

# Genghis Con XXXI

## February 11-14, 2010



Red Lion Hotel  
I-225 & Parker Rd.

# Karliquin's Game Knight

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# Welcome to GenghisCon XXXI

The Denver Gamers Association would like to welcome you to GenghisCon XXXI at our new home for the next 3 years at the Red Lion Hotel, located in Aurora at Parker Road and I-225.

We are glad to have the volunteers and gamers back with us that make the convention so successful every year, and are happy to have new faces join with us in making the Con bigger and better.

## Convention Coordinators

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

Cover Art	Khundy Sun
Convention	Bill Stilson & Leif Olsen
Con HQ	Troy Miller & Linda Tschappat
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 & Jennie Abel
Puffing Billy	Tammy Fiala
Registration	Ruth Brassell
Role-playing	Stephanie & Troy Latta
Security	Tammy Stilson
Website Design	Michelle Norton

## Registration Hours

Friday 8am - 8pm  
Saturday 8am - 8pm  
Sunday 8am - 2:30pm

## 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 Puffing Billy Events (200s)  
\$3 Sci-Fi/Fantasy Miniatures Games (300s)  
\$10 Warhammer Tournaments (301-302)  
\$3 Historical Miniatures Games (400s)  
\$10 Flames of War Tournament (401)  
\$3 Role-playing Games (500s)  
\$3 Storybook Lounge each section (537)  
\$15 Special LFR Game (5003)  
\$2 Miniatures Painting Entries (600 - 613)  
\$8 Miniatures Painting Classes (614 - 625)

## 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.

## 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.

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Ultimately, you know best and we defer to your good judgment. We invite you, the parent, to come and share in your child's gaming experiences. Visitor's passes are available if you wish to accompany your child but not to participate.

## Volunteer!

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

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

## Notes on Preregistration

**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 **February 3, 2010**. 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 Red Lion Hotel at 1-225 & Parker Rd, Aurora, CO**. 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 Red Lion, or via a link on the denvergamers.org website. When you call, you must request the special GenghisCon or DGA room rate to receive it. The special rate is **\$70.00** per night for single/double occupants (plus the usual taxes). Additional occupants \$10.00 each (max four people total). Make your room reservations before Feb 11, 2010 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: Lower Level - Parker 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 6 & up, 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 games your child wishes to bring to show others how to play are welcome. We also 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. (munchkincon@gmail.com)

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.

We ask that your child DOES NOT bring any personal electronic devices to Con Jr! Neither the Con, nor its representatives, are responsible for any lost or stolen property.

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 ANY THING!** 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 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 Con Jr. badge cannot participate in activities in Con Jr. The price of a Con Jr. badge is the same as a normal registration badge. When the parent fulfills

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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 Con Jr. will mean that the Con Jr. 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

### Notes:

## 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.

Are you an Artist?  
Have you been looking for an opportunity to get your work published?

**WELL.... Here's your Chance!!!!**

# **1ST ANNUAL TACTICON COVER ART CONTEST**

## Contest Rules:

- 1) All Artwork submitted must be completed by the contestant.
- 2) Entries must be submitted in both the inked original form, as well as a clean, black & white .jpg format. Digitally-drawn entries will also be accepted. If you choose to color your entry, a black & white version in .jpg format is also required.
- 3) Entries must be 'Fantasy' related to fit with the theme of the Con.
- 4) Artwork must contain TactiCon 2010, September 2-6, Red Lion Hotel, Aurora, CO.
- 5) Entries must be no smaller than 9" x 11". 11" x 14" is preferable. Please do not draw to the edge of the paper.
- 6) Entries must be submitted no later than March 31, 2010. Contestants are welcome to submit their entries at the upcoming GenghisCon XXXI in February. Send an email to: [regency\\_reader@yahoo.com](mailto:regency_reader@yahoo.com) with the subject of TactiCon Art Contest.
- 7) Entries become the property of Denver Gamers Association. Non-winning entries could also be used for future conventions with full contest benefits awarded to that artist.

**Winner will be published on the cover of the  
Convention Booklet  
and receive a large color banner  
and t-shirt displaying their Artwork!**

# Thursday Events

Ave Caesar	1027	THU	6PM - 7PM
Stephenson's Rocket	291	THU	6PM - 7PM
Express	270	THU	6PM - 7:30PM
Settlers of Catan, Fishermen of Catan	1099	THU	6PM - 8PM
Ticket to Ride - US, Europe & Marklin	210	THU	7PM - 9PM
Basic Painting 101	614	THU	7PM - 9PM
Star Wars: The Queen's Gambit Tournament	1028	THU	7PM - 9PM
Ad Astra	1072	THU	7PM - 9PM
Empire Builder International (EBI) Championship	260	THU	7PM - 10PM
Age of Steam / Steam	280	THU	7PM - 10PM
Tigris & Euphrates	1085	THU	7PM - 10PM
Call of Cthulhu - It's Friday so We're Cruising 8th	505.1	THU	7PM - 11PM
Champions - The Mile High Club vs The Worst Case Scenario	507.1	THU	7PM - 11PM
DragonQuest 2ed - Adventure in the World of Arr'aman	522.1	THU	7PM - 11PM
PH 6ed - LEG - Pterodactyls over Broadway	528.1	THU	7PM - 11PM
Chtulhutech - White and Green	538.1	THU	7PM - 11PM
Pathfinder Society #1 - Silent Tide	549.1	THU	7PM - 11PM
Qi: Living Energy - Posted: No Trespassing	565.1	THU	7PM - 11PM
Shattered Empires - Roleplaying Game Preview!	571.1	THU	7PM - 11PM
D&D 3.5 - Dark and Stormy Night	579.1	THU	7PM - 11PM
Warhammer Fantasy 2ed - Noblesse Oblige	585.1	THU	7PM - 11PM
LFE 4e - WATE1-5 Lost in the Fog	5004	THU	7PM - 11PM
LFE 4e - AGLA1-5 Silver Lining	5005	THU	7PM - 11PM
LFE 4e - DALE1-7 Arts	5006	THU	7PM - 11PM
LFE 4e - CORM1-7 Patronage & Pestilence	5008	THU	7PM - 11PM
LFE 4e - WATE1-7 The Missing and the Missed	5009	THU	7PM - 11PM
LFE 4e - IMPI1-7 Masquerade	5010	THU	7PM - 11PM
LFE 4e - EAST1-7 Right of Passage	5011	THU	7PM - 11PM
1856	242	THU	7PM - 1AM
D&D 3.75 - Save the Last Dance	535.1	THU	7PM - 1AM
Fur and Feathers 104	617	THU	8PM - 10PM
Cities and Knights of Catan	1100	THU	8PM - 11PM
Button Men League	1006	THU	8PM - SUN 1PM
Family Business	1029	THU	9PM - 10PM
Blending 102	615	THU	9PM - 11PM
Betrayal at House on the Hill	1024	THU	9PM - 11PM
Star Wars: The Queen's Gambit Tournament	1028	THU	9PM - 11PM
Blokus	1030	THU	10PM - 11PM
Empire Builder International (EBI) Championship	260	THU	10PM - 1AM
Express	270	THU	10PM - MDNT
Werewolves of Millers Hollow	1025	THU	11PM - 2AM

# Friday Events

Titan: The Arena	1031	FRI	9AM - 10AM
Basing 103	616	FRI	9AM - 11AM
Settlers of Catan, Fishermen of Catan	1099	FRI	9AM - 11AM
Tikal	1032	FRI	9AM - NOON

# Friday Events Cont.

Power Grid (France / Italy)	1086	FRI	9AM - NOON
1830	230	FRI	9AM - 1PM
Martian Rails	255	FRI	9AM - 1PM
Hero System - Teen Titans GO! Rabbit Rampage	502.3	FRI	9AM - 1PM
Cortex - Storm the Castle	510.3	FRI	9AM - 1PM
SW - Maelstrom of Bones	512.3	FRI	9AM - 1PM
D&D 3.75 - The Man of Many Pockets	531.3	FRI	9AM - 1PM
D&D 3.5 - Hatchlings	536.3	FRI	9AM - 1PM
Changeling: the Lost - White and Green	539.3	FRI	9AM - 1PM
Twilight 2013 - And the Meek Shall Inherit	546.3	FRI	9AM - 1PM
Pathfinder Society #33 - Assault on the Kingdom of the Impossible	552.3	FRI	9AM - 1PM
Pathfinder Society #34 - Encounter at the Drowning Stones	553.3	FRI	9AM - 1PM
SP - The Land Down Under	558.3	FRI	9AM - 1PM
King's Quest - The Forbidden City	572.3	FRI	9AM - 1PM
D&D 4E - The Black Sails on the Loranon, Part 1	574.3	FRI	9AM - 1PM
D&D 4E - Too Many Ninja	578.3	FRI	9AM - 1PM
LFE 4e - WATE1-5 Lost in the Fog	5004	FRI	9AM - 1PM
LFE 4e - AGLA1-5 Silver Lining	5005	FRI	9AM - 1PM
LFE 4e - DALE1-7 Arts	5006	FRI	9AM - 1PM
LFE 4e - DRAG1-7 Crafts	5007	FRI	9AM - 1PM
LFE 4e - CORM1-7 Patronage & Pestilence	5008	FRI	9AM - 1PM
LFE 4e - WATE1-7 The Missing and the Missed	5009	FRI	9AM - 1PM
LFE 4e - IMPI1-7 Masquerade	5010	FRI	9AM - 1PM
LFE 4e - EAST1-7 Right of Passage	5011	FRI	9AM - 1PM
LFE 4e - MOON1-3 Black Gold	5012	FRI	9AM - 1PM
Panzerblitz/Panzer Leader	1056	FRI	9AM - 2PM
Amun Re	1033	FRI	10AM - NOON
Color Composition 206	622	FRI	11AM - 1PM
Cities and Knights of Catan	1100	FRI	11AM - 2PM
Basic Painting 101	614	FRI	NOON - 2PM
Puerto Rico	1034	FRI	NOON - 2PM
Pirate's Cove	1035	FRI	NOON - 2PM
Munchkin	1036	FRI	NOON - 2PM
Marvel Heroes	1089	FRI	NOON - 3PM
Manoeuvre- Napoleonic Battlefield Command	1082	FRI	NOON - 6PM
Santa Fe Rails	224	FRI	1PM - 3PM
Railway Rivals / Dampfross	290	FRI	1PM - 3PM
Freehand 303	625	FRI	1PM - 3PM
Power Grid (China/Korea)	1087	FRI	1PM - 4PM
Empire Builder Classic	250	FRI	1PM - 5PM
18xx Championship	240	FRI	1PM - 7PM
Adel Verpflichtet/Hoity Toity/By Hook or By Crook Tournament	1037	FRI	2PM - 3PM
Skintones 205	621	FRI	2PM - 4PM
Barbarian Attack, Caravans -(Traders & Barbarians expansion)	1101	FRI	2PM - 4PM
Fantasy Hero - Divine Will	508.4	FRI	2PM - 6PM
Serenity - Sammy's Angels	509.4	FRI	2PM - 6PM
SW – Realms of Cthulhu - Bermuda Triangle Cruise	527.4	FRI	2PM - 6PM
PH 6ed - LEG - Pterodactyls over Broadway	528.2	FRI	2PM - 6PM
Story Games Lounge	537.4	FRI	2PM - 6PM



# Friday Events Cont.

Mage: the Awakening - To End Suffering	540.4	FRI	2PM - 6PM
Pathfinder Society #1 - Silent Tide	549.4	FRI	2PM - 6PM
Pathfinder Society #31 - Sniper in the Deep	550.4	FRI	2PM - 6PM
SP - Ascension	559.4	FRI	2PM - 6PM
Qi: Living Energy - Dead Reckoning	566.4	FRI	2PM - 6PM
Shattered Empires - Roleplaying Game Preview!	571.4	FRI	2PM - 6PM
King's Quest - Secrets of Cutthroat Alley	573.4	FRI	2PM - 6PM
D&D 4E - The Black Sails on the Loranon, Part 2	575.4	FRI	2PM - 6PM
D&D 4E - Big Damn Heroes	577.4	FRI	2PM - 6PM
Age of Empires	1038	FRI	2PM - 6PM
LFE 4e - WATE1-5 Lost in the Fog	5004	FRI	2PM - 6PM
LFE 4e - AGLA1-5 Silver Lining	5005	FRI	2PM - 6PM
LFE 4e - DALE1-7 Arts	5006	FRI	2PM - 6PM
LFE 4e - DRAG1-7 Crafts	5007	FRI	2PM - 6PM
LFE 4e - CORM1-7 Patronage & Pestilence	5008	FRI	2PM - 6PM
LFE 4e - WATE1-7 The Missing and the Missed	5009	FRI	2PM - 6PM
LFE 4e - IMPI1-7 Masquerade	5010	FRI	2PM - 6PM
LFE 4e - EAST1-7 Right of Passage	5011	FRI	2PM - 6PM
LFE 4e - MOON1-4 Black Blood	5013	FRI	2PM - 6PM
LFE 4e - BALD 1-5 Lost Refuge (part 1)	5015	FRI	2PM - 6PM
Panzerblitz/Panzer Leader	1056	FRI	2PM - 7PM
The Adventurers	1073	FRI	3PM - 4:30PM
Adel Verpflichtet/Hoity Toity/By Hook or By Crook Tournament	1037	FRI	3PM - 4PM
Chicago Express	227	FRI	3PM - 5PM
Transport	292	FRI	3PM - 5PM
Blending 102	615	FRI	3PM - 5PM
Stephenson's Rocket	291	FRI	4PM - 5PM
Non-Metal Metal 301	623	FRI	4PM - 6PM
San Quentin Kings w/ Blood In: Folsom expansion	1090	FRI	4PM - 6PM
FOW Tournament	401	FRI	4PM - 11PM
Ticket to Ride Europe	211	FRI	5PM - 7PM
Railroad Tycoon	223	FRI	5PM - 7PM
Faces 202	619	FRI	5PM - 7PM
Small World	1074	FRI	5PM - 7PM
Acquire	1088	FRI	5PM - 7PM
Podracing	1076	FRI	5PM - 8PM
StarFarers of Catan	1102	FRI	5PM - 8PM
Liar's Dice/Pirate's Dice	1039	FRI	6PM - 7PM
Intermediate Workshop 204	620	FRI	6PM - 8PM
Battletech Grinder, King of the Hill	305	FRI	6PM - 11PM
Battlefleet Gothic Demonstration	315	FRI	6PM - 11PM
AT-43 in the Canyon	408	FRI	6PM - 11PM
Warmaster Historical Tournament	427	FRI	6PM - 11PM
To Court the King	1040	FRI	7PM - 8PM
Cthulhu 500	1095	FRI	7PM - 8PM
Ticket to Ride - US, Europe & Marklin	210	FRI	7PM - 9PM
Metallics 203	620	FRI	7PM - 9PM
Samurai Card Game	1008	FRI	7PM - 9PM
EuroRails	252	FRI	7PM - 10PM

# Friday Events Cont.

Lucha Libre Hero - Los Misteriosos vs. the Aztec Zombies	503.5	FRI	7PM - 11PM
Call of Cthulhu - She's a Holy Terror Ain't She?	504.5	FRI	7PM - 11PM
d20 (Fantasy) - Heirloom	511.5	FRI	7PM - 11PM
SW - Red Waters of Doom	513.5	FRI	7PM - 11PM
d20 Modern - P.I.T.S.: Back to School	517.5	FRI	7PM - 11PM
M&M 2ed - In Her Majesty's Super Service	523.5	FRI	7PM - 11PM
Star Wars Saga - Star Wars Saga Edition 101	524.5	FRI	7PM - 11PM
Seventh Sea - The Treasure Map	529.5	FRI	7PM - 11PM
Story Games Lounge	537.5	FRI	7PM - 11PM
World of Darkness - Those Who Hunt Ghosts	541.5	FRI	7PM - 11PM
Guest of Honor Special! - Panel with Sean K. Reynolds	548.5	FRI	7PM - 11PM
Pathfinder Society #32 - Drow of the Darklands Pyramid	551.5	FRI	7PM - 11PM
Deadlands Classic - How bad is Carlsbad?	563.5	FRI	7PM - 11PM
Dread Diceless - Long Cold Night	570.5	FRI	7PM - 11PM
D&D 4E - The Black Sails on the Loranon, Part 1	574.5	FRI	7PM - 11PM
GURPS 4e - Chaos at the Convention	581.5	FRI	7PM - 11PM
Warhammer Fantasy 3ed - False Pretenses	584.5	FRI	7PM - 11PM
Aces & Eights - The Haunted Ranch	586.5	FRI	7PM - 11PM
Age of Mythology	1041	FRI	7PM - 11PM
LFE 4e - DALE1-7 Arts	5004	FRI	7PM - 11PM
LFE 4e - DRAG1-7 Crafts	5008	FRI	7PM - 11PM
LFE 4e - WATE1-7 The Missing and the Missed	5010	FRI	7PM - 11PM
LFE 4e - MOON1-6 Black Heart	5015	FRI	7PM - 11PM
LFE 4e - MOON 1-5 Lost Love (part 2)	5017	FRI	7PM - 11PM
Duck Dealer	1050	FRI	7PM - MDNT
Panzerblitz/Panzer Leader	1056	FRI	7PM - MDNT
Android	1091	FRI	7PM - MDNT
18xx Championship	240	FRI	7PM - 1AM
1870	243	FRI	7PM - 1AM
Advanced Composition 201	618	FRI	8PM - 10PM
Betrayal at House on the Hill	1024	FRI	8PM - 10PM
Lord of the Rings	1042	FRI	8PM - 10PM
Open/Settlers of Catan	1103	FRI	8PM - 10PM
Struggle for Rome	1104	FRI	8PM - 10PM
Catan Geographies: Germany	1105	FRI	8PM - 10PM
*Carcassonne: Wheel of Fortune	1009	FRI	9PM - 10PM
Union Pacific	226	FRI	9PM - 11PM
Age of Steam / Steam	280	FRI	9PM - MDNT
Cash 'n Guns	1043	FRI	10PM - 11PM
EuroRails	252	FRI	10PM - 1AM
Empire Builder International (EBI) Championship	260	FRI	10PM - 1AM
Werewolves of Millers Hollow	1025	FRI	11PM - 2AM

# Saturday Events

War at Sea Tournament	1044	SAT	8AM - 10AM
Chicago Express: Expansion	1010	SAT	9AM - 10AM
Freight Train	271	SAT	9AM - 11AM

# Saturday Events

Basic Painting 101	614	SAT	9AM - 11AM
Curses	1045	SAT	9AM - 11AM
(SFB) Federation Comander #1	1059	SAT	9AM - 11AM
Small World: Grand Dames of Small World and Cursed!	1064	SAT	9AM - 11AM
Settlers of Catan, Fishermen of Catan	1099	SAT	9AM - 11AM
Echo Base Assault	1078	SAT	9AM - NOON
North American Rails	251	SAT	9AM - 1PM
Battletech Jihad Turning Point New Avalon	306	SAT	9AM - 1PM
Rocky Mountain Warmaster Challenge	310	SAT	9AM - 1PM
The Talisman	318	SAT	9AM - 1PM
Star Wars Minis: Dark Times	322	SAT	9AM - 1PM
The Battle of James Creek	402	SAT	9AM - 1PM
AT-43 in the Canyon	409	SAT	9AM - 1PM
Desperado - Good Times at Bad Creek	411	SAT	9AM - 1PM
Call to Colors - Little Marsh Creek, American Civil War	414	SAT	9AM - 1PM
Colonial - Storm the Castle!	416	SAT	9AM - 1PM
Medieval Boar Hunt	421	SAT	9AM - 1PM
Shockey's Triumph	424	SAT	9AM - 1PM
Hero System - Teen Titans GO! Rabbit Rampage	502.7	SAT	9AM - 1PM
Call of Cthulhu - Scooby Doo goes to Zombie Island	506.7	SAT	9AM - 1PM
Star Wars Saga - Gears of War: Emergence Day	518.7	SAT	9AM - 1PM
DragonQuest 2ed - Adventure in the World of Arr'aman	522.7	SAT	9AM - 1PM
Faery's Tale - A Day at the Fair	530.7	SAT	9AM - 1PM
D&D 3.75 - House of Dolls?	534.7	SAT	9AM - 1PM
D&D 3.5 - Hatchlings	536.7	SAT	9AM - 1PM
Story Games Lounge	537.7	SAT	9AM - 1PM
Pathfinder - Legacy of the Forlorn, Pt 1	542.7	SAT	9AM - 1PM
Twilight 2013 - Jailbreak	547.7	SAT	9AM - 1PM
Pathfinder Society #34 - Encounter at the Drowning Stones	553.7	SAT	9AM - 1PM
Boot Hill (d20 Modern) - Return to Mad Mesa	554.7	SAT	9AM - 1PM
SP - The Land Down Under	558.7	SAT	9AM - 1PM
Chill Classic - Saving the National Park	564.7	SAT	9AM - 1PM
King's Quest - The Forbidden City	572.7	SAT	9AM - 1PM
D&D 4E - The Black Sails on the Loranon, Part 2	575.7	SAT	9AM - 1PM
GURPS 4e - The Vault of Dray O'Doir	580.7	SAT	9AM - 1PM
Warhammer Fantasy 3ed - False Pretenses	584.7	SAT	9AM - 1PM
LFE 4e - WATE1-5 Lost in the Fog	5005	SAT	9AM - 1PM
LFE 4e - AGLA1-5 Silver Lining	5006	SAT	9AM - 1PM
LFE 4e - DALE1-7 Arts	5007	SAT	9AM - 1PM
LFE 4e - DRAG1-7 Crafts	5008	SAT	9AM - 1PM
LFE 4e - CORM1-7 Patronage & Pestilence	5009	SAT	9AM - 1PM
LFE 4e - IMPI1-7 Masquerade	5011	SAT	9AM - 1PM
LFE 4e - MOON1-3 Black Gold	5013	SAT	9AM - 1PM
Shattered Empires - Roleplaying Game Preview!	571.7	SAT	9AM - 2PM
Panzerblitz/Panzer Leader	1056	SAT	9AM - 2PM
Chaos in the Old World	1083	SAT	9AM - 2PM
18xx Championship	240	SAT	9AM - 3PM
1839/1841	241	SAT	9AM - 3PM
Warhammer 40k RTT	301	SAT	9AM - 5PM

# Saturday Events Cont.

Seige of Drakenhoff Keep	304	SAT	9AM - 5PM
Demos of Malifaux	313	SAT	9AM - 5PM
LRB 6.0 - Brawl at 14000ft (Blood Bowl Tournament)	312	SAT	9AM - 11PM
Giro d'Italia	1011	SAT	10AM - 11AM
Give Me the Brain!	1096	SAT	10AM - 11AM
Faces 202	619	SAT	10AM - NOON
War at Sea Tournament	1044	SAT	10AM - NOON
Tales of the Arabian Nights	1069	SAT	10AM - 1PM
Giro d'Italia Card Game	1012	SAT	11AM - NOON
Union Pacific	226	SAT	11AM - 1PM
Sheer Clothing 302	624	SAT	11AM - 1PM
Ticket to Ride: Europa 1912	1065	SAT	11AM - 1PM
Age of Steam / Steam	280	SAT	11AM - 2PM
Cities and Knights of Catan	1100	SAT	11AM - 2PM
(SFB) Battle Force Round 1	1060	SAT	11:30AM-12:30PM
Skintones 205	621	SAT	NOON - 2PM
Master Thieves	1026	SAT	NOON - 2PM
Werewolves of Miller's Hollow	1046	SAT	NOON - 2PM
War of the Ring Tournament	1047	SAT	NOON - 3PM
Age of Hercules	1079	SAT	NOON - 3PM
Rise of Empires	1092	SAT	NOON - 3PM
Battlestar Galactica (with Pegasus Expansion)	1053	SAT	NOON - 4PM
TransAmerica & TransEurope	225	SAT	1PM - 2PM
Wool Rules	1013	SAT	1PM - 2PM
Metallics 203	620	SAT	1PM - 3PM
(SFB) Federation Comander #2	1061	SAT	1PM - 3PM
Pandemic: On the Brink	1066	SAT	1PM - 3PM
Games I won at the Auction Tournament	1098	SAT	1PM - 4PM
Planet Steam	1051	SAT	1PM - 5PM
1830	230	SAT	1PM - 5PM
Lunar Rails	254	SAT	1PM - 5PM
Battleground: Fantasy Warfare	1005	SAT	1PM - 6PM
Metro	222	SAT	2PM - 3PM
Tobaqo	1014	SAT	2PM - 3PM
Intermediate Workshop 204	620	SAT	2PM - 4PM
Betrayal at House on the Hill	1024	SAT	2PM - 4PM
StarFarers of Catan	1102	SAT	2PM - 5PM
Battletech Jihad Turning Point Tharkad	307	SAT	2PM - 6PM
Ager Sanquinis - Crusades	405	SAT	2PM - 6PM
Street Pigs	405	SAT	2PM - 6PM
Field of Battle - Swedes in Russia	412	SAT	2PM - 6PM
Heart of Oak - Encounter off Cadiz	415	SAT	2PM - 6PM
Colonial - Storm the Castle!	417	SAT	2PM - 6PM
FOW - Monty vs. Rommel in the Western Desert	419	SAT	2PM - 6PM
WFG - Assault	420	SAT	2PM - 6PM
Medieval Boar Hunt	422	SAT	2PM - 6PM
Battlewagon - The River Platte	426	SAT	2PM - 6PM
Champions - The Mile High Club vs The Worst Case Scenario	507.8	SAT	2PM - 6PM
Serenity - Sammy's Angels	509.8	SAT	2PM - 6PM

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# Castle

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# Saturday Events Cont.

d20 (Fantasy) - Heirloom	511.8	SAT	2PM - 6PM
SW - The Palace of Skulls	514.8	SAT	2PM - 6PM
M&M 2ed - Vanquard IV: Hanging by a Thread	519.8	SAT	2PM - 6PM
World of Darkness - The St. Michaels' Bridge Suicides	525.8	SAT	2PM - 6PM
Werewolf: The Forsaken - A Vanishing Act	526.8	SAT	2PM - 6PM
D&D 3.75 - Mandrakes Ship of Fools	533.8	SAT	2PM - 6PM
Story Games Lounge	537.8	SAT	2PM - 6PM
Arcana Evolved - The Giant's Staff	543.8	SAT	2PM - 6PM
Pathfinder Society #31 - Sniper in the Deep	550.8	SAT	2PM - 6PM
Pathfinder RPG - Vikings – The Wrath of the Northmen	557.8	SAT	2PM - 6PM
SP - Ascension	558.8	SAT	2PM - 6PM
King's Quest - Secrets of Cutthroat Alley	573.8	SAT	2PM - 6PM
D&D 4E - The Black Sails on the Loranon, Part 1	574.8	SAT	2PM - 6PM
GURPS 4e - Oriens et Occidens	582.8	SAT	2PM - 6PM
Agricola	1052	SAT	2PM - 6PM
LFE 4e - WATE1-5 Lost in the Fog	5005	SAT	2PM - 6PM
LFE 4e - AGLA1-5 Silver Lining	5006	SAT	2PM - 6PM
LFE 4e - DALE1-7 Arts	5007	SAT	2PM - 6PM
LFE 4e - DRAG1-7 Crafts	5008	SAT	2PM - 6PM
LFE 4e - CORM1-7 Patronage & Pestilence	5009	SAT	2PM - 6PM
LFE 4e - WATE1-7 The Missing and the Missed	5010	SAT	2PM - 6PM
LFE 4e - MOON1-4 Black Blood	5014	SAT	2PM - 6PM
Panzerblitz/Panzer Leader	1056	SAT	2PM - 7PM
*Alea Iact Est	1015	SAT	3PM - 4PM
Line1/Streetcar	221	SAT	3PM - 5PM
Railroad Tycoon	223	SAT	3PM - 5PM
Underground	293	SAT	3PM - 5PM
Basing 103	616	SAT	3PM - 5PM
War of the Ring Tournament	1047	SAT	3PM - 6PM
Scepter of Zavador	1067	SAT	3PM - 6PM
Agricola	1070	SAT	3PM - 6PM
Ben Hur's: Chariot Racing	1080	SAT	3PM - 6PM
Struggle of Empires	1093	SAT	3PM - 6PM
18xx Short Game	231	SAT	3PM - 7PM
(SFB) Battle Force Finals	1062	SAT	3:30PM - 4:30PM
*Assyria	1016	SAT	4PM - 5PM
Non-Metal Metal 301	623	SAT	4PM - 6PM
Master Thieves	1026	SAT	4PM - 6PM
Power Grid - Factory Manager	1075	SAT	4PM - 6:30PM
Ticket to Ride Marklin	212	SAT	5PM - 7PM
Railroad Tycoon	223	SAT	5PM - 7PM
Advanced Composition 201	618	SAT	5PM - 7PM
Gloom	1094	SAT	5PM - 7PM
(SFB) Federation Commander #3 (larger scenario).	1063	SAT	5PM - 8PM
Empire Builder International (EBI) Championship	260	SAT	5PM - 9PM
*Cardcassone	1017	SAT	6PM - 7PM
Fur and Feathers 104	617	SAT	6PM - 8PM
Victory in the Pacific Tournament	1048	SAT	6PM - 8PM
Podracing: Advanced	1077	SAT	6PM - 9PM

# Saturday Events Cont.

Open/Settlers of Catan	1103	SAT	6PM - 9PM
Roads and Boats	1071	SAT	6PM - 11PM
Arkham Horror (all expansions available)	1054	SAT	6PM - MDNT
*Havanna	1018	SAT	7PM - 8PM
The Adventurers	1073	SAT	7PM - 8:30PM
Ticket to Ride - US, Europe & Marklin	210	SAT	7PM - 9PM
Santa Fe Rails	224	SAT	7PM - 9PM
Ad Astra	1058	SAT	7PM - 9PM
Roborally	1049	SAT	7PM - 10PM
Night Of the Living Dead	303	SAT	7PM - 11PM
Battletech Jihad Solaris	308	SAT	7PM - 11PM
Battletech - Angry Honor Guard	311	SAT	7PM - 11PM
ALIENS!	314	SAT	7PM - 11PM
Full Thrust - By your command!	316	SAT	7PM - 11PM
LOTR - For Gondor!	317	SAT	7PM - 11PM
Star Wars Minis: Dynamic Duo	323	SAT	7PM - 11PM
Field of Battle - Gross-Jaegersdorf	406	SAT	7PM - 11PM
Colonial - The Survey	418	SAT	7PM - 11PM
Medieval Boar Hunt	423	SAT	7PM - 11PM
As I was going to St. Lo..	425	SAT	7PM - 11PM
Old Chicago	428	SAT	7PM - 11PM
Lucha Libre Hero - Los Misteriosos vs. the Aztec Zombies	503.9	SAT	7PM - 11PM
Call of Cthulhu - It's Friday so We're Cruising 8th	505.9	SAT	7PM - 11PM
Fantasy Hero - Divine Will	508.9	SAT	7PM - 11PM
SW - It's All in the Tailing	516.9	SAT	7PM - 11PM
Fading Suns 2ed - The Depths of Mord	520.9	SAT	7PM - 11PM
D&D 3.75 - Save the Last Dance	535.9	SAT	7PM - 11PM
Story Games Lounge	537.9	SAT	7PM - 11PM
Pathfinder - Legacy of the Forlorn, Pt 2	544.9	SAT	7PM - 11PM
Pathfinder Society #32 - Drow of the Darklands Pyramid	551.9	SAT	7PM - 11PM
Pathfinder Society #34 - Encounter at the Drowning Stones	553.9	SAT	7PM - 11PM
Pathfinder RPG - Legacy of Fire – Howl of the Carrion King, Part 1	555.9	SAT	7PM - 11PM
SP - Dockyard Mayhem	560.9	SAT	7PM - 11PM
GURPS 4E - What's the Frequency Sarge	561.9	SAT	7PM - 11PM
GURPS 4E - Tragic Heroes in the Underworld	562.9	SAT	7PM - 11PM
Dread Diceless - Ghost Finders Training Camp	569.9	SAT	7PM - 11PM
D&D 4E - The Black Sails on the Loranon, Part 2	575.8	SAT	7PM - 11PM
Mind's Eye Theatre - City in the Sand	576.9	SAT	7PM - 11PM
GURPS Prime Directive 4e - Klingon Border Incursion	583.9	SAT	7PM - 11PM
LFE 4e - WATE1-5 Lost in the Fog	5005	SAT	7PM - 11PM
LFE 4e - AGLA1-5 Silver Lining	5006	SAT	7PM - 11PM
LFE 4e - DALE1-7 Arts	5007	SAT	7PM - 11PM
LFE 4e - DRAG1-7 Crafts	5015	SAT	7PM - 11PM
LFE 4e - MOON1-6 Black Heart	5015	SAT	7PM - 11PM
Aces & Eights - The Haunted Ranch	586.9	SAT	7PM - 11PM
Panzerblitz/Panzer Leader	1056	SAT	7PM - MDNT
1861	244	SAT	7PM - 1AM
*Imperial 2030	1019	SAT	8PM - 10PM
Victory in the Pacific Tournament	1048	SAT	8PM - MDNT

# Saturday Events Cont.

Railroad Tycoon	223	SAT	9PM - 11AM
Ticket to Ride - US, Europe & Marklin	210	SAT	9PM - 1AM
Iron Dragon	253	SAT	9PM - 1AM
Silverton	282	SAT	9PM - 1AM
Werewolves of Millers Hollow	1025	SAT	11PM - 2AM
D&D 3.75 - Do You Want Flies with That?	532.1	SAT	12AM - 4AM

# Sunday Events

Krystal Krysis	1020	SUN	9AM - 10AM
Blending 102	615	SUN	9AM - 11AM
Shadows Over Camelot	1068	SUN	9AM - 11AM
Settlers of Catan, Fishermen of Catan	1099	SUN	9AM - 11AM
Navia Dratp	1007	SUN	9AM - NOON
Age of Hercules	1079	SUN	9AM - NOON
Liftoff!	1057	SUN	9AM - NOON
Empire Builder International (EBI) Championship	260	SUN	9AM - 1PM
Battletech Grinder, Kitchen Sink	309	SUN	9AM - 1PM
Arcane Legions	320	SUN	9AM - 1PM
Full Thrust - By your command!	321	SUN	9AM - 1PM
Cold War - Pusan Breakthrough	413	SUN	9AM - 1PM
Colorado Team Role Playing Challenge - The Blood of Inti	501.1	SUN	9AM - 1PM
SW - Chickens in the Mist	515.1	SUN	9AM - 1PM
Aces & Eights - The Bounty of Nuevo Mexico	521.1	SUN	9AM - 1PM
Faery's Tale - A Day at the Fair	530.1	SUN	9AM - 1PM
Story Games Lounge	537.1	SUN	9AM - 1PM
Pathfinder Society #31 - Sniper in the Deep	550.1	SUN	9AM - 1PM
Pathfinder RPG - Legacy of Fire - Howl of the Carrion King, Part 2	556.1	SUN	9AM - 1PM
Deadlands Classic - How bad is Carlsbad?	563.1	SUN	9AM - 1PM
LFE 4e - SPEC1-3 Ghosts of the Past	5001	SUN	9AM - 1PM
LFE 4e - WATE1-5 Lost in the Fog	5004	SUN	9AM - 1PM
LFE 4e - AGLA1-5 Silver Lining	5005	SUN	9AM - 1PM
LFE 4e - DALE1-7 Arts	5006	SUN	9AM - 1PM
LFE 4e - DRAG1-7 Crafts	5007	SUN	9AM - 1PM
LFE 4e - CORM1-7 Patronage & Pestilence	5008	SUN	9AM - 1PM
LFE 4e - WATE1-7 The Missing and the Missed	5009	SUN	9AM - 1PM
LFE 4e - EAST1-7 Right of Passage	5011	SUN	9AM - 1PM
LFE 4e - BALD 1-5 Lost Refuge (part 1)	5015	SUN	9AM - 1PM
18xx Championship	240	SUN	9AM - 3PM
Age of Conan	1084	SUN	9AM - 3PM
Warhammer Fantasy Tournament	302	SUN	9AM - 5PM
Field of Glory Tourney	404	SUN	9AM - 5PM
Big Battle DBA Tournament	410	SUN	9AM - 5PM
Advanced Civilization	1055	SUN	9AM - 5PM
*Power Grid Factory Manager	1021	SUN	10AM - 11AM
Freehand 303	625	SUN	10AM - NOON
*Priests of Ra	1022	SUN	11AM - NOON
Ticket to Ride: Europa 1912	1065	SUN	11AM - 1PM



# Sunday Events Cont.

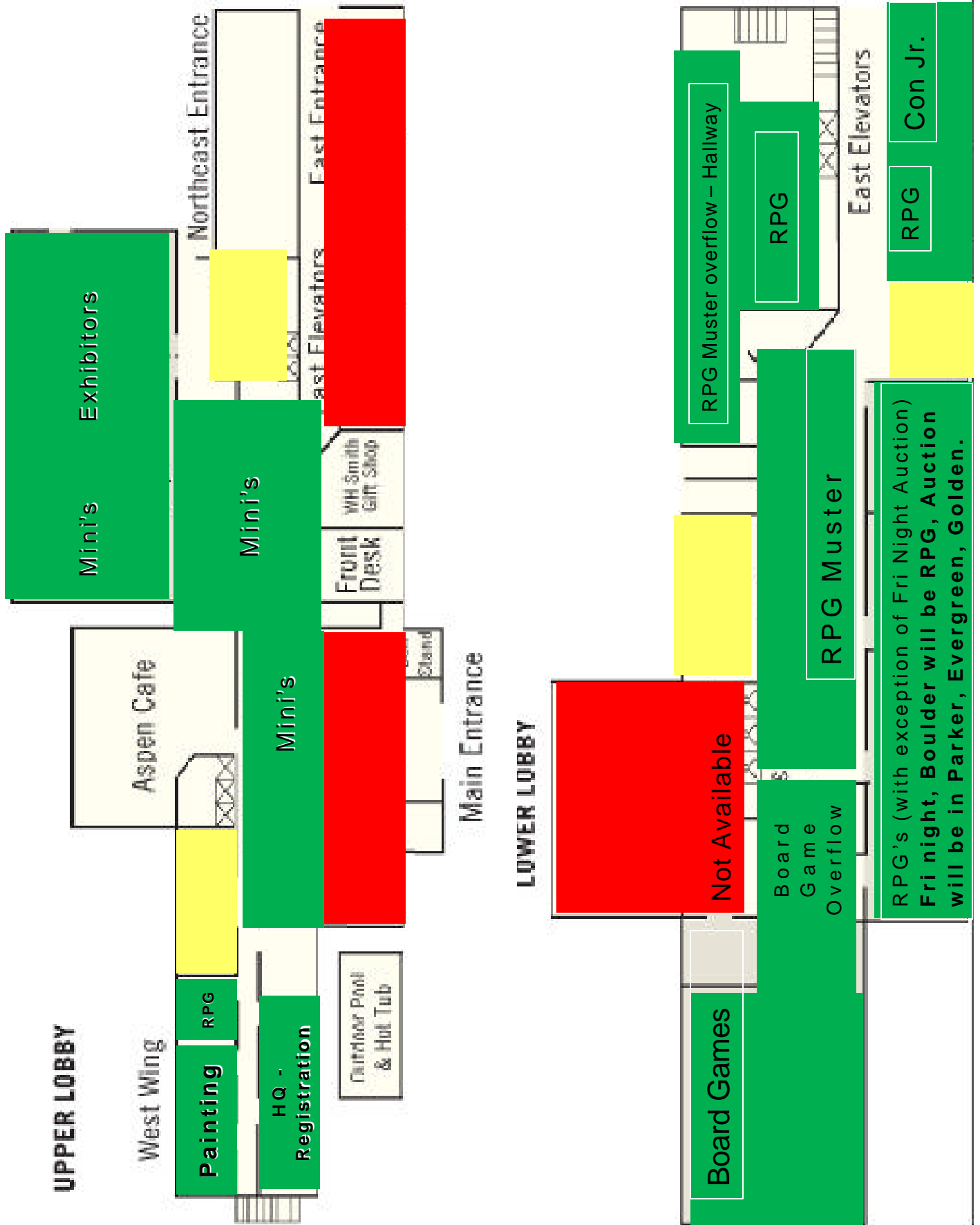
Catan Cup Championship, Semi-finals	1106	SUN	11AM - 1PM
Zombies!!!	1097	SUN	11AM - 2PM
Sheer Clothing 302	624	SUN	NOON - 2PM
Age of Steam / Steam	280	SUN	NOON - 3PM
Ben Hur's: Chariot Racing	1080	SUN	NOON - 3PM
Private Detective Series	1081	SUN	NOON - 4PM
Skintones 205	621	SUN	1PM - 3PM
*Shipyard	1023	SUN	1PM - 3PM
Small World: Grand Dames of Small World and Cursed!	1064	SUN	1PM - 3PM
Catan Cup Championship, Finals	1107	SUN	1PM - 3PM
Agricola	1070	SUN	1PM - 4PM
Rail Baron	281	SUN	1PM - 5PM
Basing 103	616	SUN	2PM - 4PM
Arcane Legions	319	SUN	2PM - 6PM
BATTLE-CRY! Tournament	407	SUN	2PM - 6PM
Call of Cthulhu - She's a Holy Terror Ain't She?	504.1	SUN	2PM - 6PM
Cortex - Storm the Castle	510.1	SUN	2PM - 6PM
SW - Realms of Cthulhu - Bermuda Triangle Cruise	527.1	SUN	2PM - 6PM
D&D 3.75 - House of Dolls?	534.1	SUN	2PM - 6PM
Story Games Lounge	537.1	SUN	2PM - 6PM
Cthulhutech - Empty Promises	545.1	SUN	2PM - 6PM
Pathfinder Society #32 - Drow of the Darklands Pyramid	551.1	SUN	2PM - 6PM
Pathfinder Society #33 - Assault on the Kingdom of the Impossible	552.1	SUN	2PM - 6PM
SP - Dockyard Mayhem	560.1	SUN	2PM - 6PM
Chill Classic - Saving the National Park	564.1	SUN	2PM - 6PM
Qi: Living Energy - Chasing the Dragon	567.1	SUN	2PM - 6PM
Unknown Armies - Couples, Retreat!	568.1	SUN	2PM - 6PM
Shattered Empires - Roleplaying Game Preview!	571.1	SUN	2PM - 6PM
Warhammer Fantasy 2ed - Noblesse Oblige	585.1	SUN	2PM - 6PM
LFE 4e - ADCP1-1 Jungle Hunt	5002	SUN	2PM - 6PM
LFE 4e - WATE1-5 Lost in the Fog	5004	SUN	2PM - 6PM
LFE 4e - AGLA1-5 Silver Lining	5005	SUN	2PM - 6PM
LFE 4e - AGLA1-5 Silver Lining	5007	SUN	2PM - 6PM
LFE 4e - CORM1-7 Patronage & Pestilence	5008	SUN	2PM - 6PM
LFE 4e - IMPI1-7 Masquerade	5010	SUN	2PM - 6PM
LFE 4e - EAST1-7 Right of Passage	5011	SUN	2PM - 6PM
LFE 4e - MOON 1-5 Lost Love (part 2)	5016	SUN	2PM - 6PM
Age of Steam / Steam	280	SUN	3PM - 6PM

## Guest of Honor

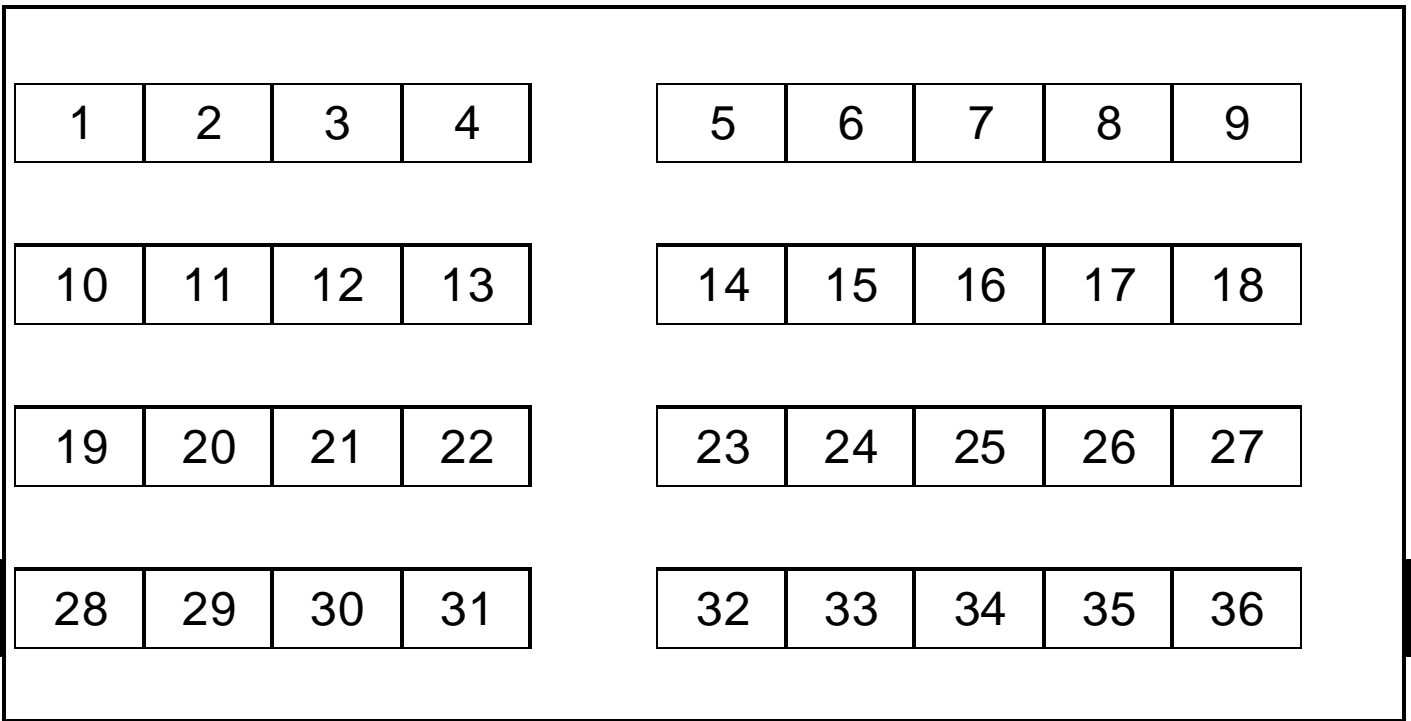
Sean K Reynolds was born in a coastal town in southern California. A professional game designer since 1998, he is now the developer for Paizo's Pathfinder Chronicles, Pathfinder Companion, and Pathfinder Modules lines. He lives in Seattle with his cats, and spends his free time reading, painting miniatures, and writing three-sentence biographies.

[http://paizo.com/image/content/RPGSuperstar/SeanKReynolds\\_120.jpg](http://paizo.com/image/content/RPGSuperstar/SeanKReynolds_120.jpg)

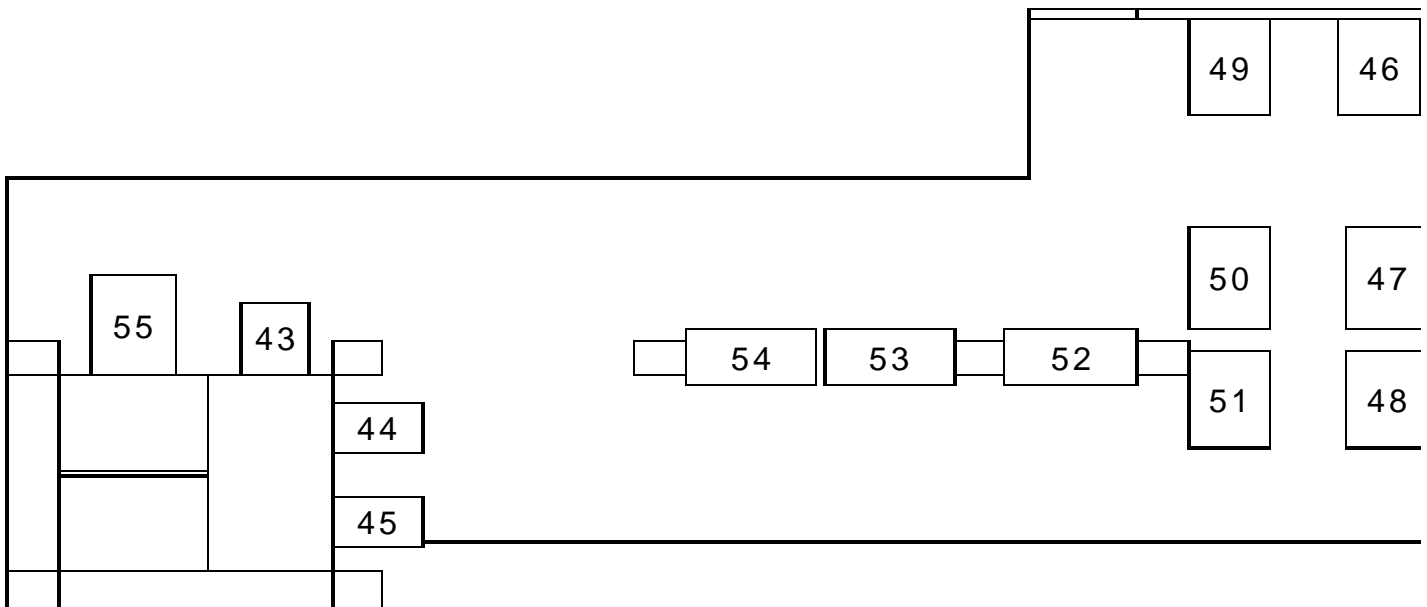
# Hotel Layout



# Mini's Room - Arapahoe



# Mini's Room - Main Lobby



# Attending Exhibitors

Chessex  
Pair-O-Dice  
The Wizard's Chest  
The Silver Dragon  
The Mad Tatter  
Gifts and Blessings  
JR Miniatures  
Kirin Games  
Total Escape Games

The Stinky Dwarf  
Game Gear  
Valhalla's  
Two Old Bears  
World Dice  
Attactix  
Fluid Games  
Savage Embroidery  
Compleat Games and Hobbies

Stonebridge Games  
Cloud Kingdom Games  
Grendel's Lair  
TML Mailworks  
Collectormania  
Terri Leonard  
Alea Tools  
Creations in Silver  
Pigmented Miniatures

And Many More ...

# Gaming Locations

Con HQ and Registration: Salons A & B

Miniatures: Arapahoe and Main Lobby

Auction: Lower Level Aurora Ballroom

Miniatures Painting: Salons D & E

Exhibitors: Douglass/Jefferson

Board Games: Lower Level Colorado

Con Jr: Conifer

RPG Muster: Lower Level Lobby

## 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

Robert Scholtz, Secretary/Treasurer  
rscholtz@pcisys.net

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



# Board Games

As always there is a wide range of board games this year. 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 Puffing Billy events.

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. This has been an issue in the past and we don't want any accidents. 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](mailto:ableventures@gmail.com). We may even be able to schedule your game this weekend.

## 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. Tournament participation optional, you are more than welcome to play in any Catan games.

## 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 newly released games from Rio Grande. Please note the marked games (\*) are scheduled to come out before the con. However, some may not and a different one may be chosen. That's how new they are! And he has all of the old favorites for open gaming, 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...

We have a lot of new games as well as some fun new tournaments this time. Come down and play...

## 1000 Unlimited Board Game Pass

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

## 1001 Gaming Round Table

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

## 1002 Rio Grande Open Gaming

*Hosted 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

## 1003 Z-Man Games Open Gaming

*Hosted By Sterling Babcock*

Try all your favorite Z-Man Games, including Tales of the Arabian Nights, Agricola, Pandemic, Prophecy, Gheos, Fairy Tale, Scepter of Zavandor, and more! Beginner (Rules Taught).

SAT 9AM - 11PM  
SUN 9AM - 4PM

## 1004 Days of Wonder Open Gaming

*Hosted By Sterling Babcock*

Try all your favorite Days of Wonder games, including Small World, Ticket to Ride Nordic/Switzerland/US/Europe/Germany, Shadows Over Camelot, Colosseum, Memoir '44, Cleopatra, and more! Beginner (Rules Taught).

SAT 9AM - 11PM  
SUN 9AM - 4PM

## 1005 Battleground: Fantasy Warfare

*Hosted by Brian Trotter.*

Go on campaign with your favorite fantasy army, or pit Rome against Carthage. Better yet, pit Rome against the High Elves, with a Dragon for backup. Armies are available on a first-come, first-served basis. Beginner, Rules taught.

SAT 1PM - 6PM

## 1006 Button Men League

*Hosted by Brian Trotter.*

Yes, that's right; the silly dice game is back. Wear your button around the con, and challenge other participants as you see them. Custom buttons are encouraged... within reason. Beginner, Rules taught.

THU 8PM - SUN 1PM

## 1007 Navia Dratp

*Hosted by Brian Trotter.*

Multi-colored gems, heroic scale miniatures, and chess: yes, we're playing Navia Dratp again. Forces are available on a first-come, first-served basis. Beginner, Rule taught.

SUN 9AM - NOON

# Board Games

## 1008 Samurai Card Game

*Hosted by James Davis*

Game simulates the board game by placing cities on the board and then allowing each player to play one of their 5 cards from their hands. A city is considered surrounded when 4 cards surround the sides. A new city is placed when two different players' cards create a location for it to be placed.

**FRI 7PM - 9PM**

## 1009 \*Carcassonne: Wheel of Fortune

*Hosted by James Davis*

This game is very similar to the original Carcassonne, but it adds the wheel of fortune, which gives players new options and adds fun to the game. It is a stand-alone game, not an expansion. This game is not yet released and may need to be replaced if not published in time for the Con.

**FRI 9PM - 10PM**

## 1010 Chicago Express: Expansion

*Hosted by James Davis*

Two extensions in one box complement the fine strategy game and bring new tactic elements into play. Narrow gauge expansion and the Erie expansion. The skills of the investors are what it's all about now!

**SAT 9AM - 10AM**

## 1011 Giro d'Italia

*Hosted by James Davis*

A simple yet fascinating cycling race, you decide the placement and energy management of your riders, facing all the elements of the Giro. Beginner

**SAT 10AM - 11AM**

## 1012 Giro d'Italia Card Game

*Hosted by James Davis*

A simple yet fascinating cycling race, you decide the placement and energy management of your riders, facing all the elements of the Giro. It is a shorter game with room for fewer players, but it does capture much of the larger game.

**SAT 11AM - NOON**

## 1013 Wool Rules

*Hosted by James Davis*

Since Jacques, the sheep-shearing commissioner, has been given new scissors, the "Snips 2010", the sheep fear him more than ever. For this reason, the head ram, Roger, announces that from today on, all sheep may defend their coats.

**SAT 1PM - 2PM**

## 1014 Tobago

*Hosted by James Davis*

Players possess parts of a treasure map. As more information about the locations of the treasures is revealed, the possible locations are narrowed down. Identify the location of one of the treasures, reach it as fast as possible to secure the findings.

**SAT 2PM - 3PM**

## 1015 \*Alea Iact Est

*Hosted by James Davis*

Take on the role of Caesar and compete for the most prestige points, gained by clever placement of eight dice. This game is not yet released and may need to be replaced if not published in time for the Con.

**SAT 3PM - 4PM**

## 1016 \*Assyria

*Hosted by James Davis*

Nomadic tribes gather under the leadership of Assur, a city-state dedicated to the cult of the powerful mountain god. But life in the desert is precarious, and before ruling the world, one must first learn to survive... This game is not yet released and may need to be replaced if not published in time for the Con.

**SAT 4PM - 5PM**

## 1017 \*Cardcassonne

*Hosted by James Davis*

In Cardcassonne the players place their cards in rows so as to make each card as valuable as possible. This game is not yet released and may need to be replaced if not published in time for the Con.

**SAT 6PM - 7PM**

## 1018 \*Havanna

*Hosted by James Davis*

In order to make Cuba's capital city Havanna gleam in renewed splendor, many magnificent buildings are being built. Use intuition, rapidly find new strategies, and carefully plan ahead. This game is not yet released and may need to be replaced if not published in time for the Con.

**SAT 7PM - 8PM**

## 1019 \*Imperial 2030

*Hosted by James Davis*

The new great powers China, India and Brazil are threatening the hegemony of the old Imperial powers United States, Russia and Europe. This has sparked a new global race for power and influence, your fate is controlled by powerful international investors operating in the background. This game is not yet released and may need to be replaced if not published in time for the Con.

**SAT 8PM - 10PM**

## 1020 Krystal Krysis

*Hosted by James Davis*

There's a new fashion gaining ground: everyone collects relics from the past. People are crazy about ancient weapons, vehicles and of course, the crystals. The newly found companies are competing to lay their greedy hands on these valuables. Test your skills in the world of Krysis.

**SUN 9AM - 10AM**

# Board Games

## 1021 \*Power Grid Factory Manager

*Hosted by James Davis*

To be successful, each player must use his workers to buy the best machines and robots at the market and to run the machines most effectively in his factory. This game is not yet released and may need to be replaced if not published in time for the Con.

**SUN 10AM - 11AM**

## 1022 \*Priests of Ra

*Hosted by James Davis*

Seek to extend your power and fame. Direct farmers, warriors, merchants, and scribes. Cause others to build granaries, fortresses, markets, and libraries. Erect a gigantic pyramid for the glory of the Sun God Ra. This game is not yet released and may need to be replaced if not published in time for the Con.

**SUN 11AM - NOON**

## 1023 Shipyard

*Hosted by James Davis*

We're in the 19th century, where sea transport is important. Both corporations and naval forces require newer ships. Hire employees, buy accessories, get favor of evaluating committees. Be the best at ship-making and you will win the contracts and the game!

**SUN 1PM - 3PM**

## 1024 Betrayal at House on the Hill

*Hosted by John Eakins*

Build a house of terror - tile by tile. As an explorer, you will explore a house filled with deadly secrets. Once the evil in the house is revealed, 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?

**THU 9PM - 11PM**

**FRI 8PM - 10PM**

**SAT 2PM - 4PM**

## 1025 Werewolves of Millers Hollow

*Hosted by John Eakins*

This is a social card game which takes place in a small village terrorized by werewolves. Each player is secretly assigned a role - Werewolf, Villager, or Special. Who will win? Come find out! There will be multiple games each night.

**THU 11PM - 2AM**

**FRI 11PM - 2AM**

**SAT 11PM - 2AM**

## 1026 Master Thieves

*Hosted by John Eakins*

Master Thieves is a unique game that combines aspects of a role-based board game and a puzzle. Your task is to discover where the gems are while keeping your opponents from getting the loot before you. This is a fun filled game that's unlike anything you've ever played before.

**SAT NOON - 2PM**

**SAT 4PM - 6PM**

## 1027 Ave Caesar

*Hosted by Sharee 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 players off! The glory will be yours and Caesar's! Beginner.

**THU 6PM - 7PM**

## 1028 Star Wars: The Queen's Gambit Tournament

*Hosted 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 Qui-gon ... 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. Beginner (Rules Taught).

**THU 7PM - 9PM**

**THU 9PM - 11PM**

## 1029 Family Business

*Hosted 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! Beginner (Rules Taught).

**THU 9PM - 10PM**

## 1030 Blokus

*Hosted by Marie 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? Beginner

**THU 10PM - 11PM**

## 1031 Titan: The Arena

*Hosted 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? Beginner (Rules Taught).

**FRI 9AM - 10AM**

## 1032 Tikal

*Hosted 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? Beginner (Rules Taught).

**FRI 9AM - NOON**

## 1033 Amun Re

*Hosted 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? Beginner

**FRI 10AM - NOON**



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# Board Games

## 1034 Puerto Rico

*Hosted 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? Beginner (Rules Taught).

**FRI NOON - 2PM**

## 1035 Pirate's Cove

*Hosted by Sharee 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? Beginner (Rules Taught).

**FRI NOON - 2PM**

## 1036 Munchkin

*Hosted by David Pack*

Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Munchkin (the card game version) is a favorite of all. T-Shirts, Bookmarks, Masks, and any other official item can be used. (Just bring a copy of the rules for it.) Beginner (Rules Taught).

**FRI NOON - 2PM**

## 1037 Adel Verpflichtet/Hoity Toity/By Hook or By Crook Tournament

*Hosted by Marie Pack*

It doesn't matter what you call it, its 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. Beginner (Rules Taught).

**FRI 2PM - 3PM**

**FRI 3PM - 4PM**

## 1038 Age of Empires

*Hosted 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? Beginner (Rules Taught).

**FRI 2PM - 6PM**

## 1039 Liar's Dice/Pirate's Dice

*Hosted by Sharee 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! Beginner (Rules Taught).

**FRI 6PM - 7PM**

## 1040 To Court the King

*Hosted by Sharee Pack*

You start with three dice. Use them to acquire followers until someone gets the King's allegiance. Beginner (Rules Taught).

**FRI 7PM - 8PM**

## 1041 Age of Mythology

*Hosted by John 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. Beginner (Rules Taught).

**FRI 7PM - 11PM**

## 1042 Lord of the Rings

*Hosted by Aurora Pack*

Feeling like a Hobbit? Your party is headed to Mordor. Do you cooperate to improve your chances or is it the best hobbit for himself? Beginner (Rules Taught).

**FRI 8PM - 10PM**

## 1043 Cash 'n Guns

*Hosted by David Pack*

Intimidate (and shoot) your opponents with weapons. Get cash if you're still alive and present. Beginner (Rules Taught).

**FRI 10PM - 11PM**

## 1044 War at Sea Tournament

*Hosted by John Pack*

Will the U-Boats starve out 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. Single elimination. AREA sanctioned. Beginner

**SAT 8AM - 10AM**

**SAT 10AM - NOON**

## 1045 Curses

*Hosted by Marie Pack*

Fulfill a challenge and then put a curse on one of your opponents. Will he have to say "Yabba-dabba-do" every time he talks? Or will she have to keep her eyes closed? Can you keep up with your curses? Beginner (Rules Taught).

**SAT 9AM - 11AM**

## 1046 Werewolves of Miller's Hollow

*Hosted by David Pack*

It's the middle of the day. You're safe, right? The werewolves may still eat you, but there's a prize awarded based on a new point system. Beginner (Rules Taught).

**SAT NOON - 2PM**

# Board Games

## 1047 War of the Ring Tournament

*Hosted by John Pack*

The One Ring is on its way to Mordor. Will it get there in time? Or will Shadow armies overrun Middle Earth? Can the Fellowship protect the ring or will the Nazgul pick them off until there's nowhere left to hide? Single elimination. AREA sanctioned. Beginner

**SAT NOON - 3PM**

**SAT 3PM - 6PM**

## 1048 Victory in the Pacific Tournament

*Hosted by John Pack*

Best record over two rounds; play one or both. The first round will be the "War is Imminent" scenario. Full game for the second round. AREA sanctioned. Advanced.

**SAT 6PM - 8PM**

**SAT 8PM - MDNT**

## 1049 Roborally

*Hosted by Marie Pack*

You control your robot, right? Those conveyor belts, turnstiles, other robots, and laser beams would never bother you. Run the factory maze first to win! Beginner (Rules Taught).

**SAT 7PM - 10PM**

## 1050 Duck Dealer

*Hosted by Kristin VanDragt*

A game of involved, complex planning, recognizing routes, and developing profitable infrastructures; but above all, it's a game of racing your opponent to that one great opportunity you both see-- or does he have a different plan?

**FRI 7PM - MDNT**

## 1051 Planet Steam

*Hosted by Kristin VanDragt*

It's the year 2415. All necessary precautions have been taken to conquer this planet named "Steam". Using several tank extractors we can harvest resources like energy, ore and quartz. Resources are important to grow your steam empires.

**SAT 1PM - 5PM**

## 1052 Agricola

*Hosted by Kristin VanDragt*

You're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood or stone, building fences and so on.

**SAT 2PM - 6PM**

## 1053 Battlestar Galactica

*Hosted by Matt Brychel*

An exciting game of mistrust, intrigue and the struggle for survival. Work together in order for humanity to have any hope of survival. However, one or more players in every game are secretly a Cylon, and want the humans to perish.

**SAT NOON - 4PM**

## 1054 Arkham Horror

*Hosted by Matt Brychel*

A cooperative adventure themed around H.P Lovecraft's Cthulhu Mythos. The goal is to close portals to other dimensions. If the Ancient One awakens you only have one last chance to save the world..

**SAT 6PM - MDNT**

## 1055 Advanced Civilization

*Hosted by Matt Brychel*

Lead a nation of peoples of the Eastern Mediterranean and Near East as you attempt to carve a niche for your culture. The player who most effectively changes emphasis between these various outlooks will achieve the best balance - and win.

**SUN 9AM - 5PM**

## 1056 Panzerblitz/Panzer Leader and Panzer Grenadier

*Hosted by Mike Garland (CSGA)*

Give classic Panzerblitz/Panzer Leader a try. Or try Panzer Grenadier. Is it the current standard for platoon level WWII tactical games? Or is Panzerblitz- Hill of Death the heir to the Panzerblitz legacy? Open format event Friday and Saturday. Beginner (rules taught)

**FRI 9AM-2PM**

**FRI 2PM-7PM**

**FRI 7PM-MDNT**

**SAT 9AM-2PM**

**SAT 2PM-7PM**

**SAT 7PM-MDNT**

## 1057 Liftoff!

*Hosted by Mike Moore*

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

**SUN 9AM-NOON**

## 1058 Ad Astra

*Hosted by Robert Knoke*

A board game about galactic exploration and expansion. Explore other systems, build ships and facilities, and be the first to reach a set number of points. This is an easy game to learn. Beginner (Rules Taught).

**SAT 7PM - 9PM**

## 1059 (SFB) Federation Comander #1

*Hosted by Scott Moellmer*

Who is the Mutineer? Klingon security forces must decide who is friend or foe when faced with Klingon and Orion ships.

**SAT 9AM - 11AM**

## 1060 (SFB) Battle Force Round 1

*Hosted by Scott Moellmer*

Learn and play the SFB card game and see if you can qualify for the finals!

**SAT 11:30AM - 12:30PM**

# Board Games

## 1061 (SFB) Federation Comander #2

*Hosted by Scott Moellmer*

Combat Rally. The Masters have a little rally race in mind. Think you can win it? 4-10 players

**SAT 1PM - 3PM**

## 1062 (SFB) Battle Force Finals

*Hosted by Scott Moellmer*

Finals of the SFB card game, as winners of previous tables face off for the championship.

**SAT 3:30PM - 4:30PM**

## 1063 (SFB) Federation Comander #3

*Hosted by Scott Moellmer*

Last Stand- The Klingon assault on the core of the Federation is about to begin. Can you take Earth? Or as the Feds, can you defend it? Large fleet battle, multiple players.

**SAT 5PM - 8PM**

## 1064 Small World: Grand Dames of Small World and Cursed!

*Hosted by Sterling Babcock*

Vie for conquest and control of a world that is simply too small to accommodate them all. Pick the right combination of races and special powers. Rush to expand your empires - at the expense of weaker neighbors. Beginner (Rules Taught)

**SAT 9AM - 11AM**

**SUN 1PM - 3PM**

## 1065 Ticket to Ride: Europa 1912

*Hosted by Sterling Babcock*

Come enjoy one of the Ticket to Ride's series of games. Easy to play and Quick to learn! Europe adds stations, ferries and tunnels to the base Ticket to Ride Game. Beginner

**SAT 11AM - 1PM**

**SUN 11AM - 1PM**

## 1066 Pandemic: On the Brink

*Hosted by Sterling Babcock*

Four diseases have broken out in the world and it is up to a team of specialists in various fields to find cures before mankind is wiped out. Players must work together and plan their strategy of eradication but, time is running out... If disease spreads uncontrolled, the players all lose. Beginner

**SAT 1PM - 3PM**

## 1067 Scepter of Zavandor

*Hosted by Sterling Babcock*

Seek to develop your 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. Beginner (Rules Taught).

**SAT 3PM - 6PM**

## 1068 Shadows Over Camelot

*Hosted by Sterling Babcock*

Knights dedicated to preventing the fall of Camelot, fighting against the forces of evil by going on Quests that earn Swords. However, there may be a traitor in your midst, secretly sworn to aid in Camelot's fall. Beginner (Rules Taught).

**SUN 9AM - 11AM**

## 1069 Tales of the Arabian Nights

*Hosted 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. Bring to life the stories of the Book of Tales. Beginner (Rules Taught).

**SAT 10AM - 1PM**

## 1070 Agricola

*Hosted by Sterling Babcock*

You are a farmer in a wooden shack with your spouse and little else. Collect resources; build fences; etc. You might think about having kids in order to get more work done, but first you need to expand your house. And what are you going to feed them? Beginner (Rules Taught).

**SAT 3PM - 6PM**

**SUN 1PM - 4PM**

## 1071 Roads and Boats

*Hosted by Sterling Babcock*

Transport goods to produce better production facilities and produce commodities! You only control that which is on your own transports. You can build a gold mine but, your opponents might wander over and take that gold! Intermediate

**SAT 6PM - 11PM**

## 1072 Ad Astra

*Hosted by Veronica Livingston*

Build your space civilization as humanity travels to new stars and meets the weird artifacts of ancient alien races! Explore new planets, exploit their resources and set your own goals to create the most advanced space colonies.

**THU 7PM - 9PM**

## 1073 The Adventurers

*Hosted by Veronica Livingston*

The Adventurers features a fast-paced thrilling run through the Temple of Chac, the Mayan rain god. As your intrepid adventurers delve through the ruins, they will face deadly traps guarding the ancient relics they prize.

**FRI 3PM - 4:30PM**

**SAT 7PM - 8:30PM**

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# Board Games

## 1074 Small World

*Hosted by Veronica Livingston*

Inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, orcs and even humans; who use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth. Pick the right combination different fantasy races and unique special powers to expand your empires!

**FRI 5PM - 7PM**

## 1075 Power Grid - Factory Manager

*Hosted by Veronica Livingston*

Own a factory and earn the most money during the game. Use your workers to buy the best machines and robots to run them most effectively. You must be careful to check the energy consumption, otherwise, profit will suddenly decline, the worst fear of a good businessman.

**SAT 4PM - 6:30PM**

## 1076 Podracing

*Hosted by Virgilio SanAndres*

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 podracer models on a large-sized table for this event. There are individual racing templates for each Pod. Beginner (rules taught).

**FRI 5PM - 8PM**

## 1077 Podracing: Advanced

*Hosted by Virgilio SanAndres*

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. Advanced players please, no rules will be taught and there will be a quick game start...

**SAT 6PM - 9PM**

## 1078 Echo Base Assault

*Hosted by Virgilio SanAndres*

Re-live the Battle of Hoth. Using miniatures re-create this famous and exciting battle scene. Will the empire have its victory? Intense and fun to say the least. Beginner

**SAT 9AM - NOON**

## 1079 Age of Hercules

*Hosted by Virgilio SanAndres*

Travel back to a time where gods intervened, heroes became legendary, and men shared the earth in a struggle that created mythology. The Fates will decide on which Greek hero you will be (Jason, Achilles, Theseus, Perseus, Odysseus, or Hercules himself). Embark on a quest to be the player to complete the most of the twelve tasks of the gods given. Beginner (rules taught).

**SAT NOON - 3PM**  
**SUN 9AM - NOON**

## 1080 Ben Hur's: Chariot Racing

*Hosted by Virgilio SanAndres*

Travel back to a time where the Circus Maximus was a popular sport enjoyed by the citizens of Rome and peoples of the world, which included the praise of the gods. Push your team of horses to the limit, crack the whip, destroy opponent's chariots, and be first to pass the finish line. Beginner (Rules Taught).

**SAT 3PM - 6PM**  
**SUN NOON - 3PM**

## 1081 Private Detective Series

*Hosted by William Weyenberg*

Could you be The Best Private Detective in Town? Now is your chance to prove it! We will start off playing the classic game CLUE. Followed by ALIBI, the whodunit card game. Stop Thief is an electronic board game from the 70's and CLUE Missions and Agents will be available as well! Luck is part of any successful detective. Beginner (Rules Taught)

**SUN NOON - 4PM**

## 1082 Manoeuvre - Napoleonic Battlefield Command

*Hosted by the Colorado Springs Gaming Association*

Manoeuvre is loosely based on Napoleonic era warfare. It plays more like chess, but with some aspects of the chaos of real warfare. Manoeuvre was designed with two parallel thoughts in mind: ease of play combined with variety.

**FRI NOON - 6PM**

## 1083 Chaos in the Old World

*Hosted by the Colorado Springs Gaming Association*

Four Gods of Chaos battle for supremacy. Khorne, the Blood God; Nurgle, the Plaguelord; Tzeentch, the Changer of Ways; Slaanesh, the Prince of Pleasure and Pain. Take the role of one of the malevolent Lords of Chaos. Each god's distinctive powers and legion of followers...

**SAT 9AM - 2PM**

## 1084 Age of Conan

*Hosted by the Colorado Springs Gaming Association.*

Control one of the kingdoms of Hyboria. Command armies, wield dark sorcery, weave cunning intrigue - all are needed to conquer your enemies and make your kingdom the most powerful. Only one kingdom will harness the volatile alliance of the mightiest hero of all - Conan the Sumerian!

**SUN 9AM - 3PM**

## 1085 Tigris & Euphrates

*Hosted by Lynn Still*

Step back to the dawn of time in fertile Mesopotamia. Here, between the Tigris and Euphrates rivers, lies the cradle of civilization. Here, as the Bible tells, rose man's first cities: Ur, Nineveh, and fair Babylon. Guide your dynasty to develop and control the most vibrant culture in the rich land between the two rivers.

**THU 7PM - 10PM**

# Board Games

## 1086 Power Grid (France / Italy)

*Hosted by Lynn Still*

Supply the most cities with power. Mark routes between cities for connection, and then vie against other players to purchase the power plants. Acquire the raw materials to power the plants, making it a constant struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes.

**FRI 9AM - NOON**

## 1087 Power Grid (China/Korea)

*Hosted by Lynn Still*

Supply the most cities with power. Mark routes between cities for connection, and then vie against other players to purchase the power plants. Acquire the raw materials to power the plants, making it a constant struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes.

**FRI 1PM - 4PM**

## 1088 Acquire

*Hosted by Lynn Still*

There are only seven hotel chains in the world worthy of your attention. Using nothing but your wealth and wits, you must vie against other business magnates to manipulate construction and capitalize on mergers -- buying, trading, and selling stocks in order to get the greatest return on your investments.

**FRI 5PM - 7PM**

## 1089 Marvel Heroes

*Hosted by Nate Hayden*

Players take control of a group of Super Heroes as well as the Nemesis of one of the other player's group. During the game, each player finds allies, enemies and power-ups, and face the menacing Super Villains controlled by the other players.

**FRI NOON - 3PM**

## 1090 San Quentin Kings w/ Blood In: Folsom Exp.

*Hosted by Nate Hayden*

Direct your gang members. Earn points for the items collected and the Respect points gained. Winning the most fights will score points, but so will collecting contraband. Different gang members, weapon cards and commissary affect play. Played with the new Blood in Folsom expansion.

**FRI 4PM - 6PM**

## 1091 Android

*Hosted by Nate Hayden*

Android is a board game of murder and conspiracy set in a dystopian future. Travel between New Angeles and moon colony Heinlein chasing down leads, calling in favors, and uncovering the sinister conspiracy. Balance pursuit of the murderer against personal lives and inner demons. Android's innovative mechanics ensure that no two detectives play alike.

**FRI 7PM - MDNT**

## 1092 Rise of Empires

*Hosted by Nate Hayden*

Don't just make history-guide it! Take the reins of a developing civilization, choosing the resources and development paths that will lead to the fastest expansion. Balance gold and food, war and agriculture, territory and technology to forge an empire that is destined to rise above all other nations!

**SAT NOON - 3PM**

## 1093 Struggle of Empires

*Hosted by Nate Hayden*

Struggle of Empires™ recreates the military, economic, and political rivalries of the major European powers of the 18th century. This was a period of almost constant warfare, often carried out in far-flung colonies. Players will assume the leadership of these powers and attempt to expand their control into the neighboring territories of Europe and the colonial territories of the Americas, Africa, and the Far East.

**SAT 3PM - 6PM**

## 1094 Gloom

*Hosted by Michelle Mead*

The world of Gloom is a sad and benighted place. The sky is gray, the tea is cold, and a tragedy lies around every corner. Assume the role of a family seeking to give them the most miserable life...and death. Meanwhile, seek to brighten your opponents with cheer! Featuring Gloom and all three expansions, come let your inner storyteller out. A prize will be awarded for the most creative storyteller...and as a bonus; a nifty handmade steampunk accessory will be given to the player who comes dressed in the best steampunk garb.

**SAT 5PM - 7PM**

## 1095 Cthulhu 500

*Hosted by Michelle Mead*

The Cthulhu 500 card game puts you in the driver's seat for a frenzied race that mixes the madness of HP Lovecraft's Cthulhu Mythos and the insanity of motor sports. Rev up your Satanic Pushcart's Engine of the Damned, mount your Radials From Beyond Space and Time, and take a Dreamlands Shortcut to win the race for The Sponsor That Must Not Be Named. The driver in the lead when the Checkered Flag card is drawn celebrates victory by devouring his opponents!

**FRI 7PM - 8PM**

## 1096 Give Me the Brain!

*Hosted by Michelle Mead*

Give Me the Brain is a hilarious card game set at Friedey's, the fast food restaurant of the damned. The object is simple: play out your hand. The problem is, a lot of the cards require a Brain, and you've only got one to pass around.

**SAT 10AM - 11AM**

# Board Games

## 1097 Zombies!!!

*Hosted by Michelle Mead*

Zombies!!! Puts you in the middle of the action as you try to escape the ever advancing zombie horde. Players must use a combination of wits and brawn to be the first to the heliport and certain escape. The only problem is, the zombies are every where, they appear to be very hungry and your opponents would really prefer if you didn't escape. With expansions! How many and what expansions? Show up to find out!

**SUN 11AM - 2PM**

## 1098 Games I won at the Auction Tournament

*Hosted by Jarrod Abel*

First time ever!!! We'll pick 3 games I won in the auction. Might be a war game or checkers or even Hello Kitty Harmony Land! We then try to play them with missing pieces and all. Come on! It'll be fun, and if I don't want it, the winner gets the game as a prize!!!

**SAT 1PM - 4PM**

## 1099 Settlers of Catan, Fishermen of Catan (CCC©)

*Hosted by Richard Wetmore*

For generations, the people of Catan have lived on an island paradise, surrounded by the peaceful sea. Maritime trade has been crucial to their expansion since the beginning. But recently they have discovered that the sea holds other bounty, ready to be gathered and used in the never-ending quest for expansion and trade. Beginner (Rules Taught).

**THU 6PM - 8PM**  
**FRI 9AM - 11AM**  
**SAT 9AM - 11AM**  
**SUN 9AM - 11AM**

## 1100 Cities and Knights of Catan (CCC©)

*Hosted by Richard Wetmore*

Dark clouds are gathering over island of Catan. Wild barbarians, attracted by the wealth, attack the country. Fortunately, warning has given Catan time to meet the danger. Compete to build a metropolis, invest in city improvements. There are three new types of Trade Cards: Coinage, Paper, and Cloth. Intermediate.

**THU 8PM - 11PM**  
**FRI 11AM - 2PM**  
**SAT 11AM - 2PM**

## 1101 Barbarian Attack Caravans — Traders & Barbarians Expansion (CCC©)

*Hosted by Richard Wetmore*

This expansion 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

**FRI 2PM - 4PM**

## 1102 StarFarers of Catan (CCC©)

*Hosted by Richard Wetmore*

The foray into space, sometime near the year 2700 A.D. Compete for the prestigious post of Ambassador to the Galactic Council. To attain this lofty position, players must leave Terra and the known planets to explore and colonize the galaxy, while working to establish trade with alien cultures, encounter aliens and defeat pirates. Glory and victory go to the brave and astute. Intermediate

**FRI 5PM - 8PM**  
**SAT 2PM - 5PM**

## 1103 Open/Settlers of Catan (CCC©)

*Hosted by Richard Wetmore*

Choose your favorite version of Catan. Expand your colony through the building of settlements, roads, and villages. Trade sheep, lumber, bricks and grain and try to advance buildings, services and specials.

**FRI 8PM - 10PM**  
**SAT 6PM - 9PM**

## 1104 Struggle for Rome (CCC©)

*Hosted by Richard Wetmore*

A stand alone Catan game set around the downfall of Rome. The players represent Germanic tribes that are marching on Rome. Each player has two armies that will move across the board, pillaging/capturing cities for resources. Beginner.

**FRI 8PM - 10PM**

## 1105 Catan Geographies: Germany (CCC©)

*Hosted by Richard Wetmore*

Explore and settle the storied land of Germany using the elegant, award-winning game design. Here, you will find great social interaction, simple rules, beautiful German geography, rich history and lore, and 12 wonderfully-sculpted landmarks. Beginner (Rules Taught).

**FRI 8PM - 10PM**

## 1106 Catan Cup Championship©, Semi-finals

*Hosted by Richard Wetmore*

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

**SUN 11AM - 1PM**

## 1107 Catan Cup Championship©, Finals

*Hosted by Richard Wetmore*

The 3 winners of the semifinal games will face off for the Catan Cup Championship Prize.

**SUN 1PM - 3PM**

# Puffing Billy

## Puffing Billy

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

We want to make it as easy as possible for you to play. While the pay per game option is still open, we also offer the UNLIMITED BOARD GAMES PASS. With this \$20 pass you can play in an unlimited number of Puffing Billy games, as well as the "100" series board games throughout the convention.

## The TGA and the Puffing Billy Tournament

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

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

## Puffing Billy® Tournament Categories

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

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

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

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

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

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

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

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

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

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

## Special Tournaments and Awards

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

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

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

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

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

## Finals Information

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

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

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

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

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

## 200 Open Railroad Gaming

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.

**THU 6PM - SUN 5PM**

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

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

**THU 7PM - 9PM**  
**FRI 7PM - 9PM**  
**SAT 7PM - 9PM**  
**SAT 9PM - 1AM**

## 211 Ticket to Ride Europe

From the craggy hillsides of Edinburgh to the sunlit docks of Constantinople, build your rail routes using ferries, tunnels, and train cards. Beginner (Rules Taught). No player limit.

**FRI 5PM - 7PM**

## 212 Ticket to Ride Marklin

Players collect cards of various types of train cards that enable them to claim railway routes. This Ticket to Ride is in Germany. Beginner. No player limit.

**SAT 5PM - 7PM**

## 221 Line1/Streetcar

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 3PM - 5PM**



# Puffing Billy

## 222 Metro

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

**SAT 2PM - 3PM**

## 223 Railroad Tycoon

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

**FRI 5PM - 7PM**  
**SAT 9PM - 11AM**  
**SAT 3PM - 5PM**  
**SAT 5PM - 7PM**

## 224 Santa Fe Rails

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

**FRI 1PM - 3PM**  
**SAT 7PM - 9PM**

## 225 TransAmerica & TransEurope

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

**SAT 1PM - 2PM**

## 226 Union Pacific

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

**FRI 9PM - 11PM**  
**SAT 11AM - 1PM**

## 227 Chicago Express

Railroads drive from the East Coast across the growing eastern US to Chicago. The sharpest railroad executives vie for the maximum return on their investment in this business game lasting about one hour.

**FRI 3PM - 5PM**

## 230 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. Final immediately afterwards. If played during other slots, 1830 counts for the 18XX final. Intermediate. No player limit.

**FRI 9AM - 1PM**  
**SAT 1PM - 5PM**

## 231 18xx Short Game

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

**SAT 3PM - 7PM**

## 240 18xx Championship

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

**FRI 1PM - 7PM**  
**FRI 7PM - 1AM**  
**SAT 9AM - 3PM**  
**SUN 9AM - 3PM**

## 241 1839/1841

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

**SAT 9AM - 3PM**

## 242 1856

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

**THU 7PM - 1AM**

## 243 1870

Rush to reach your destination in the Mississippi Valley of The USA, while balancing player and corporate income. Intermediate. No player limit.

**FRI 7PM - 1AM**

## 244 1861

1861 is set in Russia prior to the Bolshevik revolution. Players represent investors in railway companies, spending their initial capital to buy wholly owned Private Railways and Minor Companies, and later shares in Public Companies. Intermediate. No Player Limit.

**SAT 7PM - 1AM**

## 250 Empire Builder Classic

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

**FRI 1PM - 5PM**

## 251 North American Rails

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

**SAT 9AM - 1PM**

# Puffing Billy

## 252 EuroRails

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

**FRI 7PM - 10PM**  
**FRI 10PM - 1AM**

## 253 Iron Dragon

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

**SAT 9PM - 1AM**

## 254 Lunar Rails

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

**SAT 1PM - 5PM**

## 255 Martian Rails

Empire Builder system game set on Mars, which has been the subject of science and science fiction for thousands of years. Martian Rails combines these stories from books, TV shows, modern exploration and pure imagination all together in one enjoyable game of rail building on Mars. This event is a qualifying game for the EBI final and may be played during any of the EBI slots. Beginner. No limit.

**FRI 9AM - 1PM**

## 260 Empire Builder International (EBI) Championship

See also events 251, 252, 253, 254, and 255. The four players present with the best finishes in four different Empire Builder games (all games in categories 5 and 6, other than event 250) qualify for the Sunday's final. You do not need to play in four games to qualify but your chances of making the finals will be improved with each different game that you play. The player in the final with the highest score will choose his preferred game from among major published games IN CATEGORY SIX ONLY that are appropriate for the number of participants. Intermediate. No player limit.

**THU 7PM - 10PM**  
**THU 10PM - 1AM**  
**FRI 10PM - 1AM**  
**SAT 5PM - 9PM**  
**SUN 9AM - 1PM**

## 270 Express

Mayfair's fast-paced card game of train formation. Finals later on that same night. Beginner. No player limit.

**THU 6PM - 7:30PM**  
**THU 10PM - MDNT**

## 271 Freight Train

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

**SAT 9AM - 11AM**

## 280 Age of Steam / 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.

**THU 7PM - 10PM**  
**FRI 9PM - MDNT**  
**SAT 11AM - 2PM**  
**SUN NOON - 3PM**  
**SUN 3PM - 6PM**

## 281 Rail Baron

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

**SUN 1PM - 5PM**

## 282 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. Intermediate. No player limit.

**SAT 9PM - 1AM**

## 290 Railway Rivals / Dampfross

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

**FRI 1PM - 3PM**

## 291 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? This event also may be played under the open gaming rules. Beginner (Rules Taught). No player limit.

**THU 6PM - 7PM**  
**FRI 4PM - 5PM**

## 292 Trainsport

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

**FRI 3PM - 5PM**

## 293 Underground

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

**SAT 3PM - 5PM**

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# Sci-Fi/Fantasy Miniatures

All events numbered in the 300s are SF/Fantasy related miniatures games. Stop by and see some great games played on some equally great terrain!

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. Terrain is provided by the game judge for all events.

## 301 Warhammer 40k RTT

*Hosted by Kenny Boucher, David Boucher, Tim Babisit*

1850 points, standard organization, Warhammer 40k 5th edition rule book (I will post an FAQ and Score System. 3 round tournament Awards to be presented in Sportsmanship, Theme, players choice, Painting, Best General, 1st overall, 2nd overall, 3rd overall. 25mm Brought to you by 40k Wrecking crew (<http://40kwreckingcrew.aceboard.com/>). Table: 1-30 Max Players: 60

**SAT 9AM - 5PM**

## 302 Warhammer Fantasy Tournament

*Hosted by Elliott Vigil*

25mm, 2000 pts. 3 rounds. We will be playing Scenarios that are specially made to challenge players, HAVE FUN and allow for additional battle points for completing objectives. The tournament will be based on a GT for scoring and for general rules. Details: [http://www.games-workshop.com/MEDIA\\_CustomProductCatalog/m2140006\\_WarhammerGTPacket.pdf](http://www.games-workshop.com/MEDIA_CustomProductCatalog/m2140006_WarhammerGTPacket.pdf). There will be a Huge prize package and tons of fun for all. Don't miss this event! Table: 1-20. Max Players: 40

**SUN 9AM - 5PM**

## 303 Night Of the Living Dead

*Hosted by Vince Esch and Andy Grossman*

FIGURES PROVIDED! Once a year, on Hallow's Eve, the living dead rise out of their graves to feed on the flesh of the living. Stranded in the middle of nowhere, you and several others converge on a ruined old house known as, Skull Gate Manor. Banding together, you try and fortify the house against the waves of zombies flooding the countryside. Can you survive the night, and make it until morning? 25mm Table: 35-36 Max Players: 10

**SAT 2PM - 6PM**

## 304 Seige of Drakenhoff Keep

*Hosted by Vince Esch and Andy Grossman*

Rumor has it that Count Drakenhoff has summoned his most powerful Necromancers for an ancient ritual. Only possible every thousand years, they will try and summon Nagash, Lord of the Undead. You and several other armies have been dispatched to seige the castle and stop the ritual. Can you stop the evil forces of Count Drakenhoff before they finish an incantation to bring back the long dormant Nagash, or will it be too late? 1000pts. (Standard army selection, no special characters) Seige rules and equipment provided. 11am delayed start. 25mm Table: 35-36, Max Players: 10

**SAT 9AM - 5PM**

## 305 Battletech Grinder, King of the Hill

*Hosted 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. 1/285. Brought to you by Catalyst Demo Team (<http://www.catalystdemos.com/>) and Castle Games and Gifts (<http://www.castlegamesandgifts.com/>). Table: 40-44 Max 16

**FRI 6PM - 11PM**

## 306 Battletech Jihad Turning Point New Avalon (Quick Strike)

*Hosted by George Blouin*

FIGURES PROVIDED! Large Scale (32+ units) skirmish style event in the current timeline. Fast paced, fun game. All sheets and minis provided. BattleForce Quick Strike rules (Strategic Operations). 1/285 Brought to you by Catalyst Demo Team (<http://www.catalystdemos.com/>) and Castle Games and Gifts (<http://www.castlegamesandgifts.com/>). Table: 40-44 Max Players: 16

**SAT 9AM - 1PM**

## 307 Battletech Jihad Turning Point Tharkad

*Hosted by George Blouin*

FIGURES PROVIDED! Take part in current events in the Battletech Universe, Spread the Light as a Word of Blake or stop the zealots as part of the Steiner Armed Forces. All sheets and minis provided. 1/285 Brought to you by Catalyst Demo Team (<http://www.catalystdemos.com/>) and Castle Games and Gifts (<http://www.castlegamesandgifts.com/>). Table: 40-44 Max Players: 32

**SAT 2PM - 6PM**

## 308 Battletech Jihad Solaris

*Hosted by George Blouin*

FIGURES PROVIDED! The Word has landed on Solaris, The Gaming World and the Arena Warriors are not taking it sitting down. Join in the destruction as the Stables try to push off the Wobbies. All sheets and minis provided. Total Warfare Rules. 1/285 Brought to you by Catalyst Demo Team (<http://www.catalystdemos.com/>) and Castle Games and Gifts (<http://www.castlegamesandgifts.com/>). Table: 40-44 Max 32

**SAT 7PM - 11PM**

## 309 Battletech Grinder, Kitchen Sink

*Hosted 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. 1/285 Brought to you by Catalyst Demo Team (<http://www.catalystdemos.com/>) and Castle Games and Gifts (<http://www.castlegamesandgifts.com/>). Table: 40-44 Max: 16

**SUN 9AM - 1PM**

# Sci-Fi/Fantasy Miniatures

## 310 Rocky Mountain Warmaster Challenge

*Hosted by Chris Matney*

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](mailto:cmatney@dragonsford.com). 10mm Brought to you by Stonebridge Games (<http://www.stonebridgegames.com/>). Table: 49-51 Max Players: 8

**SAT 9AM - 1PM**

## 311 Angry Honor Guard

*Hosted by Hamilton Dorsey*

FIGURES PROVIDED! Your mercenary unit was hired to investigate suspected pirate activity in the Barcelona System. You arrive in system and set up an ambush. Everything is going according to plan. All of a sudden, someone yells, Abort abort but the first salvo of missiles just launched. You see several explosions and hear the following transmission: This is Star Colonel Brandon Ahmed of Clan Steel Viper, Who dares attack the Grand Council's Honor Guard! 20mm Table: 50-51 Max Players: 16

**SAT 7PM - 11PM**

## 312 Brawl at 14000ft (Premier Blood Bowl Tournament)

*Hosted by Benjamin Baraga*

FIGURES PROVIDED! (with Chaos Pact, Slann, Underworld teams allowed) 4 rounds of Swiss, \$1M team resurrection. You may give one normal skill to 2 different players on your team. Both coaches must use the same set of dice. (dice will be provided) All teams start each round with 1 bribe. Alternative Rocky Mountain weather chart will be used and provided at event. 4 minute turn time limit will be enforced. SCORING: Win: 5 points, Tie: 3 points, Loss: 1 point. Won by 2+ scores: 1 point, Lost by only 1 score: 1 point. Caused 3+ casualties: 2 points. Caused 2+ casualty more than opponent: 1 point 25mm Table: 31-34. Max Players: 12

**SAT 9AM - 11PM**

## 313 Demos of Malifaux

*Hosted by Nathan Reed and Ryan Donnelly*

FIGURES PROVIDED! Come learn Malifaux! Are you willing to risk your soul for a chance at great wealth and power? It's your only weapon in a world rife with monsters, necropunks, man-machine hybrids, gunslingers, and power-hungry politicians. Malifaux is a character-driven 32mm miniatures game, which uses a deck of cards to resolve game effects in Duels. Come learn this exiting game from Wyrd Games. 25mm Table: 38. Max Players: 99

**SAT 9AM - 5PM**

## 314 ALIENS!

*Hosted by Fred Ehlers and Jeff Simon*

FIGURES PROVIDED! Goin' on an egg hunt! We are going on an Egg hunt. Something we haven't seen before has been laying eggs. Your orders are to pick up a few eggs and bring them back so they can be studied. Sounds simple enough, what could possibly go wrong. Oh yes, Ripley is just thrilled about this mission. Players must be at least 12 years old, please. 25mm Table: 48. Max Players: 11

**SAT 7PM - 11PM**

## 315 Battlefleet Gothic Demonstration

*Hosted by Brandon Pooley*

FIGURES PROVIDED! Come learn to play the battlefleet gothic. If you are a veteran or just curious feel free to show up and play a game. 1/1000. Brought to you by Denver 113th. Table: 39 Max Players: 99

**FRI 6PM - 11PM**

## 316 By your command!

*Hosted by Kirk Troy*

FIGURES PROVIDED! The Cylons have hunted down a small Colonial fleet and are out to destroy its battlestar, the Pacifica, which lost it's FTL drive in an earlier engagement. Can the Colonials last long enough for reinforcements to arrive? Or will this be the last battle for the Pacifica? This game will use Mike Webb's Battlestar Galactica rules for Full Thrust 2. 1/1000 Table: 49. Max Players: 7

**SAT 7PM - 11PM**

## 317 For Gondor!

*Hosted by Gary Christopher and Nick Johnson*

FIGURES PROVIDED! Boromir's retaking of Osgiliath 25mm Brought to you by League of Extraordinary Gentlemen (<http://games.groups.yahoo.com/group/DENLEG/>). Table: M2 Max Players: 4

**SAT 7PM - 11PM**

## 318 The Talisman

*Hosted by Tony Armstrong*

FIGURES PROVIDED! Talisman is a game in a mythical world of dragons and sorcery. As a warrior, wizard, priest, or one of the other characters with special powers, each player must set off on a quest to find the magic talisman. This journey will be filled with danger - monsters, traps, and evil beings are waiting to defeat your character. With skill and luck you will survive to find the greatest treasure of them all. Only then will victory be yours. 25mm Brought to you by NCO Club (<http://www.gamershavenco.com>). Table: 37 Max Players: 8

**SAT 9AM - 11PM**

# Sci-Fi/Fantasy Miniatures

## 319 Arcane Legions

*Hosted by Philip Manoff*

FIGURES PROVIDED! Arcane Legions is a Mass Action Miniatures Game where you can send hundreds of figures in battle in under two hours. The year is 37 BCE. The greatest armies of antiquity battle to control a magically altered world. The Roman Empire, Egyptian Imperium, and Han Dynasty converge in epic battles across the Middle East. Their legions are full of men and monsters, warriors and sorceresses, undead and gods. Minis are provided and rules are taught at event. Come and experience an epic battle with a quick play system and fairly straight-forward rules system. The game is excellent for adults and kids due to its easy set of rules and quick play. 25mm Table: 34-36. Max Players: 6

**SUN 2PM - 6PM**

## 320 Arcane Legions

*Hosted by Philip Manoff*

FIGURES PROVIDED! Arcane Legions is a Mass Action Miniatures Game where you can send hundreds of figures in battle in under two hours. The year is 37 BCE. The greatest armies of antiquity battle to control a magically altered world. The Roman Empire, Egyptian Imperium, and Han Dynasty converge in epic battles across the Middle East. Their legions are full of men and monsters, warriors and sorceresses, undead and gods. Minis are provided and rules are taught at event. Come and experience an epic battle with a quick play system and fairly straight-forward rules system. The game is excellent for adults and kids due to its easy set of rules and quick play. 25mm Table: 34-36. Max Players: 6

**SUN 9AM - 1PM**

## 321 By your command!

*Hosted by Kirk Troy*

FIGURES PROVIDED! The Cylons have hunted down a small Colonial fleet and are out to destroy its battlestar, the Pacifica, which lost its FTL drive in an earlier engagement. Can the Colonials last long enough for reinforcements to arrive? Or will this be the last battle for the Pacifica? This game will use Mike Webb's Battlestar Galactica rules for Full Thrust 2. 1/1000 Table: 49. Max Players: 7

**SUN 9AM - 1PM**

## 322 Star Wars Minis: Dark Times

*Hosted by Ron Dobyans*

150 point constructed squad, for more information e-mail rdobyans@uwyo.edu. Constructed format, Swiss pairings, 150 point squads, Squad lists are required. Check www.thedci.com for Constructed tournament rules. Bring your maps! 25mm Table: M2. Max Players: 10

**SAT 9AM - 1PM**

## 323 Star Wars Minis: Dynamic Duo

*Hosted by Ron Dobyans*

100 point 2 figure squad, for more information e-mail rdobyans@uwyo.edu. Constructed format, Swiss pairings, 100-point 2 figure squad, Check www.thedci.com for Constructed tournament rules. Bring your maps! 25MM Table: 19-23. Max Players: 10

**SAT 7PM - 11PM**

# 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 indicate, "FIGURES PROVIDED!", in the event description book. Terrain is provided by the game judge for all events.

## 401 FOW Tournament

*Hosted by Tony Armstrong*

Late War 1750 pts. Special Characters allowed. All Late War books released upto Hell's Highway allowed. All official Late War PDF's are allowed. Please have copies with your name on them of your Army/History for the Judge and a copy of your Army for each opponent. Scoring will be done per the FoW scoring system. 15mm Brought to you by NCO Club (<http://www.gamershavenco.com>). Table: 1-20 Max Players: 40

**FRI 4PM - 11PM**

## 402 The Battle of James Creek

*Hosted by John Mumby*

FIGURES PROVIDED! The Union and Confederates are at it again at James Creek. Who will win this one? 10mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Ruleset: A Union So Tested. Table: 46 Max Players: 4

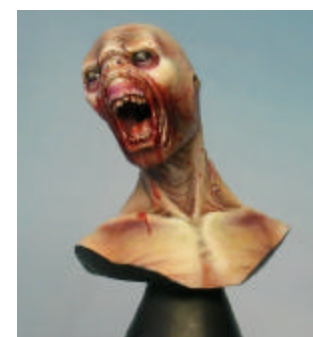
**SAT 9AM - 1PM**

## 403 Crusades

*Hosted by John Mumby*

FIGURES PROVIDED! At Tacticon, the crusaders got their pilgrims slaughtered. Will the Muslims do it again? Who will get the 70 virgins? 10mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Ruleset: Ager Sanguinis. Table: 46 Max Players: 6

**SAT 2PM - 6PM**



Available in the US from:  
Colorado Miniatures  
Fantization Miniatures  
And  
Cool Mini or Not

Or Direct from  
JMD Miniatures  
9, Rue Champailier  
62100 Calais  
France

# Historical Miniatures

## 404 Field of Glory Tourney

*Hosted by Art Hayes*

Field of Glory open for any books (Osprey Ancients Rules) on Sunday. Two rounds 2 and ½ half hours each 800 points  
15mm Table: 23-27. Max Players: 10

**SUN 9AM - 5PM**

## 405 Alligator Creek

*Hosted by John Rames, Bill Kerhman*

FIGURES PROVIDED! US Marines and troops of the Imperial Japanese Army are patrolling around Alligator Creek  
25mm Table:39 Brought to you by League of Extraordinary Gentlemen (<http://games.groups.yahoo.com/group/DENLEG/>). Ruleset: Street Pigs. Max Players: 8

**SAT 2PM - 6PM**

## 406 Gross-Jagersdorf

*Hosted by Rich Panek*

FIGURES PROVIDED! Prussian General Lehwaldt would have the fortune to be one of the first western generals to face what would eventually be known as 'a Russian steamroller.' But when your boss is Frederick the Great, the only option is to attack... no matter what the odds. Lehwaldt is outnumbered, but his troops are the best in Europe. Can he outfight this newly emerging power, or will he be destined to be the first speed-bump to Russian manpower and tenacity? 15mm Brought to you by Colorado Springs Historical Gamers (<http://groups.yahoo.com/group/cshg/>). Ruleset: Field of Battle. Table: 47 Max Players: 6

**SAT 7PPM - 11PM**

## 407 BATTLE-CRY! Tournament

*Hosted by Ed Meyers*

FIGURES PROVIDED! The ACW Sesqui-centennial is upon us!! It began 16 October 2009 with John Brown's raid on Harper's Ferry, Va. We could play a B-C! Tournament every day for the next five years and not exhaust all the battles and skirmishes. Here's your chance to be part of history and express your Patriotism or patriotism. (After all, we're all Americans in this Conflict---Can't we all just along?) No elimination. Get to talk Yankee or Southern. Dice-Tower trophy. (How's that for a practical prize?) Experienced B-C-ers will be angry when they lose to Novices ---all are welcome! 15mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Table: 40-42.

**SUN 2PM - 6PM**

## 408 AT-43 in the Canyon

*Hosted by Fritz Neufeld*

Bring 1,000 pts each, to play in two teams. But you're not alone in the Canyon! Meet in the hall outside the minis room. 25mm Brought to you by Valhallas Game Center (<http://www.valhallas.com/>). Table: hallway. Max 4

**FRI 6PM - 11PM**

## 409 AT-43 in the Canyon

*Hosted by Fritz Neufeld*

Bring 1,000 pts each, to play in two teams. But you're not alone in the Canyon! Meet in the hall outside the minis room. 25mm Brought to you by Valhallas Game Center (<http://www.valhallas.com/>). Table: hallway. Max 4

**SAT 9AM - 1PM**

## 410 Big Battle DBA Tournament

*Hosted by John Brown*

Bring your favorite army - of any period - for a three round BBDBA Tournament. Loaner armies and terrain will be available. DBA 2.2 rules will be played, as modified for tourney play in the NASAMW Big Battle DBA Tournament Rules and Scoring System([www.fanaticus.org/DBA/guides](http://www.fanaticus.org/DBA/guides)). Two hours per round and 24 by 60 playing area. Please contact John S. Brown ([jsandmbrown@msn.com](mailto:jsandmbrown@msn.com)) for further information. 15mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Table: 37-39 Max: 12

**SUN 9AM - 5PM**

## 411 Good Times at Bad Creek

*Hosted by Terry Shockey*

FIGURES PROVIDED! It has been a hard trail drive. The cowboys need to let loose. But how much will the sheriff allow? He is running for reelection. 25mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Ruleset: Desperado Rules. Table: 47. Max Players: 6

**SAT 9AM - 1PM**

## 412 Swedes in Russia

*Hosted by Terry Shockey*

FIGURES PROVIDED! The Swedes under Charles XII have entered Russia! Can the disorganized Russians regroup to stop the invaders? 15mm Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Ruleset: Field of Battle Rules. Table: 47 Max 6

**SAT 2PM - 6PM**

## 413 Pusan Breakthrough

*Hosted by Eric Elder*

FIGURES PROVIDED! North Korean troops have broken through the front line troops of the 1st US Cavalry Division on the Pusan perimeter, August 1950. US troops have fallen back to a second stronger line. Tanks from the 70th Heavy Tank Battalion have arrived to bolster the defense. A breakthrough against the Cavalry Division will leave the road to the important city of Taegu open. 1/144 N scale Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Ruleset: Cold War Commander. Table: 48. Max: 4

**SUN 9AM - 1PM**



# Historical Miniatures

## 414 Little Marsh Creek, American Civil War

*Hosted by Fred Ehlers*

FIGURES PROVIDED! Another Gettysburg What if; A couple of miles west of Gettysburg lies the forested, rocky banked, Little Marsh Creek. Can the I Corps Black Hats stop Heth's Division from reaching Gettysburg? Come help fight this battle 15mm. Ruleset: Call to the Colors. Table: 48. Max 6

**SAT 9AM - 1PM**

## 415 Encounter off Cadiz

*Hosted by Fred Ehlers*

FIGURES PROVIDED! It is 1806 and the French have decided to reclaim the seas off Cadiz, Spain. Can they do it? Join in as the Captain of a Ship of the Line and fight for king and country. 1/300 Ruleset: Heart of Oak. Table: 48. Max 6

**SAT 2PM - 6PM**

## 416 Storm the Castle!

*Hosted by Al Maurer*

FIGURES PROVIDED! The Pathans are holed up in their mountaintop fort. The Russians need to rescue the survey team being held hostage. 25mm Brought to you by Askari Miniatures ([www.askari-minis.com](http://www.askari-minis.com)). Ruleset: Colonial Adventures. Table: 45. Max Players: 8

**SAT 9AM - 1PM**

## 417 Storm the Castle!

*Hosted by Al Maurer*

FIGURES PROVIDED! The Pathans are holed up in their mountaintop fort. The Russians need to rescue the survey team being held hostage. 25mm Brought to you by Askari Miniatures ([www.askari-minis.com](http://www.askari-minis.com)). Ruleset: Colonial Adventures. Table: 45 Max : 8

**SAT 2PM - 6PM**

## 418 The Survey

*Hosted by Al Maurer*

FIGURES PROVIDED! Having (hopefully) rescued their survey team, the Russians proceed to survey the valley. Will they be left in peace--or ambushed? 25mm Brought to you by Askari Miniatures ([www.askari-minis.com](http://www.askari-minis.com)). Ruleset: Colonial Adventures. Table: 45. Max Players: 8

**SAT 7PM - 11PM**

## 419 Monty vs. Rommel in the Western Desert

*Hosted by Jeff Lambert*

FIGURES PROVIDED! El Alamein, 1942: Monty turns the tide on the Desert Fox--or does he??. Command one of three 1500-point Afrika Korps or Desert Rats forces simultaneously slugging it out in an epic battle for control of Egypt. Beginners welcome, rules taught. 15mm Brought to you by Stonebridge Games Flames of War Club ([http://groups.google.com/group/SBG\\_FOW\\_club](http://groups.google.com/group/SBG_FOW_club)) and (<http://www.stonebridgegames.com/>). Ruleset: Flames of War. Table: 49-51 Max : 6

**SAT 2PM - 6PM**

## 420 Assault

*Hosted by Walt Williams*

FIGURES PROVIDED! Period: WW2, Area: Eastern Front. Forces: German/Soviet. Stalin's armies are bringing the war to Germany. The Soviets are trying to keep the string of victories going. For the Germans, it is one more chance to delay the Soviet on the borders of the Reich. This move looks to be another frontal assault. For the Germans, it is a chance to show they still have the ability to hurt the Soviets. For the Soviets, it is by the numbers and they expect another win! They may have a surprise or two for the Fascist. 25mm Brought to you by CSGA. Table: M2. Max Players: 8

**SAT 2PM - 6PM**

## 421 Medieval Boar Hunt

*Hosted by Bill Daniel*

FIGURES PROVIDED! It Spring time on the lands of Baron Nigel Loring. The baron and his followers are out for some fun and food. The Woods of Camlon are a dangerous place and full of game. There is even tales a ruined castle and a lost treasure. 25mm Table: M1. Max Players: 8

**SAT 9AM - 1PM**

## 422 Medieval Boar Hunt

*Hosted by Bill Daniel*

FIGURES PROVIDED! It Spring time on the lands of Baron Nigel Loring. The baron and his followers are out for some fun and food. The Woods of Camlon are a dangerous place and full of game. There is even tales a ruined castle and a lost treasure. 25mm Table: M1. Max Players: 8

**SAT 2PM - 6PM**

## 423 Medieval Boar Hunt

*Hosted by Bill Daniel*

FIGURES PROVIDED! It Spring time on the lands of Baron Nigel Loring. The baron and his followers are out for some fun and food. The Woods of Camlon are a dangerous place and full of game. There is even tales a ruined castle and a lost treasure. 25mm Table: M1. Max Players: 8

**SAT 7PM - 11PM**

## 424 Shockey's Triumph

*Hosted by Robert Graham, Lee Schultz and Scott Merrifield*

FIGURES PROVIDED! In Spain, 1812. The British are trying to stop a French Marshall from leaving Spain with Spanish Gold 25mm Brought to you by League of Extraordinary Gentlemen (<http://games.groups.yahoo.com/group/DENLEG/>). Ruleset: Sharp's Practice. Table: 39 Max: 6

**SAT 9AM - 1PM**

# Historical Miniatures

## 425 As I was going to St. Lo...

*Hosted by Bill Kehrman, John Rames and John Kramer*

FIGURES PROVIDED! The Germans are at it again. They've blown up a reconnaissance jeep and you need to go figure out why. Crawl your squad through the bocage and clear the Germans so the Army can continue it's drive on St. Lo. 25mm Brought to you by League of Extraordinary Gentlemen (<http://games.groups.yahoo.com/group/DENLEG/>). Ruleset: Street Pigs Historical (Homebrew). Table: 39 Max: 4

**SAT 7PM - 11PM**

## 426 The River Platte

*Hosted by Tony Armstrong*

FIGURES PROVIDED! Commodore Harwood, pursuing the German raider, shrewdly guessed that the KMS Graf Spee would head for the crowded waters of the River Platte on it's way home. At 6:14, a dark smudge was spotted, the HMS Exeter was sent to investigate, identified the mast, and closed for a quick kill. 1/6000 Brought to you by NCO Club (<http://www.gamershavenco.com>). Ruleset: Battlewagon. Table: 37. Max : 4

**SAT 2PM - 6PM**

## 427 Warmaster Historical Tournament

*Hosted by Todd Pressley*

1250 point army lists for 3 round tournament. 6 turn and 2 hour limit per round. The judge will play odd player if necessary. Please arrange for a loaner army with the judge, [toddp1812@comcast.net](mailto:toddp1812@comcast.net), if you require a loaner army. 10mm and 15mm armies are acceptable. 10mm Table: 47-48. Brought to you by Colorado Military Historians (<http://www.cmhweb.org/>). Max : 10

**FRI 6PM - 11PM**

## 428 Old Chicago

*Hosted 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/>). Table: 46. Max: 8

**SAT 7PM - 11PM**

### Notes:



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**ROLEPLAYING GAME**

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# Role Playing Games

## GUESTS OF HONOR

We're pleased to announce the role-playing Guest of Honor for Genghis Con XXXI will be Sean K. Reynolds from Paizo Games. Sean has also worked at TSR and Wizards of the Coast, so if you look in your fantasy RPG book of choice, there's a pretty decent chance his name is there somewhere. Sean has agreed to judge a few slots of the Pathfinder Chronicles campaign, so if you haven't yet tried it, here's your chance to experience it with one of the creators lending it that extra flair. We'll also have a panel where Sean will be happy to talk about Pathfinder, other Paizo topics, old TSR gossip, painting minis, adventure design, how to get your foot in the door in the game industry, working on computer games, etc.

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

## IMPORTANT TO KNOW

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. Campaign games require you to create your own characters. Links have been provided to websites where you can download the character creation rules for each campaign.

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 we appreciate and applaud their efforts. Events marked as "Living Forgotten Realms" are sponsored by the Role-Playing Gamers Association ([www.rpga.com](http://www.rpga.com)), an international organization primarily supporting the 4th Edition D&D rules ([www.wizards.com/dnd](http://www.wizards.com/dnd)). The RPGA awards points to its members for convention participation, allowing members to earn Player Rewards. You must be a member of the RPGA to play in these events. Judges will be asking to see proof of membership. If you have any questions, or wish to join the RPGA, visit Con HQ for a membership card.

In RPG event listings, the section number indicates the time slot the game is running in, not the round of the game. For example: 501.9 refers to event number 501, running in Slot 9, SAT 7PM-11PM. Also note this year we have so many events that we overran the 500-block of event numbers. 5000-block events are also role-playing games and you register for them the same way.

### RPG Time Slots:

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

**Mustering takes place in the open area down the stairs from Con HQ & Registration.**

## 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, with the exception of Living Forgotten Realms.

Mustering will begin 10-15 minutes before the start 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.

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, but 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 allowed to join any game even if an open spot is available.

There will be a Role-Playing Awards Ceremony held Sunday at 6:30PM. 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 announcements for upcoming roleplaying events will be given.

RP-Artisans ([www.rp-artisans.org](http://www.rp-artisans.org)) is an organization of gaming authors dedicated to improving the role-playing experience for everyone. They primarily write character provided events and the annual Team Championship, but also host GM Boot Camp sessions where they pass on their decades of home- and convention-play knowledge. They also wish to share the following:

## 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 may not be allowed to play.

### The Code:

Players must contribute to providing a fun, friendly, and cooperative atmosphere at RP-Artisans events. 1) They must refrain from violence, drunkenness, and excessive profanity. 2) 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. 3) They must respect the other participants, and refrain from personal insults and attacks. 4) They must stay focused on the game at hand, refraining from lengthy unrelated discussions and comments. 5) 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.

### Player Principles:

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

# Role Playing Games

We look forward to seeing you at GenghisCon XXXI!  
Troy and Stephanie Latta  
Genghis Con RPG Co-Coordiators  
bshimoda@yahoo.com, redoakdruid@gmail.com

## 501 Colorado Team Role Playing Challenge

*The Blood of Inti* By RP Artisans

1934. The Great Depression. Mobsters, spies and anarchists at home. Fascism, Communism and Militarism abroad. are the least of your worries. You're more interested in reports of hidden Incan treasure-cities, getting out of this Brazilian jail, and which of your fellow prisoners you can trust... The 2010 Team Role Playing Challenge is a competition event for teams of 5-6 players. Only the team's captain should register for this event. Familiarity with the Cortex System is helpful, but not necessary; teams are graded on their roleplaying, not their knowledge of the rules mechanics. Additional information available at [www.rp-artisans.org](http://www.rp-artisans.org). Good luck teams! Keywords: Teamwork, competition, bragging rights. Limit 6 teams.

501.11 SUN 9AM-1PM

## 502 RP Artisans - Hero System

*Teen Titans GO! Rabbit Rampage* By Bill Keyes

The world-famous magician Zatanna is putting on a star-studded show, and you have front row seats! The night is ruined when the city comes under attack by a hoard of deadly... bunnies?!? Can the heroes find out where all these lethal lagomorphs are coming from, and discover the secret behind Zatanna's link to this mess? Keywords: Teenage super-heroes, madcap hijinks Beginner. Characters Provided. Limit 6 players.

502.3 FRI 9AM-1PM

502.7 SAT 9AM-1PM

## 503 RP Artisans - Lucha Libre Hero

*Los Misteriosos vs. the Aztec Zombies* By "El Conejito Mal"  
Bill Keyes

Mexico City is overrun by horrible monsters, innocent people are disappearing, and the evil Doctor Muerte is back! Who can stop him before the whole world succumbs to his wicked scheme? 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! Keywords: Campy humor, thrilling heroics, Mexican wrasslin.' Beginner. Characters Provided. No Spanish necessary! Limit 6 players.

503.5 FRI 7PM-11PM

503.9 SAT 7PM-11PM

## 504 RP Artisans - Call of Cthulhu

*She's a Holy Terror Ain't She?* By Alyson Enright

The town of Keystone is all aflutter as the joining of two of the richest gold mines is about to occur. The town is having a parade, a ball, and fireworks! You have been invited to join in the festivities as the crews break the wall joining the two tunnels. Keywords: Victorian, Investigation, Conspiracy, Horror. Intermediate, Characters Provided, **Mature Audiences Only**. Limit 6 players.

504.5 FRI 7PM-11PM

504.12 SUN 2PM-6PM

## 505 RP Artisans - Call of Cthulhu

*It's Friday so We're Cruising 8th* By Alyson Enright

It's Friday, it's a small town and there's not much to do. Homecoming was today and you and your friends decide to cruise down 8th street to see who's there, what's happening, and what the word is around town to find a party, some trouble to stir up, or something to do. Keywords: Teenagers, Mayhem, Homecoming, Horror Intermediate, Characters Provided, **Mature Audiences Only**. Limit 6 players.

505.1 THU 7PM-11PM

505.9 SAT 7PM-11PM

## 506 RP Artisans - Call of Cthulhu

*Scooby Doo goes to Zombie Island* By Alyson Enright

Join the gang as they are reunited for Daphne's television show which does a segment on real monsters. The gang is headed to Moonscar Island where more than a few mysteries await! Keywords: Cartoon Action, Ghost Chases, Scooby-Snax Intermediate, Characters Provided. Limit 5 players.

506.7 SAT 9AM-1PM

## 507 RP Artisans - Champions

*The Mile High Club vs The Worst Case Scenario* By Scott Field

Bad news: the villainous criminal organization VIPER has launched its most daring attempt at world domination ever. Good news: Denver's premier superhero team is on the case! Better news: they have someone on the inside this time. Worse news: they're not sure they can trust her... Keywords: spandex, intrigue, comedy. Beginner. Characters Provided. Limit 7.

507.1 THUR 7PM-11PM

507.8 SAT 2PM-6PM

## 508 RP Artisans - Fantasy Hero

*Divine Will* By Scott Field

When the God of the Dead kidnaps the Sun, it will take beings of immeasurable power and unstoppable will; nothing less than gods themselves. Fortunately, that describes you just fine! Inspire worshipers, smite Evil Itself, and shape the world to your Divine Will! (Keywords: über-Epic level fantasy, god complex) Beginner, Characters Provided. Limit 6.

508.4 FRI 2PM-6PM

508.9 SAT 7PM-11PM

## 509 RP Artisans - Serenity RPG

*Sammy's Angels* By Michelle Norton

Five young women have been given a new lease on life. Sammy Wu has "liberated them" from the Blue Sun drone factory and managed to clear his name. Can the girls eke out a new life in the 'verse or will the past drag them back down into the depths of Blue Sun? (Keywords: Firefly, Sammy Wu, crazy, space opera.) Beginner. Characters Provided. **Mature players only**. Limit 8 players.

509.4 FRI 2PM-6PM

509.8 SAT 2PM-6PM

# Role Playing Games

## 512 **Savage Worlds of Solomon Kane**

*Maelstrom of Bones* By Neal Hyde

It is the year 1601. Fate has left the heroes shipwrecked on the wind-swept coast of Cornwall, where an ancient village now comes under siege at nightfall. What evil forces are at work in this place where saints and demons have each trod the earth? Based on the Savage Worlds system. Characters Provided. Beginner. Limit 6 players.

512.3 FRI 9AM-1PM

## 513 **Savage Worlds of Solomon Kane**

*Red Waters of Doom* By Neal Hyde

It is the year 1601. The canals of Venice flow with the blood of innocents and the heroes thirst for justice, but the city fathers ignore the safety of the poor and downtrodden. Are their ears deaf because of the sickness of greed or do they fear awakening an even greater horror? Based on the Savage Worlds system. Characters Provided. Beginner. Limit 6.

513.5 FRI 7PM-11PM

## 514 **Savage Worlds of Solomon Kane**

*The Palace of Skulls* By Neal Hyde

It is the year 1601. The verdant shores of Africa beckon to the heroes, who seek to rescue a virtuous girl from the clutches of vicious Barbary Corsairs. The Dark Continent holds many ancient mysteries, including monstrous evil and knowledge that Man was never meant to behold. Can they save the girl and exact justice in a land where losing one's life is the lesser of evils? Based on the Savage Worlds system. Characters Provided. Beginner. Limit 6 players.

514.8 SAT 2PM-6PM

## 515 **Savage Worlds of Solomon Kane**

*Chickens in the Mist* By Neal Hyde

The O'Conner brothers are small-time farmers and big-time losers who run an illegal cockfighting operation. Their high fallutin' clientele want something different. A little genetic engineering and they got something different, all right. Mean while, you're a group of PETA volunteers, sheriff's deputies, and a news crew who are gonna bust barbaric cockfighting scam wide open. Problem is...hey, is that blood? This game encourages fowl humor and phallic (fowlic?) jokes, **Mature Players Only**. Characters Provided. Beginner. Limit 6 players.

515.11 SUN 9AM-1PM

## 516 **Deadlands Reloaded/Savage Worlds**

*It's All in the Tailing* By Derek Johnson

The west ain't only wild, it's downright weird. In Colorado it seems mining giant Peyton Barrott's latest dig has got some folks in a tizzy. A loony dynamiter in Barrott's Creek has gone and blowed up some rail lines. While the small town is seeing an exodus of sane folk, you're itchin' to find out what in tarnation's going on. Getting to the bottom of it is your job—and maybe your end. Characters Provided. Beginner. Limit 6.

516.9 SAT 7PM-11PM

## 517 **d20 Modern**

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

Thanks to your earlier investigations in Earlville, you think you've solved the school massacre mystery. It's up to Einstein, Holmes, Kolchack, Quartermain, Scully, and Van Helsing to come together as a de facto Paranormal Investigation and Troubleshooting Squad to prevent a ritual from happening and to save the Office of Paranormal Investigations and maybe the world. Characters Provided. Beginner. Limit 6 players.

517.5 FRI 7PM-11PM

## 518 **Star Wars Saga Edition**

*Gears of War: Emergence Day* By Phil Adams

Set in the Gears of War universe, using a modified rule system. The Coalition of Ordered Governments has coordinated the first ever exercise incorporating the militaries of the recently conquered Union of Independent Republics. The Chimera Company must lead the way, restoring wounded pride and honor. Lieutenant Alaric Gryfon's platoon takes the lead in this action-packed scenario. Characters Provided. Beginner. Limit 6.

518.7 SAT 9AM-1PM

## 519 **Mutants & Masterminds 2nd Edition**

*Vanguard IV: Hanging by a Thread* By Phil Adams

American Agent disappeared, Mindspear took a leave of absence, Bowman reduced his time with the team, and Ultraman attained near-messianic status, enraging religious leaders. Artifact must hold things together long enough to investigate a lead in the lingering mystery of the Jester's death, a lead that will take them to the Himalayas. Characters Provided. Beginner. Limit 6.

519.8 SAT 2PM-6PM

## 520 **Fading Suns 2nd Edition**

*The Depths of Mord* By Phil Adams

Ragnald the Red lies dead, his fleet broken. Lady Celia and her cohort have evidence connecting the Avestites and Decados to Ragnald's raiders, but they may be on the verge of discovering something even more damaging. The evidence lies somewhere beneath the surface of the planet they orbit, as does untold Second Republic technology. Characters Provided. Beginner. Limit 6 players.

520.9 SAT 7PM-11PM

## 521 **Aces & Eights**

*The Bounty of Nuevo Mexico* By Phil Adams

You killed yerselves a dozen Payton Gang boys ded. Black Creek Mining company dun paid fer ya ta plug 'em, but it just don't seem right not ta make some money off yer good work and collect the price on thar heads down whar they killt a bunch o' federales! Them stiff's're gettin' ripe and ya gotta take 'em down Nuevo Mexico way pronto! Now quit yer belly achin' and saddle up them thar horses and let's go collect that bounty! Characters Provided. Beginner. Limit 6.

521.11 SUN 9AM-1PM



*"Zenit. The most powerful of all the weapons ever forged, born from darkness before time and only witness of the creation of the universes. Only moved by savage and brutal instincts, travels from one reality to another calling at arms, turning whole worlds into battlefields and abandoning them sterile after centuries of never ending wars."*

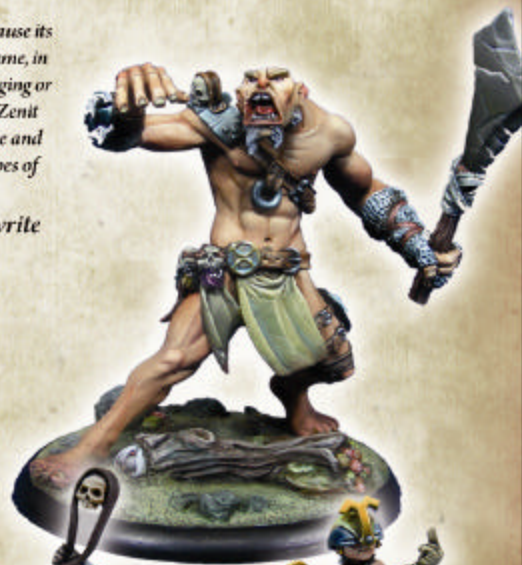


# NEMESIS

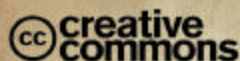
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Nemesis is a game in constant evolution because its licence Creative Commons turns it into a game, in which any player can help developing, changing or improving its rules and helping the whole Zenit Community making Nemesis a better game and what is more important, flexible for all types of players.

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# Role Playing Games

## 522 **DragonQuest 2nd Edition**

*Adventure in the World of Arr'aman* By Brock Wood

Explore the unique and fascinating fantasy world of Arr'aman. Check out: <http://www.brockster.com/arraman.pdf>. The map of the world, and the place names, are a combination of the World of Greyhawk map the GM's imagination. A mystery will unfold and deepen and each player character will have a unique view of the clues and events. Come re-live the fun of the early days of role playing! Characters Provided. Beginner, **PG13+**. Limit 6.

**522.1 THUR 7PM-11PM**

**522.7 SAT 9AM-1PM**

## 523 **Mutants & Masterminds 2nd Edition**

*In Her Majesty's Super Service* By Ron Rigenbach

England in the Victorian Age. Dark forces have aligned against Queen and Country and only you can foil their nefarious plot. Grab your bowler, cape and sword cane and prepare to save the world again. Uses an adaptation of the "Kerberos Club" for the Wild Talents RPG. Think the "Dresden Files" meets the League of Extraordinary Gentlemen." Characters Provided. Beginner, **16yr.+ please**. Limit 6 players.

**523.5 FRI 7PM-11PM**

## 524 **Star Wars Saga**

*Star Wars Saga Edition 101* By Joe Carlson

With simplicity and cinematic game play, many people think Star Wars Saga Edition is one of the best d20 systems ever created. Come learn how character creation, personal and ship combat, and role playing fit into the rule system, then put your new-found skills to the test in a mini-module written specifically for new players. Beginner. Limit 6.

**524.5 FRI 7PM-11PM**

## 525 **World of Darkness**

*The St. Michaels' Bridge Suicides* By Benjamin Pelayo

A string of suicides along the St. Michael's Bridge draws the focus of your Krewe to the haunt. You need to send this ghost away, but some souls don't rest so easily. To send him onto his reward, you and your Krewe must go "once more into the breach", risking your lives in the underground world of gangland violence. Characters Provided. Intermediate, must know WoD rules. Limit 6 players.

**525.8 SAT 2PM-6PM**

## 526 **Werewolf: The Forsaken**

*A Vanishing Act* By Mike Wagner

Your werewolf pack, the Hunters of Darkness patrols the woods of certain parts of Colorado. However, the wolves under your protection and propagation are vanishing and getting killed. You have to solve the mystery or there will be more than just disgrace if you fail. Characters Provided. Intermediate. Limit 5 players.

**526.8 SAT 2PM-6PM**

## 527 **Savage Worlds – Realms of Cthulhu**

*Bermuda Triangle Cruise* By John Fiala

Hundreds of cruise ships travel through the Bermuda Triangle every year. So, when you finally set out on the trip, you happily joked with your table-mates about 'disappearing at sea'... but with everyone on board getting sick with the Flu, it's almost as if they're really disappearing! And do you think you'll get a refund? A horror role playing adventure on the commercial seas. Characters provided. Try the buffet! **Mature Players Only**. Limit 6.

**527.4 FRI 2PM-6PM**

**527.12 SUN 2PM-6PM**

## 528 **Pulp Hero 6th Ed**

*League of Extraordinary Gentlewomen Pterodactyls over Broadway* By Tammy Sue Keyes

Our lovely ladies plan to spend the day exploring New York City, when their afternoon out is interrupted by... dinosaurs? Weird Science, terrible lizards, oh my! Keywords: pulp, dinosaurs, weird science Beginner. Rules Taught. Characters Provided. Limit 6 players.

**528.1 THUR 7PM-11PM**

**528.2 FRI 2PM-6PM**

## 529 **Seventh Sea**

*The Treasure Map* By Tammy Sue Keyes

You and your crew have found a piece of a map said to lead the way to the lost treasure of Captain Roger the Red, the vilest, but richest, pirate in all the Seven Seas. Can you reclaim the treasure before other rival pirates do? What dangers await you? Keywords: swashbuckling pirates, need I say more? Beginner. Characters Provided. Limit 6.

**529.5 FRI 7PM-11PM**

## 530 **Faery's Tale**

*A Day at the Fair* By Tammy Sue Keyes

Specially run for Con Jr! The Faeries of Brightwood are holding a Summer's Fair to celebrate the birthday of Princess Joy. Contests, games, and fun all day long. But when a dark faery arrives, will the day end on a happy note? Keywords: children's game, faeries. Beginner, Rules Taught. Characters provided, but players can customize. Note: Each session is about 90 minutes long, suggested for ages 6 and older. Limit 6.

**530.7 SAT 9AM-1PM**

**530.11 SUN 9AM-1PM**

## 531 **D&D 3.75**

*The Man of Many Pockets* By Spider (Mira Rookey)

Chase a crafty Rouge through a dungeon of clever traps for the chance to pick from his pockets filled with magical items of wonder. Problem is... he is not above using said items against you! Overcome great puzzles, Battle with swarms of enchanted coins and balls of thick lint as you make your way through to try your skill and luck and select something of priceless value! Good fun whether you make it or blow yourself up trying! Intermediate, Characters Provided. Limit 6.

**531.3 FRI 9AM-1PM**

# Role Playing Games

## 532 D&D 3.75

*Do You Want Flies with That? By Spider (Mira Rookey)*

The only inn at the crossroads of a busy trade route is shutting its doors forever if no one can stop the insect problem. These swarms seem to function with a purpose. Find out what it is and stop them, or run these routes on nothing but stinky rations for the rest of your lives. A trip deep into an insidious hive mind with a master plan and a touch of humor! Set in winding caverns with unique obstacles requiring solutions beyond the obvious... Not for the squeamish or bug-phobic! Beginners welcome. Limit 6 players.

**532.10 SAT 12AM-4AM (midnight slot)**

## 533 D&D 3.75

*Mandrakes Ship of Fools By Spider (Mira Rookey)*

Tried for charges of disorderly conduct, lewdness and excessive drunkenness at an after quest party, you find yourselves forced into captive labor on the ship of the Pirate Mandrake. The tables turn and the captives become the only chance the ship has as the crew begins to go mad. Is it malnutrition... or something much more sinister? Will you succeed and acquire a ship and the favour of a cunning captain... or fall prey to whatever curse has befallen the crew mates and lose your self to insanity. Rise above the madness and you stand to free yourselves and perhaps return as Heroes once more! Beginners welcome. Characters provided **18 yrs. and up please**. Limit 6.

**533.8 SAT 2PM-6PM**

## 534 D&D 3.75

*House of Dolls? By Spider (Mira Rookey)*

You awaken with the overwhelming feeling you don't belong here. This is a very bad place... something constructed from nightmares so dark and frightening you are surprised you can even get any sleep. Where is your armor? What is this floral dress and sun hat? Why have you been surviving on bits of stale cakes and tea? Because you have been collected... and now you are part of Button the Giant's dollhouse. But today you have a new plan. No more tea parties... it's time to escape! Limit 6 players.

**534.7 SAT 9AM-1PM**

**534.12 SUN 2PM-6PM**

## 535 D&D 3.75

*Save the Last Dance By Spider (Mira Rookey)*

The event of the year, a royal gala with all the trappings of a bad prom. A magical night when the princesses those wretched heroes saved throughout the year and the ones that managed to NOT get captured get together with the beautiful boys of the realm to flirt, eat tiny foods and be crowned Jr Queen or King of the night! You and your malcontent friends have struck a bet... anything goes for ruining this perfect night... as long as the nights last event, the one where the newly crowned trip the light fantastic, still goes on. So who is going to cause the most mayhem.... and how much destruction can you cause before you need to save the last dance? Intermediate and above - Evil characters provided **18 and up only**. Limit 6 players.

**535.1 THUR 7PM-1PM**

**535.9 SAT 7PM-11PM**

## 536 D&D 3.5

*Hatchlings By Larry Cormier*

A close friend of an old retired alumnus of the Waterdeep Boy's Club remembers the gang fondly, and talks about them often. Recently, his current home is being threatened with an unusual situation, and the little island town needs help. Although Angel didn't specifically ask that the messenger find the WBC and ask for their help, the villager felt that perhaps the gang might actually be able to help his little island hamlet address the problem. Will the Order of the Hydra be able to meet the challenge? Characters provided. Limit 6 players.

**536.3 FRI 9AM-1PM**

**536.7 SAT 9AM-1PM**

## 537 Story Games Lounge

*By Scott Dunphy*

We'll play the games we all decide to play on our own schedule. There are no limits on when you finish, how long you play, or when you can start playing the next game. We have a variety of games lasting from 15 minutes to 4+ hours and anything in between. Or you can bring your own Story Game and teach others how to play! Every genre and style of story has a place in the S-G Lounge; from supers to the supernatural, from steam punk to hard sci-fi, and from bubble-gum-anime-romance to noir-love-triangle-murders-for-political-gain. All of these require creativity and active participation from all. Some of the games don't have a GM and in most of these games much of the GM's usual authority is distributed among all the participants. None of the games have pre-written scenarios or characters - all of the fiction is created at the table! Once we have completed the storyline, then we start the game and the rules serve to resolve the conflicts in a way that creates unexpected twists and a narrative we can all enjoy together. Games like "Primetime Adventures", "With Great Power", "In A Wicked Age", "Shooting the Moon", "Midnight Raid", "Orcology", and many more. Please come to <http://storygameslounge.freeforums.org/> before the convention to talk about what games you want to play or run in the lounge and to see the full list of games that will be available (our "Story Games Menu"). Each ticket is good for 4 hours of play. You might come in and play a one-hour game and come back later for a three-hour game or you can use two tickets and play a five-hour game and a three-hour game the next day. It's all up to the participants to decide what they want to play together and for how long! We also accept generic tickets and unused tickets from other RPG events. You don't have to "muster", just come on in to the lounge and get in a game! Beginners Welcome, Rules Taught, **18 and older**. Characters created together at the table.

**537.4 FRI 2PM - 6PM**

**537.5 FRI 7PM - 11PM**

**537.7 SAT 9AM - 1PM**

**537.8 SAT 2PM - 6PM**

**537.9 SAT 7PM - 11PM**

**537.11 SUN 9AM - 1PM**

**537.12 SUN 2PM - 6PM**



# Role Playing Games

## 538 **Chtulhutech**

*White and Green By Chris Tucker*

It is the year 2086. The people of Earth, along with their alien allies the Nazzadi, desperately struggle to survive assaults from multiple threats. Human/Nazzadi crossbreeds, known as 'xenomixes', have become increasingly common and are highly valued by the New Earth Government, as many xenomixes have a tendency to develop para-psychic abilities—and a rare few have unearthly levels of power and potential. Your squad of NEG agents has been assigned to protect a unique xenomix child whose parents, both agents themselves, have gone missing. On the surface, this seems like a simple assignment. But Xara is a very strange child, and deep, dark forces have taken notice of her. Deep beneath the ocean, among the ruins of a terrible and bleak city, something not quite dead calls her name... Beginner, characters provided. Limit 6 players.

**538.1 THU 7PM-11PM**

## 539 **Changeling: the Lost**

*The Library in the Hedge By Chris Tucker*

Outside of our world, time, and space as we understand it, lies Arcadia, the home of the True Fae. Inhuman, capricious, cold, and cruel, the Fae inevitably cause misery. The Fae kidnap humans and spirit them away to play with and torment at their whim. Only a handful of the victims make it back, somehow finding the will and cunning to escape. They are known as Changelings, and they are forever haunted. The Hedge, a nightmare place of thorns and monsters, acts as a boundary between Earth and Arcadia. A new and unique gateway has been discovered. On the other side: ruins of an ancient library, old and bizarre books scattered all around. You, chosen personally by the Winter Queen, will head into this library, scheming to bring back whatever you can find of value. Intermediate, characters provided. Limit 6 players.

**539.3 FRI 9AM-1PM**

## 540 **Mage: the Awakening**

*To End Suffering By Chris Tucker*

It is the dream: that life is normal, safe, sane. The Awakened Mages see the world as it really is, and they know what humanity doesn't: there are things out there. Some of choose to deal with these things, to protect the Sleepers from that which would prey on them from the shadows. You are part of an elite organization tasked with tracking down and eliminating dangerous magic and the people who use it. Although they've always had noble intentions, the realities of life in the field make it difficult to stick to one's ideals. When your superior sends you on a mission that leaves you questioning her motives, it'll be up to you to decide whether the ends justify the means. Intermediate, characters provided. Limit 6 players.

**540.4 FRI 2PM-6PM**

## 541 **World of Darkness**

*Those Who Hunt Ghosts By Chris Tucker*

Last season, SpectreSighters was one of the highest-rated shows on TV. It was getting great reviews and garnering respect from serious paranormal experts... until it was revealed that the show's unscrupulous director had been constructing fake supernatural encounters, fooling everyone. Now, season five is drawing to an end, ratings are terrible. It's time to break out all the stops: a two hour special, broadcast live! Surely the entire nation will tune in to see the unearthing of a vampire's crypt! What the crew doesn't know, is that the show's new director has found an actual vampire—a cruel and savage beast that's been sleeping beneath Chicago for 130 years. Will this season finale mean a swift and brutal end for everyone involved? Or could this be television history in the making? Beginner, characters provided. Limit 6 players.

**541.5 FRI 7PM-11PM**

## 542 **Pathfinder**

*Legacy of the Forlorn, Pt 1 By Chris Tucker*

Caladlon Edasseril is a wise and honorable druid who serves as the lord of the southern domains of Kyonin, the ancient and isolated Kingdom of the Elves. The nature spirits of Kyonin, long ago blessed Caladlon and his lands with the bounty of nature: unending fertility and growth. He has experienced great rewards from this blessing, the greatest of which are his six children. But even the elves must pass on from this world, and Caladlon knows that eventually his children must replace as custodians of his lands. To that end, he has begun granting them greater responsibilities and tasks to help them learn the arts of leadership and prepare them for their birthright. When a caravan of traveling Varisians pass through the edge of the Kyonin forest, Caladlon sends them to find out why the nomads cross elven lands. But will his children be cunning enough to solve the riddles of the Pentagon Bridge? Beginner, characters provided. Limit 6 players.

**542.7 SAT 9AM-1PM**

## 543 **Arcana Evolved**

*The Giant's Staff By Chris Tucker*

Faevor Greyportal is a magister with a dream: to resurrect the legendary Council of Magisters, a group of cunning arcanists and brilliant seers who once held tremendous power and influence. Faevor hopes to entice a new group of magisters to take up the mantle, championing the cause of magic. As part of his plan, Faevor is searching for the old Council's magic staves, the symbols of their power. Faevor's allies managed to find one of the staves: Harrieth, the Seeker. Now a second staff has been located in the heart of an abandoned Dramojh citadel. Faevor has put a call for aid but there are those who do not wish to see a new Council of Magisters rise. And his allies will find that the greatest danger awaits them long before they find...the Giant's Staff! Beginner, characters provided. Limit 6.

**543.8 SAT 2PM-6PM**



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# Role Playing Games

## 544 Pathfinder

*Legacy of the Forlorn, Pt 2* By Chris Tucker

It is not necessary to have played part one to enjoy part two. The six children of the Elven lord Caladlon Edasseril have shown themselves to have strong diplomatic and problem-solving skills—all of which are about to be tested. Miles southwest of Kyonin is a human settlement called Border Watch. The elves and the humans traded freely, until Caladlon discovered that they were using the weapons to attack their neighbors and he, of course, immediately cut off all trade. Now the people of Border Watch insist that they have changed their ways. It will be up to you to determine whether or not trade should be resumed. And who are the mercenaries camping out near Border Watch—the ones who call themselves the Scarlet Guard? Beginner, characters provided. Limit 6.

544.9 SAT 7PM-11PM

## 545 Cthulhutech

*Empty Promises* By Chris Tucker

A young man dies after having been shot in the chest. Federal Security Bureau agents remove the body, delete all records from the system, and warn the hospital staff not to talk about the incident. A cover-up, and a thorough one. But why? The Eldritch Society, an group of occultists and psychics sent an elite group of agents to investigate but they'll need to keep a low profile. Can they uncover the FSB's secrets without betraying their own? Beginner, characters provided. Limit 6.

545.12 SUN 2PM-6PM

## 546 Twilight 2013

*And the Meek Shall Inherit* By Robert Knoke

The town of Julesburg, CO has been establishing a vibrant economy WWII. Many of their challenges are not yet behind them... Though Julesburg has a working barter system, the former U.S. Government wants THEIR monetary system. Many of the townsfolk see this as a root cause of the Apocalypse, and will fight to keep their independence. Unfortunately, all of you are caught in the middle. Characters Provided. Beginner. Limit 6.

546.3 FRI 9AM-1PM

## 547 Twilight 2013

*Jailbreak* By Robert Knoke

You started off your day trying to scrape a living in the Hell of the Apocalypse... business as usual. Then you were taken as P.O.W's. Escape from your captors, and try to find help as soon as you can. No doubt, your enemies will be on your tail. Characters Provided. Beginner, Rules Taught. Limit 6 players.

547.7 SAT 9AM-1PM

## 548 Guest of Honor Special!

*Panel with Sean K. Reynolds*

Sean will be happy to talk about Pathfinder, other Paizo topics, old TSR gossip, painting minis, adventure design, how to get your foot in the door in the game industry, working on computer games, etc. Please join us for a few fun-filled hours.

548.5 FRI 7PM-11PM

## 549 Pathfinder Society #1

*Silent Tide* by Michael Kortez

Strange reports of misty undead spread through Absalom and you are dispatched to the half-drowned district of Puddles. Notoriously rough, the drooling addicts, flesh panderers, and quick-handed knifers are the least of your worries. The night's tide brings an ancient armada of some long-forgotten war and you are the only thing between their mistshrouded ghost fleet and Absalom's utter oblivion. Beginner. Character creation info at <http://paizo.com/pathfinderSociety>. Limit 18.

549.1 THUR 7PM-11PM

549.4 FRI 2PM-6PM

## 550 Pathfinder Society #31

*Sniper in the Deep* by David Eitelbach and Hank Woon

When rumors stir of a hidden treasure ship in Absalom's Flotsam Graveyard, the Pathfinder Society sends you beneath the Inner Sea to investigate. Mayhem, undersea adventure, and chaos are to be had in this rousing rampage beneath the roiling waters of Absalom's harbor. Beginner. Character creation info at <http://paizo.com/pathfinderSociety>. Limit 18 players.

550.4 FRI 2PM-6PM

550.8 SAT 2PM-6PM

550.11 SUN 9AM-1PM

## 551 Pathfinder Society #32

*Drow of the Darklands Pyramid* by Sean K Reynolds

A rogue band of drow plague the shipping lanes of Osirion and the Pathfinder Society sends you to stop them. When the drow capture a caravan laden with Society relics, you delve into the Darklands to track down the stolen cargo and explore the mysterious Stalactite Pyramid. Beginner. Character creation info at <http://paizo.com/pathfinderSociety>. Limit 18 players.

551.5 FRI 7PM-11PM

551.9 SAT 7PM-11PM

551.12 SUN 2PM-6PM

## 552 Pathfinder Society #33

*Assault on the Kingdom of the Impossible*  
by Craig Shackleton

The Pathfinder Society sends you to the fabled Kingdom of the Impossible, the island of Jalmeray, to stop an Aspis Consortium black market relics dealer who is organizing the local bandits and violently robbing Jalmeray and Pathfinder Society caravans laden with relics, artifacts, and magical mysteries. When a venture-captain is murdered by the Aspis Consortium agent, it's up to the PCs to find him and do whatever it takes to stop him. Beginner. Character creation info at <http://paizo.com/pathfinderSociety>. Limit 18 players.

552.3 FRI 9AM-1PM

552.12 SUN 2PM-6PM

# Role Playing Games

## 553 Pathfinder Society #34

*Encounter at the Drowning Stones by Tim Hitchcock*

Rumored to be the most desecrated site in the Mwangi Expanse, the natives have long feared its malevolent presence. Rumors of suicide, infanticide, murder, and chaos have always been mentioned in the same breath with these mysterious rock formations. The Society sends you there after the location is discovered by a demonologist working for the Aspis Consortium. The Society fears the Aspis have discovered the source of the Drowning Stones' power and its up to you to insure they don't get their hands on it. Beginner. Character creation rules at <http://paizo.com/pathfinderSociety>. Limit 18

553.3 FRI 9AM-1PM

553.7 SAT 9AM-1PM

553.9 SAT 7PM-11PM

## 554 Boot Hill (d20 Modern)

*Return to Mad Mesa By Dave Dostaler*

As you return to the small town of Mad Mesa you can't help but notice the road sign indicates that the population number has been written over and reduced more than once. It has been a handful of years since the Russell's were forced from Mad Mesa by the Kane Family. Your return will not be welcome but you have a unique opportunity. Your posse has been deputized in Promise City after a clash with some bank robbers left most of the lawmen dead. The robbers were identified as belonging to the Kane Faction. Your mission is to bring the Kane's to justice, if you can keep your own personal feelings of revenge out of it. I reckon there is going to be a gun fight! Beginner, Rules Taught. Characters Provided. Limit 6 players.

554.7 SAT 9AM-1PM

## 555 Pathfinder RPG

*Legacy of Fire – Howl of the Carrion King, Part 1  
By Dave Dostaler*

In the exotic nation of Katapesh, a land of fortune and wonders, heroes are those with the courage to command their destinies. Such wisdom leads a daring band to the abandoned village of Kelmarane with hopes of reestablishing the once prosperous community. But buzzards still feast upon the secluded settlement's corpse: a savage tribe of gnolls and their bestial allies hold the town in the name of a merciless master known only as the Carrion King. Can the PC's retake the village from its feral conquerors, or is Kelmarane but the first bastion of civilization to fall before the hordes of the mysterious warlord? Beginner. Characters Provided (1st Level). Limit 6 players.

555.9 SAT 7PM-11PM

## 556 Pathfinder RPG

*Legacy of Fire – Howl of the Carrion King, Part 2  
By Dave Dostaler*

The PCs have secured the area around Kelmarane and have scouted out the perimeter of the town. In order to liberate Kelmarane, the gnolls must be defeated. A quick and deadly attack is needed on the town's ancient battle market and the misguided leader of the gnolls. Will this attack simply eliminate the gnoll intruders or reveal the true source of the town's destruction. Will the PCs be able to remove the evil pall over Kelmarane once and for all? Beginner. Characters Provided (3rd Level). Limit 6 players.

556.11 SUN 9AM-1PM

## 557 Pathfinder RPG

*Vikings – The Wrath of the Northmen By Dave Dostaler*

Not often are the Northmen victims of theft but a family heirloom, a mighty sword named Mimming, has been taken. The King suspects France. He is sure that the sword is already in Paris, but as payback he is sending a handful of brigands to raid villages on the coast. Maybe this will convince them to return Mimming. You have been instructed to lay waste to the village of Nandeaux. Pillage, plunder, and burn? You can do that. Beginner. Characters Provided. Limit 6 players.

557.8 SAT 2PM-6PM

## 558 Serial Pulp Adventures

*The Land Down Under By Joe Carlson*

Seemingly from nowhere, a courier appears and hands you a plain envelope. With a knowing smile and a tip of his cap, he vanishes back into the scenery. Inside the envelope you find travel arrangements to Chile and a slip of paper with two hand written words on it: Dress Warm. Levels 1-9. [http://spadventures.org/?page\\_id=12](http://spadventures.org/?page_id=12) Beginners welcome. Characters not provided, but template characters are available. Limit 8.

558.3 FRI 9AM-1PM

558.7 SAT 9AM-1PM

## 559 Serial Pulp Adventures

*Ascension By David Geissinger & Matt Parker*

Your mission briefing didn't mention anything about being stuck in the middle of nowhere about to witness the ascension of an evil being to godhood. This can't be good. Can you and your fellow agents thwart their nefarious plans? Or will the forces of Evil win this day? The situation is grim, and your mettle will be put to the test. Now is the hour for heroes! This is the conclusion of the Lost Treasures Story Arc. Levels 1-9. [http://spadventures.org/?page\\_id=12](http://spadventures.org/?page_id=12) Limit 8 players.

559.4 FRI 2PM-6PM

558.8 SAT 2PM-6PM

# Role Playing Games

## 560 Serial Pulp Adventures

*Dockyard Mayhem* By James Stepanek

Mayor La Guardia has always been a friend of labor, so why is there a wildcat strike at the dockyards of NYC? 'S' thinks there's a worm in the Big Apple, and he's sending you there to dig it out. Levels 1-9. Characters not provided, obtain characters at [http://spadventures.org/?page\\_id=12](http://spadventures.org/?page_id=12) Limit 8 .

560.9 SAT 7PM-11PM

560.12 SUN 2PM-6PM

## 561 GURPS 4E

*What's the Frequency Sarge* By Bill Tennant

Modern day military squad gets orders to go into the Peruvian highlands and "remove with extreme prejudice" a Shining Path cell who attacked the American embassy. Intermediate, **Mature audiences only**. Characters provided. Limit 6.

561.9 SAT 7PM-11PM

## 562 GURPS 4E

*Tragic Heroes in the Underworld* By Bill Tennant

Modern day Hong Kong style action. Very much tongue in cheek with allusions and homage to John Woo and the action genre, straight out of the theatre. Intermediate/Advanced - for **Mature audiences only**. Characters provided. Limit 6 .

562.9 SAT 7PM-11PM

## 563 Deadlands Classic

*How bad is Carlsbad?* By Charles Holzheimer

In the disputed area referred to as New Mexico, the posse is called upon to deal with the nasty critters inhabiting a newly discovered cavern system. It looks like the Reckoners are trying to gain another foothold into our world and it is up to the posse to intervene. Beginner, characters provided. Limit 6.

563.5 FRI 7PM-11PM

563.11 SUN 9AM-1PM

## 564 Chill Classic

*Saving the National Park* By Charles Holzheimer

Carlsbad Caverns National Park has been a grand tourist attraction for almost 100 years. Mysterious happenings have been occurring ever since the place was discovered. Now, tourists and rangers have been going missing. Save your group to subtly investigate the matters and make the attraction safe again. Beginner, characters provided. Limit 6.

564.7 SAT 9AM-1PM

564.12 SUN 2PM-6PM

## 565 Qi: Living Energy – Universal Cinematic RPG

*Posted: No Trespassing* By Christopher Chappell

Across the Blasted States of America, humanity struggles to survive after the apocalypse. Rumors of an underground bunker lead you into the Wastelands. Is it packed with pre-Skydark food, weapons, and Old Tech or just a messy death at the hands of mutants and Reavers? Only one way to find out... Beginner, rules taught, and characters provided. Limit 6 .

565.1 THU 7PM-11PM

## 566 Qi: Living Energy – Universal Cinematic RPG

*Dead Reckoning* By Christopher Chappell

The Covenant states that to remain hidden is to survive. Coyote, New Mexico is a ghost town tourist trap that insures a continuous supply of mortals for the supernaturals that secretly exist among them... until now. Something has come to town and is hunting without mercy or concern. Play as the vampires, werewolves, or other things that go bump in the night sent to find out what it is, tracking it down, and kill it before it attracts attention of the mortals. Beginner, and characters provided. Limit 6 players.

566.4 FRI 2PM-6PM

## 567 Qi: Living Energy – Universal Cinematic RPG

*Chasing the Dragon* By Christopher Chappell

Across the remnants of the Blasted States of America, humanity struggles to survive after the apocalypse. Rumors of an underground bunker lead you into the Wastelands. Is it packed with pre-Skydark food, weapons, and Old Tech or just a messy death at the hands of mutants and Reavers? Only one way to find out... Beginner, rules taught, and characters provided. Limit 6 players.

567.12 SUN 2PM-6PM

## 568 Unknown Armies

*Couples, Retreat!* By Cameron Hayes and Pharlain Ross

Dr. Terwilliger, author of several best-selling books on how to sustain healthy relationships, runs the most successful couples counseling retreat in the country. You and your significant other are signed up for a weekend group therapy and trust building exercises. All is well until the first body is found. Will you rekindle your love, or will you die trying? Love and horror abound. Players may only sign up in groups of 2. Beginner, rules taught, characters provided. Limit 8 players (4 couples).

568.12 SUN 2PM-6PM

## 569 Dread Diceless RPG

*Ghost Finders Training Camp* By Lee Langston

Your application for the new "Ghost Finders Training Camp" show was accepted and it is the first night of shooting. Your team has been sent to investigate the Eastbrook Hospital for the Criminally Insane, which has been abandoned for over 20 years . This will be a blast and may even get you a spot on the actual Ghost Finders team! **Mature 16+** Beginner, characters provided. Limit 6 players.

569.9 SAT 7PM-11PM

## 570 Dread Diceless RPG

*Long Cold Night* By Lee Langston

You went in for a routine procedure and woke up in a cryo-chamber. With no idea where or even when you are... so who are all these other people waking up here as well? Beginner, rules taught, and characters provided. Limit 6.

570.5 FRI 7PM-11PM

# Role Playing Games

## 571 Shattered Empires

*Roleplaying Game Preview! With Kitty Curtis*

This is your chance to try out the new Shattered Empires Roleplaying Game Quick Start Rules! Come preview the rules that will be used for the new Living-style Arcanis campaign, and get an introduction to the new story arc. Beginner Characters provided. Limit 6 players.

571.1 THU 7PM-11PM

571.4 FRI 2PM-6PM

571.7 SAT 9AM-2PM

571.12 SUN 2PM-6PM

## 572 King's Quest

*The Forbidden City by Harley Stroh*

Help play test Goodman Games' newest line of adventures in this urban tale of betrayal and honor among thieves.

Pre-generated characters provided; no experience necessary; imagination a must.

572.3 FRI 9AM-1PM

572.7 SAT 9AM-1PM

## 573 King's Quest

*Secrets of Cutthroat Alley by Harley Stroh*

Help play test Goodman Games' newest line of adventures in this urban tale of betrayal and honor among thieves.

Pre-generated characters provided; no experience necessary; imagination a must.

573.4 FRI 2PM-6PM

573.8 SAT 2PM-6PM

## 574 D&D 4E

*The Black Sails on the Loranon, Part 1 by J-M DeFoggi*

Mysterious black sails appeared on the Loranon Sea, and now, an invading armada makes landfall at Tethlas. You must flee for your lives, staying one step ahead of this army. Who are these invaders, and why are you responsible for their arrival? Can you escape the Auxen, saving yourselves and perhaps Tethlas in the process? Join us for the playtest of Fluid Games newest adventure. For your participation and feedback, your name appear in the playtest credits of the print edition, and you will receive a complimentary copy of Fluid Games 4th ed.

\*Character Folio\*. Intermediate, Characters Provided. Limit 6

574.3 FRI 9AM - 1PM

574.5 FRI 7PM - 11PM

574.8 SAT 2PM - 6PM

## 575 D&D 4E

*The Black Sails on the Loranon, Part 2 by Fluid Games*

Having fled the invasion of Tethlas, you find yourself in charge of 6000 refugees. After arriving in Gaet, you find that they cannot stay and you must lead them across the mountains to the holds of the sea dwarves for safety. Join us for the playtest of Fluid Games newest adventure. For your participation and feedback, your name appear in the playtest credits of the print edition, and you will receive a complimentary copy of Fluid Games 4th ed. \*Character Folio\*. Intermediate, Characters Provided. Limit 6.

575.4 FRI 2PM - 6PM

575.7 SAT 9AM-1PM

575.8 SAT 7PM-11PM

## 576 Mind's Eye Theatre

*City in the Sand by Kelley Barnes, Jess Hartley, and Eddy Webb*

"If, a 1000 years from now, a rchaeologists happen to dig beneath the sands of Guadalupe, I hope that they will not rush into print with the amazing news that Egyptian civilization, far from being confined to the valley of the Nile, extended to the Pacific Coast of North America." - Cecil B DeMille.

Dangerous secrets were hidden in the sand over eighty years ago. It's a blink in time for the vampires of Los Angeles. But discovery is not always a good thing. Beginner. Characters provided. Limit 18 players.

576.9 SAT 7PM-11PM

## 577 D&D 4E

*Big Damn Heroes by Jon Holmberg*

The war for independence could turn on your small band of old companions. You have to get a box to the governor by sunset. If you do he will change sides and bring troops with him. How come things never go smooth? That must be why you carry those swords. 8th level heroes. Characters provided. Intermediate. Limit 7 players.

577.4 FRI 2PM-6PM

## 578 D&D 4E

*Too Many Ninja by Jon Holmberg*

3 monks, 3 samurai - different personalities, loyalties (and classes) 4e with Oriental flavor. Recovering the Raiment of the Enlightened One from Too Many Ninja. Some of you have reasons to retrieve the old shirt, others are just following orders. Level 5 characters provided. Beginner Limit 6 players.

578.3 FRI 9AM-1PM

## 579 D&D 3.5

*Dark and Stormy Night by Jon Holmberg*

The carriage of a noble family races through the night. A flash of lightning and the carriage crashes to a stop in front of an abandoned mansion. The only thing worse than the trouble waiting for them, is the family squabble this band of unprepared adventures brings with them. Neurotic characters provided. Beginner. Limit 6 players.

579.1 THUR 7PM-11PM

# Role Playing Games

## 580 GURPS 4e

*The Vault of Dray O'Doir* by Brian McCabe

Largo Secret-Hunter, a gnome scholar, has recently discovered the map to the Tomb of Dray O'Doir, the legendary wizard. Dray O'Doir lived hundreds of years ago, and was renowned as a collector and magic user. Before he died, he designed and built his own tomb, where he placed his treasures and was interned. The tomb, however, has been lost in time...until now. Secret-Hunter is looking for a group of adventurers to help him find and explore it. Beginner/Intermediate Players, Characters Provided. Limit 6 players. [www.denvergurps.com/genghiscon](http://www.denvergurps.com/genghiscon)

580.7 SAT 9AM-1PM

## 581 GURPS 4e

*Chaos at the Convention* by Brian McCabe

In a Modern Conspiracy & Weirdness game (an X-Files or Fringe style setting), you are a member of a secret government agency. The Suppressed Convention, one of the largest UFO, Aliens, and general weirdness cons in the US, is being hosted in Columbus, OH. As newbie, you have been assigned to spend your weekend surrounded by sweaty nerds talking about their alien abductions from their parents basements. Are you up for the task? Beginner/Intermediate Players, Characters Provided. Limit 6 players. [www.denvergurps.com/genghiscon](http://www.denvergurps.com/genghiscon)

581.5 FRI 7PM-11PM

## 582 GURPS 4e

*Oriens et Occidens* by Chris Landauer

In 36 BC, a small band of displaced Romans fought against the Han Chinese: the first and only meeting of history's greatest empires on the battlefield. Explore GURPS Martial Arts rules and tactics set against the backdrop of the enigmatic Battle of Zhizhi. Beginner/Intermediate Players, Characters Provided [www.denvergurps.com/genghiscon](http://www.denvergurps.com/genghiscon)

582.8 SAT 2PM-6PM

## 583 GURPS Prime Directive 4e

*Klingon Border IncurSION* by Tod Higman

The Klingon's don't want to provoke the General War but they want the turf. Their solution is to subvert the border worlds with covert technology and ideology. The Federation wants to defend the Prime Directive. Their answer is to create anti-contamination (AN-CON) special forces teams to use the minimum tech to necessary to stop the Klingons. The characters will play an AN-CON team inserted into a world where slavery has appeared and developed too rapidly to be natural. Beginning/Intermediate Players, Characters Provided [www.denvergurps.com/genghiscon](http://www.denvergurps.com/genghiscon)

583.9 SAT 7PM-11PM

## 584 Warhammer Fantasy Roleplay 3rd Ed

*False Pretenses* by Jay Hafner

The people of Schlaghügel disappeared five long years ago. Investigations turned up nothing, and the village was written off as a mystery. The "official" story claimed the people fled to escape taxes, but no one really believes this. The word "cursed" is most often heard, and a connection to the ancient circle "that should have been left alone." Beginner, rules taught. Characters Provided. Limit 5 players.

584.5 FRI 7PM-11PM

584.7 SAT 9AM-1PM

## 585 Warhammer Fantasy Roleplay 2nd Ed

*Noblesse Oblige* by Charles Morrison

On the road between Hergig and Talabheim, a noble is murdered. With no authorities nearby, it is up to the players to solve, but a greater mystery could make them the next victims! Characters will be provided for this investigative, non-linear adventure. Beginner, rules taught. Limit 6 players.

585.1 THUR 7PM-11PM

585.12 SUN 2PM-6PM

## 586 Aces & Eights

*The Haunted Ranch* by Sumit Sarkar

A local cattle baron hires the characters to get to the bottom of whatever is causing strange things to happen around his ranch. But when they uncover the truth, will the players get more than they bargained for? Characters provided. Limit 6 players.

586.5 FRI 7PM-11PM

586.9 SAT 7PM-11PM

## 5001 Living Forgotten Realms 4e

*SPEC1-3 Ghosts of the Past*

Every year coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group to cleanup one of the many dangerous ruins within her forest kingdom. What ghosts have forced the Eladrin to seek outside help and abandon their cautious ways? A LFR adventure set in Myth Drannor for levels 1-14. Limit 6.

5001.12 SUN 9AM-1PM

## 5002 Living Forgotten Realms 4e

*ADCP1-1 Jungle Hunt*

A great hunt has been called in the jungles of Chult. The Amnian trading costers of Port Nyranzaru are competing to see which one can bring in the biggest, rarest beasts as trophies, and they're looking for adventuring companies to do the hunting. Are you and your companions up to the challenge? A LFR adventure set in Chult for levels 1-14. Limit 6.

5002.12 SUN 2PM-6PM



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# Valhalla's Game Center



# Role Playing Games

## 5003 Living Forgotten Realms 4e

*MINI-Embers of Dawn*

All is not well in the Great Port of Tarmalune. People are disappearing toward some fell purpose, and you are next. A two-round LFR adventure that is Part 1 of the Embers of Dawn mini-campaign set in Tarmalune for levels 1-4. It is recommended that you play the mini-campaign in sequential order with one character but it is not required. Special Note: This series will run in order from start to as far as you can go over the course of six consecutive slots. You must have a ticket for the beginning slot to participate and be available for all subsequent slots. Limit 6 players. **This is a continuous event, cost: \$15**

5003.5 FRI 7PM - SUN 6PM

## 5004 Living Forgotten Realms 4e

*WATE1-5 Lost in the Fog*

As a deep fog blankets the Crown of the North, a fish gifts the adventurers with the chance to do a good deed. Returning lost property seems like an easy task. A LFR adventure set in Waterdeep for levels 1-4. Limit 6.

5004.1 THU 7PM-11PM

5004.3 FRI 9AM-1PM

5004.4 FRI 2PM-6PM

5004.7 SAT 9AM-1PM

5004.8 SAT 2PM-6PM

5004.9 SAT 7PM-11PM

5004.11 SUN 9AM-1PM

5004.12 SUN 2PM-6PM

## 5005 Living Forgotten Realms 4e

*AGLA1-5 Silver Lining*

The commander of the Watchwall is looking for adventurers for a special mission into the Tannith Mountains. The Watchwall is always undermanned and Captain Arol thinks he may have found some new recruits. But war, like politics, can make for strange bedfellows. A LFR adventure set in Aglarond for levels 1-4. Limit 6 players.

5005.1 THU 7PM-11PM

5005.3 FRI 9AM-1PM

5005.4 FRI 2PM-6PM

5005.7 SAT 9AM-1PM

5005.8 SAT 2PM-6PM

5005.9 SAT 7PM-11PM

5005.11 SUN 9AM-1PM

5005.12 SUN 2PM-6PM

## 5006 Living Forgotten Realms 4e

*DALE1-7 Arts*

Isolation can be a boon—but when strange events leave the members of an airborne boarding school for young nobles in High Dale ill, only aid from outside can offer a solution. Can you solve this discretely and in time? A LFR adventure set in the Dalelands for levels 1-4. A part of the 'Arts & Crafts' major quest. The 1st part is DRAG1-7 Crafts. Successfully completing both in any order completes the major quest. This major quest is a prequel to the paragon level 'Pain and Suffering' arc which starts in DRAG2-1 Discomfort. Limit 6.

5006.1 THU 7PM-11PM

5006.3 FRI 9AM-1PM

5006.4 FRI 2PM-6PM

5003.5 FRI 7PM-11PM

5006.7 SAT 9AM-1PM

5006.8 SAT 2PM-6PM

5006.9 SAT 7PM-11PM

5006.11 SUN 9AM-1PM

## 5007 Living Forgotten Realms 4e

*DRAG1-7 Crafts*

Westgate, the City of Coin is a haven for all races and creeds. But now the Docks and Moonside districts hide something sinister, an affliction that threatens to spread to all corners of the city if it is not dealt with in its infancy. With madness and agony the result, it is up to you to discover and eradicate the cause. A LFR adventure set in the Dragon Coast for levels 1-4. A part of the 'Arts & Crafts' major quest. The 1st is DALE1-7 Arts. Successfully completing both in any order completes the major quest. This major quest is a prequel to the paragon level 'Pain and Suffering' arc, which starts in DRAG2-1 Discomfort. Limit 6

5007.3 FRI 9AM-1PM

5007.4 FRI 2PM-6PM

5007.5 FRI 7PM-11PM

5007.7 SAT 9AM-1PM

5007.8 SAT 2PM-6PM

5007.9 SAT 7PM-11PM

5007.11 SUN 9AM-1PM

5007.12 SUN 2PM-6PM

## 5008 Living Forgotten Realms 4e

*CORM1-7 Patronage & Pestilence*

A disease has hit the outskirts of Suzail, and the captain of the guard has hired the PCs to provide safe transport for the arriving cure. Unfortunately, everyone else in town wants it just as badly. Can the heroes protect the medicine for the sick and dying, or will the temptation of wealth be too much to pass up? A LFR adventure set in Cormyr for levels 1-4. Limit 6.

5008.1 THU 7PM-11PM

5008.3 FRI 9AM-1PM

5008.4 FRI 2PM-6PM

5008.7 SAT 9AM-1PM

5008.8 SAT 2PM-6PM

5008.11 SUN 9AM-1PM

5008.12 SUN 2PM-6PM

# Role Playing Games

## 5009 Living Forgotten Realms 4e

*WATE1-7 The Missing and the Missed*

In a city built on closely guarded secrets, nothing goes unnoticed—including the strange disappearance of some of the town's poorest residents. While some remain indifferent to the plight of the missing, a City Watchman is determined to give justice to those who have nothing else. A Living Forgotten Realms adventure set in Waterdeep for levels 4-7. Limit 6.

**5009.1 THU 7PM-11PM**  
**5009.3 FRI 9AM-1PM**  
**5009.4 FRI 2PM-6PM**  
**5009.5 FRI 7PM-11PM**  
**5009.8 SAT 2PM-6PM**  
**5009.11 SUN 9AM-1PM**

## 5010 Living Forgotten Realms 4e

*IMPT1-7 Masquerade*

A scheming noble's plan may have placed his only daughter in danger, forcing the desperate man to plead for help from outsiders. But political intrigue is not the only game in Impiltur — nor the most dangerous. A LFR adventure set in Impiltur for levels 4-7. Limit 6 players.

**5010.1 THU 7PM-11PM**  
**5010.3 FRI 9AM-1PM**  
**5010.4 FRI 2PM-6PM**  
**5010.7 SAT 9AM-1PM**  
**5010.12 SUN 2PM-6PM**

## 5011 Living Forgotten Realms 4e

*EAST1-7 Right of Passage*

The dwarves of Earthheart have delved into the wrong cavern and offended a colony of myconids. Apologies must be made, or the price for the dwarves could be steep. A Living Forgotten Realms adventure set in the East Rift for levels 4-7. Limit 6.

**5011.1 THU 7PM-11PM**  
**5011.3 FRI 9AM-1PM**  
**5011.4 FRI 2PM-6PM**  
**5011.11 SUN 9AM-1PM**  
**5011.12 SUN 2PM-6PM**

## 5012 Living Forgotten Realms 4e

*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 levels 7-10. Limit 6 players.

**5012.3 FRI 9AM-1PM**  
**5012.7 SAT 9AM-1PM**

## 5013 Living Forgotten Realms 4e

*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 Living LFR adventure set in the Moonshae Isles for levels 7-10. Limit 6.

**5013.4 FRI 2PM-6PM**  
**5013.8 SAT 2PM-6PM**

## 5014 Living Forgotten Realms 4e

*MOON1-6 Black Heart*

As if the lycanthropes of Moray, the giants of Oman and the beasts of Norland were not enough, something evil and dangerous lurks in the dark corners of what used to be the most civilized island of the Moonshae. Occupied Snowdown has need for heroes, and soon. Choose your friends well and your enemies even better. This is the conclusion of "The Fisherman" major quest. A LFR adventure set in The Moonshae Isles for levels 11-14. Limit 6 players.

**5014.5 FRI 7PM-11PM**  
**5014.9 SAT 7PM-11PM**

## 5015 Living Forgotten Realms 4e

*BALD 1-5 Lost Refuge (part 1)*

An unseen menace lurks in the Cloak Wood. The common folk of the villages and logging camps along the perimeter of the forest have begun to vanish. The forest is filled with beasts, monsters, and vicious fey. And if that wasn't enough, the investigation just might end up involving you in an ancient, endless struggle. A LFR adventure set in Baldur's Gate for levels 7-10. This begins the "Fey Gates of the Sea of Swords" major quest. Limit 6.

**5015.4 FRI 2PM-6PM**  
**5015.11 SUN 9AM-1PM**

## 5016 Living Forgotten Realms 4e

*MOON 1-5 Lost Love (part 2)*

Moonshadow, an old Eladrin adventurer, has been missing for years: Long enough to be forgotten by man, but an Eladrin's life is much longer than most. An old love seeks to find out what has happened to him. A LFR adventure set in The Moonshae Isles for levels 7-10. This adventure continues the "Fey Gates of the Sea of Swords" major quest that started in BALD1-5 Lost Refuge. Limit 6 players.

**5016.5 FRI 7PM-11PM**  
**5016.12 SUN 2PM-6PM**

## 5017 Living Forgotten Realms 4e

*Fiesta*

Copies of all available adventures will be at LFR HQ to meet the needs of unseated players and for generics tickets if space is available.

<http://www.wizards.com/dnd/Event.aspx?x=dnd/4new/event/rpgdownloads>

# Miniature Painting

## Miniature Painting Workshops Competition

We have decided to expand the classes we normally offer at GenghisCon this year. While our main emphasis will still be on the Genghis Con Painting Conference we feel that there is enough interest to expand the offerings so you can keep those brushes working. In addition we 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!). Enter any thing 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 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 must 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.

The theme for GenghisCon is the Hussar. He has graced the pages of GenghisCon 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, some time 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 (TactiCon, GenghisCon, 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.
7. Entering a model into the GenghisCon Painting Competition grants the non-exclusive, royalty-free right to display, photograph, and/or publish pictures of that model as the DGA sees fit, without prior notice to the contestant.
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

# Miniature Painting

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.

### 601 Fantasy Single Miniature - Trophy Competition

This category is for single fantasy miniatures up to 40mm scale. You may enter up to 3 miniatures in this category

FRI 3PM - SAT 2:30PM

### 602 Science Fiction Single Miniature - Trophy Competition

This category is for single science fiction miniatures up to 40mm scale. You may enter up to 3 miniatures in this category

FRI 3PM - SAT 2:30PM

### 603 Historical/Modern Single Miniature - Trophy Competition

This category is for single Historical/Modern miniatures up to 40mm scale. You may enter up to 3 miniatures in this category

FRI 3PM - SAT 2:30PM

### 604 Machines of War - Trophy Competition

This category is for non-vehicles units up to 40mm scale. Must consist of at least 3 miniatures. You may enter up to 3 units in this category.

FRI 3PM - SAT 2:30PM

### 605 Unit - Non Vehicle - Trophy Competition

This category is for non-vehicles units up to 40mm scale. Must consist of at least 3 miniatures. You may enter up to 3 units in this category.

FRI 3PM - SAT 2:30PM

### 606 Unit - Vehicle - Trophy Competition

This category is for vehicle units up to 40mm scale. Must consist of at least 3 miniatures. You may enter up to 3 units in this category.

FRI 3PM - SAT 2:30PM

### 607 Large Monsters/Large Scale - Trophy Competition

This category is for large monster figures and 54mm scale and larger figures (garage kits). You may enter up to 3 miniatures in this category

FRI 3PM - SAT 2:30PM

### 608 Vignettes/Dioramas - Trophy Competition

This category is for dioramas and Vignettes, scenes that tell a story, up to 40mm scale. You may enter up to 3 miniatures in this category

FRI 3PM - SAT 2:30PM

### 609 Juniors - Trophy Competition

This category is for miniatures up to 40mm scale and painted by some one 16 years old or younger. If you enter in this category you may not enter in any other category. You may enter up to 3 miniatures in this category.

FRI 3PM - SAT 2:30PM

### 610 Master Class - Trophy Competition

This category is for painters that are full time staff painters for manufacturers and Best of Show winners at other competitions. Any entry will be accepted, up to 3 miniatures can be entered.

FRI 3PM - SAT 2:30PM

### 611 Painter - Open Judging

This category is for stock miniatures (conversions are allowed but not judged as a conversion). Judging is limited to the preparation and painting of the miniature. The miniature must be on at least a simple finished base. All entries entered in the trophy competition are automatically entered in the open judging competition. Your best piece will be judged in each category.

FRI 3PM - SAT 2:30PM

### 612 Armor/Ordnance - Open Judging

This category is for 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. All entries entered in the trophy competition are automatically entered in the open judging competition. Your best piece will be judged in each category.

FRI 3PM - SAT 2:30PM

# Miniature Painting

## 613 Open - Open Judging

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**

## 614 Basic Painting 101

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. All entries entered in the trophy competition are automatically entered in the open judging competition. Your best piece will be judged in each category.

**THU 7PM - 9PM**  
**FRI NOON - 2PM**

## 615 Blending 102

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 skintone and non-metal metal

**THU 9PM - 11PM**  
**FRI 3PM - 5PM**

## 616 Basing 103

Tired of those plain black bases? Come to this class and let us show you how to dress them up.

**FRI 9AM - 11AM**  
**SAT 3PM - 5PM**

## 617 Fur and Feathers 104

Wings got you down? Is the fur flying? Here is how to paint your population of things with fur and feathers.

**THU 8PM - 10PM**  
**SAT 6PM - 8PM**

## 618 Advanced Composition 201

This class will show you how to compose your scenes whether it's a fancy base for a single miniature or something more complex like a vignette of diorama. Make your miniature part of the scene not an afterthought. Bring your finished miniatures for suggestions on how to best display them.

**FRI 8PM - 10PM**  
**SAT 5PM - 7PM**

## 619 Faces 202

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. Bring samples of your current work so the instructor can gauge where you are at.

**FRI 5PM - 7PM**  
**SAT 10AM - 12PM**

## 620 Metallics 203

Shading and highlighting techniques to make your metals really look like metals. Bring samples of your current work so the instructor can gauge where you are at.

**FRI 7PM - 9PM**  
**SAT 1PM - 3PM**

## 620.1 Intermediate Workshop 204

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.

**FRI 6PM - 8PM**  
**SAT 2PM - 4PM**

## 621 Skintones 205

This is a demonstration only, you must have taken the blending class to make full advantage of this class. We all have it so let's learn to paint it. The instructor will show various skintones and hair colors and show you what colors were used to get them.

**FRI 2PM - 4PM**  
**SAT NOON - 2PM**

## 622 Color Composition 206

How to use your colors to their best effect on your miniatures. Which colors work and which ones don't.

**FRI 11AM - 1PM**

## 623 Non-Metal Metal 301

This style utilizes a regular color to represent metal rather than using metallic paints. Good blending and precise brush control are a must for this technique.

**FRI 4PM - 6PM**  
**SAT 4PM - 6PM**

## 624 Sheer Clothing 302

How to use your paints to represent semi-transparent clothing. Good blending and precise brush control are a must for this technique.

**SAT 11AM - 1PM**  
**SUN NOON - 2PM**

## 625 Freehand 303

How to get started painting designs on cloth and/or tattoos on skin. Anything that requires you to paint it without the help of raised detail is fair game.

**FRI 1PM - 3PM**  
**SUN 10AM - NOON**

Genghis Con XXXI Painting  
Conference and Competition  
Our Heroes



## DGA Preregistration Form

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

	Event #	Day	Time	Cost
Event #1				
Event #2				
Event #3				
Event #4				
Event #5				
Event #6				
Event #7				
Event #8				
Event #9				
Total Event Fees:				
T-Shirts: L: _____ XL: _____ XXL: _____ XXXL: _____ x \$15 =				
Preregistration Fee:				\$24
Total Payment Enclosed:				
<b>Name:</b>				
<b>Address:</b>				
<b>City/State/ZIP:</b>				
<b>Phone:</b>				
<b>E-Mail:</b>				
<b>Homepage:</b>				

\_\_\_\_\_ Check here if this is a new address  
 \_\_\_\_\_ Check if you would like to volunteer

Please fill out the appropriate amounts and return this form with a single payment (check or money order only) payable to the DGA or Denver Gamers Association. Mail your payment and the form to the following address:

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

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

(\_\_\_\_) Visa (\_\_\_\_) MasterCard

Card #: \_\_\_\_\_

Expires: \_\_\_\_\_

Signatures: \_\_\_\_\_

**BRING-A-FRIEND COUPON!**

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

Not applicable to visitors badges.  
Please contact the DGA for details.

YES, we want to register together!

Friends Name: \_\_\_\_\_



**RED LION HOTEL**  
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The **DENVER GAMERS ASSOCIATION** proudly announces:

# XXVI Genghis Con

Will be hosted at the

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Call today to reserve your room for the convention.

The Red Lion Hotel has offered those participating in the convention  
nightly room rates of

**\$70.00 per night.**

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