miniature and making smooth transitions between the changes. Mastering this technique is needed before you can successfully master techniques like object source lighting and non-metal metal. Limit 15

FRI 11:30AM - 1:30PM

SAT 4:30PM - 6:30PM

SUN 2PM - 4PM

MINIATURE PAINTING

605 Basing 101

Tired of those plain old bases? Explore different techniques and materials to dress them up and make your minis really stand out from the rest. Limit 5

FRI 2PM - 4PM

606 Fur and Feathers 101

How to paint your population of things with fur and feathers. Limit 5

SUN 9AM - 11AM

607 Intermediate Workshop 201

You have the basics done and you want to breakthrough the plateau to really make your miniatures stand out from the rest. Bring your most current work and be prepared to explore some advanced techniques to get you to that next level. Limit 5

FRI 4:30PM - 6:30PM

608 Skintones 201

We all have it so let's learn to paint it. We highly recommend you take the Basic Blending course before you take this one. Blending is a must have skill to achieve good skintones now we will show you how to really make it good. Limit 5

FRI 7PM - 9PM

609 Metallics 201

Shading and highlighting techniques to make your metals really look like metals. Limit 5

SAT 9AM - 11AM

610 Faces 301

The face is the one area of the miniature that everyone is drawn to and really defines the sense of emotion we want to convey through it. Here are techniques that will help you establish exactly what you want your miniature to tell your audience. Limit 5

SAT 11:30AM - 1:30PM

Notes:

Got Dice?

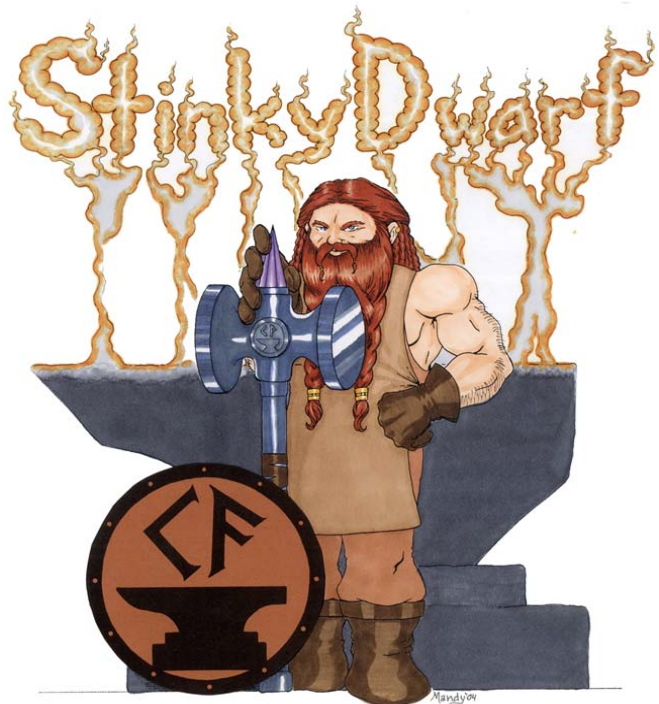
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