

# Winter War 32

*Celebrating over Thirty Years of Gaming Excellence!*  
*February 4 – 6, 2005*

Welcome to the thirty-second annual Winter War Gaming Convention, Illinois' oldest gaming convention. We want to thank all of you for joining us in continuing to celebrate over thirty years of gaming excellence!

## Registration Information

The Registration Desk located at the bend between the two convention wings (University Hall and the Midwest Ballroom). The Registration Desk is the place to sign up for events and pick up convention materials.

Registration Desk schedule:

Friday	12:00 pm - 10:00 pm
Saturday	8:00 am - 10:00 pm
Sunday	8:00 am - 3:00 pm

Registration costs:

Daily	\$8.00
Weekend	\$15.00
ASL Weekend	\$24.00
Each Event	\$3.00

Events that require playing in more than one convention time slot are considered ONE event for registering, even if on separate days. Refunds will be given ONLY for event cancellations or schedule changes.

Individuals without a badge cannot participate in any event or purchase from dealers or the auction at the convention. Daily badges are green (Friday) or blue (Saturday), weekend and Sunday badges are white and convention staff badges are purple.

If you have any problems or need assistance, look for someone wearing a purple badge.

## Judges Information

When registering, we ask all judges (including tournament assistants) to mark "JUDGE" in the time slots your event is running when you register to insure you are credited with the discount. Remember that there is only one judge per event for discount purposes without prior arrangement with the Convention Chairman. All other individuals participating in an event

will be considered players. The convention cannot supply materials for events without prior arrangement.

The convention staff will distribute event registration sheets to judges at the beginning of each session and pick them up at the end. Without the event registration sheet back at the Registration Desk, a judge may be declared absent and players in that round declared ineligible for future rounds or prizes at the discretion of the Convention Chairman. If there are any problems, contact the Registration Desk.

## Personal Conduct

Please remember at all times that there are children present. As adults, we must watch our behavior and vocabulary accordingly. We want them to come back!

Anyone selling items in the convention area who is not a registered dealer at the convention will be asked to leave the convention at the discretion of the Convention Chairman.

Individuals who are disruptive, swap or exchange badges, or are found participating in events without paying may be asked to leave the convention at the discretion of the Convention Chairman.

## Hotel Information

The Chancellor Hotel asks that attendees not bring in food from outside the hotel; the Registration Desk cannot handle deliveries of any kind. Please note that the convention space consists ONLY of the University Hall and Midwest Ballroom areas. We do not wish to disturb individuals who are not part of the convention.

While the Chancellor Hotel sells alcohol, alcohol is not permitted in any convention area except the ASL Room. Individuals with alcohol in other areas of the convention will be asked to leave; the ASL Coordinator or his designee may permit or prohibit alcohol in the ASL Room at their discretion. Smoking is not permitted anywhere in the Chancellor Hotel.

*Please watch your possessions. The Chancellor Hotel and the Winter War Gaming Convention cannot be held responsible for items lost or stolen. Found items should be brought to the Registration Desk*

## Convention Locations

All convention areas are locked when events are completed each day, at the discretion of the convention staff. For your convenience, Chancellor Hotel room names match up as follows:

### Chancellor Room

University Hall  
Iowa  
Ohio  
Wisconsin

### Winter War Area

Main Room – M  
RPGA – R  
Auction – A  
ASL

Open games may be setup in the Auction Room or on any open table when they do not interfere with scheduled events.

## Information Wall

While we have put as much information into this program as we could, information on any event changes that do occur will be posted on the Information Wall near the Registration Desk. In addition, any event special rules will be posted on the Information Wall.

We encourage any local gaming groups, gaming-related organizations or conventions wishing to post notices about events to use our Information Wall. The Convention Chairman must approve all such notices.

## Auction Information

All items will be sold by open voice bidding. Items to be sold in the auction should be taken to the Auction Room to be handled by the Convention Staff. If there is no staff member present, contact the Registration Desk.

There is no limit on the number of items an individual may sell. The convention staff reserves the right to refuse bags and boxes. Items not in original containers should be able to be displayed well. Collectible cards must be sold in sets (no individual cards will be accepted). A \$0.50 fee and a complete list of all items being sold must accompany each item. Item forms are available in the Auction Room and at the Registration Desk.

*Buyers and sellers must be registered convention attendees. Visitors may NOT buy or sell in the auction.*

**Auction Time:** Saturday Afternoon, 1:15 p.m. to 3:00 p.m.

After the auction, declined items may be sold at minimum bid at the discretion of the convention staff. Seller money is normally available after 4:00 p.m. on the day of the auction.

## Sunday Worship Service

For those attendees, judges and staff, we have set aside a time on Sunday morning for a short worship, devotional and prayer time. We extend an invitation to everyone to join us at 7:30 AM Sunday morning in the Auction Room!

## Dealer Information

Please thank the following dealers for coming to Winter War 32!

- The Dragon's Table, from Champaign, IL
- RLBPS, from Rockford, IL
- Mecca Anime, from Bloomington, IL
- The Game Room, from Washington, IL
- Castle Perilous, from Carbondale, IL
- Bear Productions, from Champaign, IL
- Fantasy Art by Elaine, from Champaign, IL

In addition, we want to thank those manufacturers who have reps at Winter War 32!

- Green Dragon Studios
- Warriors of Virtue RPG
- Troll Lord Games

## Demonstration Games

Demonstration games are listed in their own schedule after the main program. All demonstration games are FREE.

## Final Notes

Thank you all for coming to our thirty-second Winter War Gaming Convention! We want all of you to come back to the Chancellor Hotel next year – so watch our convention web site for more information.

### **Winter War 33**

Chancellor Hotel, Champaign, IL  
February 10 – 12, 2006

URL: <http://winterwar.prairienet.org>

E-Mail: [winterwar@prairienet.org](mailto:winterwar@prairienet.org)

Send us your e-mail address, and we will add you to our mailing list. If you move between now and next year's Winter War, send us your new address, so we can make sure you are kept up-to-date!

Some well-deserved thanks to the members of the Central Illinois Tabletop Wargamers (CITW) for the many events their members have run at Winter War 32. We appreciate everything that CITW and its members have done throughout our convention history to keep Winter War going strong!

In addition, we want to thank the members of CIRCA for their help with organizing our RPGA room, and the members of the Midwest Gaming Group and also Game Base 7 for contributing events and judges to make Winter War 32 a success!

As Convention Chairman, I would like to thank all of the Winter War convention committee and staff members. They worked throughout the year to make this convention possible.

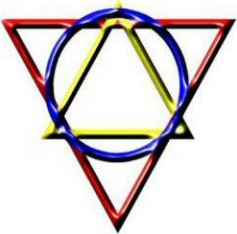
The convention committee members for Winter War 32 are:

Convention Chairman:	Don McKinney
Convention Treasurer:	Alan Conrad
Convention Registrar:	Susan McKinney
ASL Coordinator:	Brien Martin
RPGA/CIRCA	Gregg Homerding
President, CSS:	Jim Ferguson
The Usual Suspects:	Bruce Gletty
	John Pedigo
	Paul Pomykala
	Tom Reed
	Rusty Rutherford

One final thanks to all the game companies, sponsors and suppliers that helped contribute to making this year's Winter War convention a success.

*Product names and other trademarks used by the Winter War Gaming Convention in this program and other promotional material are owned by the companies publishing such materials. Our use of any trademark without mention of its status as such should not be construed as a challenge to that status.*

## WARRIORS OF VIRTUE



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## Congratulations!

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### Troll Buks

This coupon is good for \$5 off the retail price of any purchase of \$30 or more at the Troll Lord Games table. Good only at Winter War 2005 and in Olympus. Not valid with any other offer.

## Personal Notes

# Convention Schedule

Session A - Friday Afternoon

2:00 PM through 6:00 PM

## Board Game Events

Area Code	Title	Description	Details
ASL	Annual ASL Tournament A	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. See ASL Room for scenario details. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M09	Streetcar/Linie 1	Build and run your trolley car company line in New Orleans, before your opponents can finish their lines. Rules are easy to learn.	Streetcar/Linie 1 rules. Some general gaming experience preferred. 5 players, Jim Ferguson.
M12	Robo-Rally A	Chase the flags and try to keep your whacky robot from falling in a pit!	Robo-Rally rules. Regular play of specific game assumed. 6 players, Alan Conrad.
M15	Circus Maximus	Racing game set in Imperial Rome - on the big board! Drive a chariot and grind your opponents into the wall!	Circus Maximus rules. Younger players welcome. 16 players, Mike Wilson.

## Miniatures Events

Area Code	Title	Description	Details
M10	A Dark and Bloody Ground	Conestogas creak towards the settlement; the Captain and his men are anxious to return to hearth and home. But in the forest, hostile eyes are watching.	Black Powder Battles rules. Some general gaming experience preferred. 6 players, Phil Hall.
M13	Napoleon's Spanish Ulcer A	Another beautiful spring day in Spain, and the partisans are peeking hungrily out of their hilltop hideouts. Royalist Spanish units gaze with envy from their garrisons. And what is the object of their desires? Nothing less than the French spring wagon convoy, laden with food, shoes, and gunpowder. Come out and play, and see if the Chasseurs and Cuirassier can chase you away. Ongoing miniatures campaign, runs throughout convention.	Bonaparte rules. Newcomers welcome. 8 players, Mark Johnson.
M17	Crossroads, VA	Who can take and hold the crossroads, Lew Wallace or Jubal Early?	Brother Against Brother rules. Younger players welcome. 6 players, Rich Nelson.

## Role-Playing Events

Area Code	Title	Description	Details
M02	Occult Crimes Taskforce	When supernatural enemies threaten America, the Department of Homeland Security sends you!	Savage Worlds rules. Younger players welcome. 6 players, Jeff Rients.
M04	M.A.C.E Strikes Back!	You and your fellow Superheroes must save the city from the clutches of the villainous M.A.C.E, an organization with one goal: Global Domination!	Mutants & Masterminds rules. Newcomers welcome. 4 players, Chris Fairfield.
RPG A	VER4-05 Dwarven Dawn	by Lon Lademann and Ron Lundeen. You receive word from Thuldon Rockspitter that now is the time for all friends of Clan Rockhall to assist in an important quest... or at least time for some friends of Thuldon to do him a very big favor. All he asks you is to find a Dwarven druid known as Rukar and escort him to Clan Rockhall. Starting at Loren's Ford, any group of adventurers worthy of their name should be able to find a confused Dwarf. How hard can it be? Third in the Dwarven series. APL 2-12, for LG characters 1-14.	D&D Living Greyhawk rules. Some experience with specific game assumed. 18 players, CIRCA.
RPG A	VER4-09 Wicked Three	by Ron Lundeen. A dryad in the Gnarley Forest has learned a powerful prophecy that speaks of evil operating in the Viscounty. She seeks an escort away from her home, so she can give the prophecy to an old friend... Viscount Langard. APL 2-8, for LG characters 1-10.	D&D Living Greyhawk rules. Some experience with specific game assumed. 18 players, CIRCA.

## Board Game Events

Area Code	Title	Description	Details
ASL	Annual ASL Tournament B	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. See <a href="http://www.geocities.com/aslplayer63/winterwar/index.html">http://www.geocities.com/aslplayer63/winterwar/index.html</a> for scenario details. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M05	Samurai Swords	Use your money to bid on turn order, hire the ninja, or build a large army. In this game of warfare in feudal Japan, diplomacy, strategy, deception and luck all play important roles.	Samurai Swords rules. Newcomers welcome. 5 players, Tim Gritten.
M07	Wizard Kings - King of the Hill	Six player game - each player takes a fantasy army and goes for broke trying to accumulate land and cities. Game Base 7.	Blocks of War rules. Newcomers welcome. 6 players, James H. Richards.
M09	Dungeon Quest	Who can get in, grab the most treasure and get out alive before the sun sets.	Dungeon Quest rules. Newcomers welcome. 6 players, Leland Black and Charlie Priest.
M11	Ultimate Zombies!	Using both the Mall and Military base expansions. Come battle your way through hordes of undead as you try to escape to one of three helicopter pads. So, come grab your shotgun and chainsaw, and try to stay alive!	Zombies! rules. Newcomers welcome. 6 players, Jim Best.
M12	Aliens	Can Apone's crack squad of space marines rescue Ripley and Newt?	Aliens rules. Some general gaming experience preferred. 6 players, Alan Conrad.
M14	Domain A	Place your castles and knights and then vie for power over territory with your opponents. Place walls, steal knights, and expand your domain to include more mines.	Domain rules. Newcomers welcome. 8 players, Ken Lewandowski.
M17	Kingmaker on the Big Board A	Avalon Hill's classic board game with a few variant rules, played with miniatures.	Kingmaker variant rules. Some general gaming experience preferred. 7 players, John Satterfield.
M21	Axis and Allies "Player's Choice"	Player's Choice: Axis and Allies 4th edition - or - Axis and Allies D-Day - or - Axis and Allies Pacific - or - Axis and Allies Europe.	Axis and Allies various rules. Some experience with specific game assumed. 12 players, El Nyberg.

## Card Game Events

Area Code	Title	Description	Details
A01	Seventh Annual Magic Tournament	Winter War's annual DCI sanctioned Magic tournament, using the new Legacy format. Tournament rounds dependent on attendance, may run into Friday Twilight. See <a href="http://www.wizards.com/default.asp?x=judge/resources/sfrtype15">http://www.wizards.com/default.asp?x=judge/resources/sfrtype15</a> for more information.	Magic: The Gathering DCI sanctioned rules. Some experience with specific game assumed. 32 players, Chris Fairfield.
A03	Spooks	Spooks is a fun and fast card game with a haunted house twist. Play with Spooks, Spiders, Bones, Bats and Goblins, but beware - the rules change when the suit changes. See if you can keep up!	Spooks rules. Newcomers welcome. 6 players, SJ Games MiBs.

## Miniatures Events

Area Code	Title	Description	Details
M08	Run in the Dark	Shadowrun Duels miniatures are back again this year. Two groups of runners face off, but neither side knows just what the other is up to.	Shadowrun Duels rules. Newcomers welcome. 8 players, Dale Lybarger.
M10	Submarine Demolition Derby	Double-blind computer-driven modern naval clash. Scenario is a meeting engagement, day 2 of a cold war turned hot in the North Atlantic in the mid-80s. Players will draw subs from a hat, then hunt and be hunted.	Grey Seas, Grey Skies rules. Newcomers welcome. 12 players, Mike Welsh.

M13	Napoleon's Spanish Ulcer B	Another beautiful spring day in Spain, and the partisans are peeking hungrily out of their hilltop hideouts. Royalist Spanish units gaze with envy from their garrisons. And what is the object of their desires? Nothing less than the French spring wagon convoy, laden with food, shoes, and gunpowder. Come out and play, and see if the Chasseurs and Cuirassier can chase you away. Ongoing miniatures campaign, runs throughout convention.	Bonaparte rules. Newcomers welcome. 8 players, Mark Johnson.
M15	Sortie at Dunavar	Epic scale combat using the NetEpic e-rules. A Space Marine expeditionary force strikes deep into enemy territory to retake a vital outpost. Opposing are the scum of the universe: Eldar Pirates, Orks and other mercenary vermin.	NetEpic v5.0/Warhammer Epic 6mm rules. Younger players welcome. 6 players, Pat Connaughton.
M16	Naval Action! The Terrible Twins	The Scharnhorst and Gneisenau, their paws bloody from killing the carrier Glorious and her destroyers, are sighted and chased by the Hood, the sharp-shooting Norfolk, and their accompanying cruisers and destroyers. 1:4800 tabletop miniatures.	Lou Coatney's own fast and simple Naval Action! rules. Newcomers welcome. 7 players, Lou Coatney.
M18	Battle for the Wyrdstone Spire	Rumors have been heard of a giant piece of Wyrdstone, as big as a house and guarded by fierce beasts. Mercenaries of all types have been seeking this treasure, and having found it must now battle to keep their prize. Bring a standard 500 gold crown warband, or use one of the warbands provided (Reiklanders, Middenheimers, Orcs, Dwarves, and maybe more!).	Mordheim rules. Newcomers welcome. 6 players, Phil Fatka.
M19	Bir El Gubi	November 22, 1941: General Gott orders the 22nd Tank Brigade to attack the Italians during the opening moves of Operation Crusader.	Command Decision IV 20mm rules. Newcomers welcome. 6 players, Tom Harris and Frank Chadwick.
M20	Hammering Iron	The Civil War at Sea returns with bigger ships, less complex rules and much more fun. Ironclads, gunboats, monitors and rams - coupled with spar torpedoes, David's and even the Huntley dash about the table as the Stars and Bars challenge the Stars and Stripes for command of the sea.	Steam, Tin and Iron variant rules. Newcomers welcome. 8 players, Greg Novak.

#### Role Playing Events

Area Code	Title	Description	Details
A02	GURPS Werewolf: The Cyberpunking	What do the guardians of nature do when nature is gone? Try to rebuild it. In the dystopian cyberpunk future, a band of werewolves facing extinction must take one desperate gambit to maintain their own existence, and the existence of the earth they love.	GURPS 4th ed. rules. Some general gaming experience preferred. 6 players, SJ Games MiBs.
M01	The Mystery of April Snow	Almost an entire Arkham family lie murdered in their home - beds soaked with blood, eyes fixed in horror. The investigation is wrapping up when people start arriving carrying packages and invitations to a little girl's birthday party. April Snow was nine years old today, but where is she? Mature themes.	Call of Cthulhu rules. Newcomers welcome. 6 players, Graham Wills.
M02	Friday Night Action Theater: Hello, My Name is...	An intrepid group of Dragons are gearing up to bust Uncle Cho's waterfront warehouse and ruin his gun-running operation. What they discover inside, however, may be far more than they bargained for.	Feng Shui rules. Newcomers welcome. 6 players, Dave Hoover.
M03	The Fatal Mistake	Talyo, guardian of the esteemed city Sarse, lies mistakenly cursed by the wizard Mastius. Driven by panic and fear, Mastius flees for his life. Heroes are called in to find Mastius so he might reverse the curse of Sarse's beloved mayor.	Warriors of Virtue rules. Younger players welcome. 5 players, Eric Bright and Danny Brown.
M04	Oh, Gawds... the Temple!	It really sucks to not have a cleric. Really!! After bleeding to the nearest temple and paying all the gold you got out of the wazoo for healing, now you have to stay for the temple service! Can life get any worse?	Hackmaster rules. Newcomers welcome. 8 players, Cookie Morris.
M06	First Time for Everything	The Mage tournament of Biris, held every 20 years, with the most lavish prizes yet. And those prizes are just waiting to be liberated.	D&D 3.5 ed. rules. Newcomers welcome. 6 players, John Harting.
RPG A	COR4-19 That Which Was Not Meant To Be Known	Illinois Premiere, by Greg Marks. A favor takes you from the town of Diamond Lake to the tiny village of Rowanfen on the edge of the MistMarsh where nothing is quite as it seems. A core adventure in the domain of Greyhawk. APL 2-6, for LG characters level 1-8.	D&D Living Greyhawk rules. Some experience with specific game assumed. 18 players, CIRCA.
RPG A	VERS4-01 Return to the Fens of Tor	by Michael Breslin. Attacks on Noble houses, rumors of stolen dragon eggs, and an old friend gravely injured during an assassination attempt at Asbury Manor. A Special Event available for play only at regional conventions. APL 2-16, for LG characters of any level.	D&D Living Greyhawk rules. Some experience with specific game assumed. 18 players, CIRCA.

Session C – Friday Twilight

12:00 AM through 4:00 AM

Board Game Events

Area Code	Title	Description	Details
ASL	Annual ASL Tournament C	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. See ASL Room for scenario details. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.

Card Game Events

Area Code	Title	Description	Details
A01	Seventh Annual Magic Tournament (continued)	Winter War's annual DCI sanctioned Magic tournament, using the new Legacy format. Started Friday Evening, may run into Friday Twilight. See Information Wall or tournament judge for more information.	Magic: The Gathering DCI sanctioned rules. Some experience with specific game assumed. 32 players, Chris Fairfield.

Role Playing Events

Area Code	Title	Description	Details
A03	There Can Be Only One	As members of Clan MacLeod return from the Battle of Worcester, they find only a charred ruin where their village once stood. Was it the MacDonalds, or something worse?	Call of Cthulhu rules. Newcomers welcome. 6 players, Mike Ebertz.
RPG A	COR4-02 The Stone Man's Puzzle	by Ron Lundeen. The town of Hardby was in complete disarray when you arrived. The courthouse was broken into and the accused whisked away by a giant man of stone. The tracks should be easy enough to follow, but who would want to spirit away a mere bookkeeper? APL 6-10, for LG characters level 4-12.	D&D Living Greyhawk rules. Some experience with specific game assumed. 12 players, CIRCA.
RPG A	COR4-08 A Tiger? In Ahlissa?	by Chris Chesher. Welcome back, brave adventurer, to Eastfair, the Granite City and capital of the North Kingdom. Your room at the Whirling Dervish is all ready for you as Clinorus has something important to tell you. Are you prepared to dig deeper into the cause and effect of the ritual-like murder from your last stay in Eastfair? The Hextorian government has been of little help, but perhaps you can expedite the situation through other channels. In a city where evil and tyranny rule, the forces of good are cults, which make justice and mercy all the more valuable as imports. Sequel to last Winter War's "When Orcs Attack", and second in the "Running with the Baatezu" series. APL 2-6, for LG characters level 1-8.	D&D Living Greyhawk rules. Some experience with specific game assumed. 12 players, CIRCA.

Session D - Saturday Morning

9:00 AM through 1:00 PM

Board Game Events

Area Code	Title	Description	Details
A02	Dork Tower	Enter the world of John Kovalic's Dork Tower. In this hilarious spoof of the classic "Dark Tower" electronic board game, you control the role-playing characters of your favorite Dork Tower personalities. You must rid the land of the evil wizard at the top of his tower.	Dark Tower spoof rules. Newcomers welcome. 6 players, SJ Games MiBs.
ASL	Annual ASL Tournament D	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. See <a href="http://www.geocities.com/aslplayer63/winterwar/index.html">http://www.geocities.com/aslplayer63/winterwar/index.html</a> for scenario details. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M01	Gone in 60 Seconds	Two opposing gangs have been offered a contract: retrieve six cars before the other gang does to collect your fee.	Car Wars rules. Newcomers welcome. 12 players, Brad Trumpinski.
M05	Really Nasty Horse Racing	Take home the prize money! Or, if you prefer, bet on someone else's horse and run your own into the wall. With six races, you can do both during this lively and easy-to-learn British import.	Really Nasty Horse Racing Game rules. Younger players welcome. 6 players, Tim Gritten.
M09	Naval War	A fast paced card game, eliminate your opponent's navies and be the last to survive!	Naval War rules. Newcomers welcome. 6 players, Leland Black and Charlie Priest.



M15	HeroQuest	Our heroes must enter the Maze of the Minotaur and retrieve a lost artifact. Expect traps, dangerous monsters and, of course, Minotaurs.	HeroQuest Revised rules. Younger players welcome. 6 players, Ken Vreeman.
M21	Axis and Allies Classic Swiss Tournament	Eighth Annual Event! Teams of two battle against opponents to win three games, Swiss scoring. Games start and play throughout Saturday. Teams must play three games to be eligible for prizes.	Axis and Allies Classic rules. Some experience with specific game assumed. 20 players, El Nyberg.

#### Card Game Events

Area Code	Title	Description	Details
A03	Illuminati: Crime Lords	Rival mobs battle for control of the city. Take over the rackets, rake in the dough, and rub out the opposition. It's the American dream. You'll start with a few gangsters and some cash. Recruit more crooks and take control of income-producing operations like bordellos, chop shops and loan sharks. The police and the Feds are after you, but your biggest threats are your fellow mob bosses. Scheme, negotiate, backstab. You can share a victory, but it's much more satisfying to say, "There can be only one Boss. And it's me."	Illuminati rules. Newcomers welcome. 6 players, SJ Games MiBs.

#### Miniatures Events

Area Code	Title	Description	Details
M03	To the German Flying Corps	April 21, 1918, Cappy Airfield: The gentlemen of Jagdstafel 1 follow the Red Baron to his fate. Fast fun in a flat sky.	Blue Max rules. Newcomers welcome. 8 players, Phil Hall.
M07	Con of the Dead A	The Dead are rising and creating havoc in the streets. A few brave souls are venturing into the downtown area. It's everyman for himself in the urban wasteland.	Send More Brains rules. Newcomers welcome. 8 players, Jay Arnold.
M08	The Lonely Keep	A small keep stands alone in an isolated part of the wilderness. Forces are assembling to take the keep from those who hold it. Can the defenders hold out?	D&D Miniatures variant rules. Newcomers welcome. 8 players, Dale Lybarger.
M10	Battle of Klein-Jaegersdorf	Hypothetical engagement between the Prussian Army of Frederick the Great and his Russian foes, set in the Seven Years War. Easy to learn rules with 15mm miniatures.	Age of Reason rules. Newcomers welcome. 8 players, Kevin Brown.
M11	Justice League vs. The Avengers	The Collector has once again gathered the mightiest mortals from two worlds in a climactic battle with plot holes you could drive a bus through. Teams will have to deal with a constantly changing random force made up of past and present members of the two teams.	Heroclix rules. Some experience with specific game assumed. 6 players, Jim Best.
M12	Memoir '44 A	Simple World War 2 miniatures game in a box, very much like Battle Cry for ACW. Multiple games may be played in timeslot.	Memoir '44 rules. Younger players welcome. 6 players, Warren Burrus.
M13	Napoleon's Spanish Ulcer C	Another beautiful spring day in Spain, and the partisans are peeking hungrily out of their hilltop hideouts. Royalist Spanish units gaze with envy from their garrisons. And what is the object of their desires? Nothing less than the French spring wagon convoy, laden with food, shoes, and gunpowder. Come out and play, and see if the Chasseurs and Cuirassier can chase you away. Ongoing miniatures campaign, runs throughout convention.	Bonaparte rules. Newcomers welcome. 8 players, Mark Johnson.
M14	The Russians are Coming	Somewhere in Russia, December 1942: A German rear guard defends a bridgehead against persistent Russian assaults as Army Group South runs for the Don at Rostov. Lots of Russkies, not so many Krauts.	Flames of War 15mm rules. Some general gaming experience preferred. 6 players, Tom Wirsing.
M16	Operation Tidy-Bowl A	Law and Order decides to clean up a town of punks in this urban shoot-out.	Chain Reaction rules. Newcomers welcome. 8 players, Dean Spitz.
M18	Desperado	Old West, quick rules, guns blazing.	Desperado rules. Younger players welcome. 6 players, Tom Reed.
M20	Monmouth	On a hot June day in 1778, the forces of the Crown and those of the rebels clashed in northern New Jersey in the largest open field battle of the American War for Independence. For Sir Henry Clinton, it was a chance to destroy the American Army in detail, while for George Washington and his army, fresh from the delights of Valley Forge, it was the first chance to show off the skills that Von Steuben had given them.	Volley and Bayonet rules. Some experience with specific game assumed. 8 players, Greg Novak.

## Role-Playing Events

Area Code	Title	Description	Details
M02	HeadHunters: Balance of Power 2 - Raise the Tattered Flag	Slowly, the scales of power are tipping in favor of the Psyches. Now, a vital piece of evidence confirming persecution and misinformation literally falls into the lap of a resistance cell in Philadelphia. All they have to do is show it to the rest of the world.	Savage Worlds Revised rules. Newcomers welcome. 6 players, Dave Hoover.
M04	Cookie's Saturday Slugfest	The Haggley Town Gladiators Guild is holding their annual no-holds-barred fighter competition. The Grand Champion will gain membership and the 50,000gp belt pouch!	D&D 3.0 ed. rules. Younger players welcome. 16 players, Cookie Morris.
M06	Recon	The truce after the long war is going bad. Rumors of war were quite consistent, but now nothing is heard - at all. Mercenaries have been hired to find out the truth; however, great care must be taken as the employers are not yet ready for war.	GURPS Fantasy rules. Newcomers welcome. 6 players, Robert Walter.
RPG A	VER5-01 Deep in the Lortmils	Illinois Premiere, by Vernon Vincent. The journal of a long-dead Dwarven surveyor in Iron delve holds the clues to locating the last key needed to open the gates of Granite Keep. Thuldon Rockspitter requests the aid of those true to Clan Rockhall so this final piece may be recovered and the gates to Granite Keep opened at last. Recommended especially for those who have played VER1-07 Knocking on the Keep, VER2-02 Granite Keep, VER3-06 Never Read Somebody's Diary, VERS4-01 Return to the Fens of Tor, and/or VER4-05 Dwarven Dawn. APL 4-12, for LG characters 2-14.	D&D Living Greyhawk rules. Some experience with specific game assumed. 24 players, CIRCA.
RPG A	Verbobonc Introductory Scenarios	These short adventures are perfect for first level characters. Enjoy the full Verbobonc regional experience in half the playing time of a standard mod! Join in when you can and play as many first-level scenarios as time allows. Help is readily available for those new to LG. The following adventures will be available: VERint4-01 It's Never That Simple by Besheer Mohommad, VERint4-02 Joren's Tomb by Vernon Vincent, VERint4-03 Sewer Rats by John Patrick, VERint4-04 Seen and Not Seen by Rishi Agrawal and Michael K. Drummond, VERint5-01 Roses are Red, Violets are Blue (two rounds).	D&D Living Greyhawk rules. Some general gaming experience preferred. 18 players, CIRCA.

Session E - Saturday Afternoon

3:00 PM through 7:00 PM

## Board Game Events

Area Code	Title	Description	Details
A01	Blind Sniper Annual	Twenty-sixth Annual Mike Metcalf Memorial Blind Sniper Tournament. See Information Wall for scenario details. Starts at 4 PM, continues through Saturday Twilight until only one remains standing.	Sniper rules. Newcomers welcome. 20 players, Bruce Gletty.
A02	Robo-Rally Express	Standard Robo-Rally game with one difference: first player to complete his program starts a timer!	Robo-Rally variant rules. Newcomers welcome. 8 players, Eric Young.
ASL	Annual ASL Tournament E	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. See ASL Room for scenario details. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M07	Ticket to Ride	Three-round (3:00-4:20-5:40 PM), no eliminations tournament of this quick-playing, strategic railroad game.	Ticket to Ride rules. Some experience with specific game assumed. 24 players, Glenn Overby.
M09	Betrayal at House on the Hill A	Scooby-Doo-like team explores creepy old mansion - with a twist. One of the explorers is a deranged maniac bent on eliminating his or her comrades. But who is it? B-Horror movie themes.	Betrayal at the House on the Hill rules. Newcomers welcome. 6 players, Stephen Borden.
M10	Puerto Rico	Three-round, no eliminations tournament of this New World political and economic power game. Continues through Saturday Evening.	Puerto Rico rules. Some experience with specific game assumed. 24 players, Glenn Overby.

M20	Kingmaker on the Big Board B	Avalon Hill's classic board game with a few variant rules, played with miniatures.	Kingmaker variant rules. Some general gaming experience preferred. 7 players, John Satterfield.
M21	Axis and Allies Classic Swiss Tournament (continued)	Eighth Annual Event! Teams of two battle against opponents to win three games, Swiss scoring. Games start and play throughout Saturday. Teams must play three games to be eligible for prizes.	Axis and Allies Classic rules. Some experience with specific game assumed. 20 players, El Nyberg.

#### Card Game Events

Area Code	Title	Description	Details
M11	Management Material	The card game of cubical denizens allows you to take a stab at corporate America. Players compete as employees desperately trying to avoid promotions. Provide excuses to get out of high profile projects. Heap recognition on your co-workers to stick them with more work. The winner is the person with the least impressive resume.	Management Material rules. Newcomers welcome. 5 players, SJ Games MiBs.

#### Miniatures Events

Area Code	Title	Description	Details
M05	The Kelso Run	A vital New Anglian supply convoy attempts to break the NSL blockade by skirting the blockage using a dangerous smuggler's route through the Kelso asteroid field. Can the Anglians make it or will the NSL stop them?	Full Thrust rules. Younger players welcome. 6 players, Pat Connaughton.
M12	Dain's Last Stand: Siege of Lonely Mountain	During the War of the Ring, King Dain Ironfoot and King Brand of Lake Town defend their homes against a gargantuan horde of cruel Easterlings and Mordor trolls.	Lord of the Rings Battle Game rules. Newcomers welcome. 6 players, Stephen Grant.
M13	Napoleon's Spanish Ulcer D	Another beautiful spring day in Spain, and the partisans are peeking hungrily out of their hilltop hideouts. Royalist Spanish units gaze with envy from their garrisons. And what is the object of their desires? Nothing less than the French spring wagon convoy, laden with food, shoes, and gunpowder. Come out and play, and see if the Chasseurs and Cuirassier can chase you away. Ongoing miniatures campaign, runs throughout convention.	Bonaparte rules. Newcomers welcome. 8 players, Mark Johnson.
M14	The Bloody 110th	December 16, 1944, Marnach, Belgium: What was supposed to be a quiet sector of the front - a place to recover from the horrors of the Hurtgen Forest, is no longer quiet. B Company, 110th Infantry Regiment, 28th Division, defends the village of Marnach from the German 2nd Panzer Division, which really, really wants to be in Bastogne and points east.	Flames of War 15mm rules. Some general gaming experience preferred. 5 players, Chris Trimble.
M15	Space Hulk	Take a squad of space marines, put them in a cave complex and add Genestealers. Instant recipe for CARNAGE!	Space Hulk modified rules. Newcomers welcome. 6 players, Ken Vreeman.
M16	Operation Tidy-Bowl B	Law and Order decides to clean up a town of punks in this urban shoot-out.	Chain Reaction rules. Newcomers welcome. 8 players, Dean Spitz.
M17	The Hastings Farm	Choose your plan of battle and have at it!	Brother Against Brother rules. Younger players welcome. 6 players, Rich Nelson.
M18	The "Second" Battle of the Line	The first time Humanity suffered 99% casualties before the Minbari mysteriously surrendered... In this "alternate history" scenario, when the Minbari warrior caste discovers why the Grey Council surrendered, they are unhappy -- very unhappy. "This time, we will finish the job..." Starts Saturday Afternoon, continues through Saturday Evening.	A Call to Arms: Babylon 5 Space Combat rules. Newcomers welcome. 12 players, Steve Massey and Travis McLin.
M19	Mtsensk	Operation Typhoon, launched by Army Group Center at the end of September, 1941, quickly shattered the Soviet front. Guderian's Panzer Group 2 drives towards the manufacturing center of Tula, on the southern edge of Moscow's defenses. The Soviets rush to block the German drive. Continues through Saturday Evening.	Command Decision IV 20mm rules. Newcomers welcome. 6 players, Tom Harris and Frank Chadwick.

## Role-Playing Events

Area Code	Title	Description	Details
M01	The Adept's Secret	Join Toth, Hanse and their friends as you escape from the Underdark and learn of the surface world.	D&D 3.0 ed. rules. Some general gaming experience preferred. 6 players, Brad Trumpinski.
M02	Sparks 35: Stack	Shiva is under blockade, yet the Rebels there are short of supplies. Someone has to get them there. Game Base 7.	Star Wars d6 rules. Newcomers welcome. 6 players, Peter Joelson.
M03	The Lost Horn of Zonyar	The Horn of Zonyar, said to be able to summon fearsome beasts to aid one in battle, has been lost. Now as the corrupt High King Hebron seeks powerful artifacts for his own gain, the great hero and wizard Ranthar sends heroes to find the horn before Hebron in order to create a shift in power on Onin.	Warriors of Virtue rules. Younger players welcome. 5 players, Eric Bright and Danny Brown.
M04	Cookie's King of Thieves	The annual decimation of the Haggley Town Thieves' Guild necessitates a contest. Be named "King Of Thieves" as you prove your mettle. Know this, rewards could be beyond imagination	D&D 3.0 ed. rules. Younger players welcome. 12 players, Cookie Morris.
M06	Lost	When placed in cold sleep, your destination was Earth - to help fight off an alien invasion. Your ship is broken and scattered across a bizarre alien world. Can your team and locals who have joined you find the command module to call home for extraction?	HERO System rules. Newcomers welcome. 6 players, Robert Walter.
M08	GURPS The Sky Rock	Grak hunt mammoth. Grak gather berries. Tribe see sky rock fall down in night. Chief tell Grak to find sky rock or Gods be angry. Grak go - but take friends too; never know when tooth lizard attack! This is a fun, lighthearted TLO GURPS game that pits stone age heroes against ferocious primitive foes.	GURPS 4th ed. rules. Newcomers welcome. 6 players, SJ Games MiBs.
RPG A	VER5-02 Fallen Hero	Living Greyhawk Premiere, by Ron Lundeen. Old Baron Rolof Avgustin returned from the fighting in Veluna a hero, but old men do not live forever, even war heroes. A few nobles and adventurers have been invited to Avgustin's manor house near Loren's Ford to witness the Baron's funeral. Not all guests wish House Avgustin well in this sad time; an enemy is in your midst. No character with Infamy with House Avgustin may play this scenario. A loose sequel to last Winter War's VER3-04 A Matter of Love. APL 4-12, for LG characters 2-14.	D&D Living Greyhawk rules. Some experience with specific game assumed. 42 players, CIRCA.

Session F - Saturday Evening

8:00 PM through 12:00 AM

## Board Game Events

Area Code	Title	Description	Details
A01	Blind Sniper Annual (continued)	Twenty-sixth Annual Mike Metcalf Memorial Blind Sniper Tournament. See Information Wall for scenario details. Started at 4 PM, continues through Saturday Twilight until only one remains standing.	Sniper rules. Newcomers welcome. 20 players, Bruce Gletty.
A02	Complete History of the World	Avalon Hill's classic world history game with a bigger map, more empires and more options!	History of the World variant rules. Some general gaming experience preferred. 6 players, Alan Conrad.
ASL	Annual ASL Tournament F	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. See ASL Room for scenario details. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M07	Carcassonne Triplet	Three-round (8:00-9:00-10:00 PM), no eliminations tournament of this classic tile-laying game. No expansions used.	Carcassonne rules. Younger players welcome. 24 players, Glenn Overby.
M10	Puerto Rico (continued)	Three-round, no eliminations tournament of this New World political and economic power game. Continues through Saturday Evening.	Puerto Rico rules. Some experience with specific game assumed. 24 players, Glenn Overby.
M20	Settlers of Catan	Seventh Annual Event! Individual players vie for control of the island of Catan. Using resource start plus Soldiers' Prerogative rule. Top two point winners of each game play against each other, losers battle for consolation round.	Settlers of Catan rules. Newcomers welcome. 16 players, El Nyberg.
M21	Axis and Allies Classic Swiss Tournament (continued)	Eighth Annual Event! Teams of two battle against opponents to win three games, Swiss scoring. Games start and play throughout Saturday. Teams must play three games to be eligible for prizes.	Axis and Allies Classic rules. Some experience with specific game assumed. 20 players, El Nyberg.

### Card Game Events

Area Code	Title	Description	Details
M08	Hacker	Surf through the net, invading one system after the next. Find back doors and secret phone lines... crash the systems your rivals are using... and beware of the Secret Ninja. This is the card game inspired by the 1992 Secret Service raid on the office of Steve Jackson Games.	Hacker rules. Newcomers welcome. 6 players, SJ Games MiBs.
M11	Chez Geek	The classic card game of apartment life is back with expansions. You and your roommates must slack off enough to overcome the tedium of your job. Booze, sleep, and nookie add up to help you out-underachieve your friends.	Chez Geek rules. Newcomers welcome. 6 players, SJ Games MiBs.

### Miniatures Events

Area Code	Title	Description	Details
M01	Con of the Dead B	The Dead are rising and creating havoc in the streets. A few brave souls are venturing into the downtown area. It's everyman for himself in the urban wasteland.	Send More Brains rules. Newcomers welcome. 8 players, Jay Arnold.
M09	Naval Action! Arctic Convoy	It's 1942, and the Tirpitz, Scheer, and Prinz Eugen are on the loose. Norfolk, Suffolk, Sheffield, Belfast, and others must sacrifice themselves to save Convoy PQ 17X... unless or until help arrives. 1:4800 tabletop miniatures.	Lou Coatney's own fast and simple Naval Action! rules. Newcomers welcome. 7 players, Lou Coatney.
M12	The Siege of Lothlorien	Galadriel and her Elven warriors defend Lothlorien against the Orcs and Trolls of Dol Guldur.	Lord of the Rings Battle Game rules. Newcomers welcome. 6 players, Stephen Grant.
M13	Napoleon's Spanish Ulcer E	Another beautiful spring day in Spain, and the partisans are peeking hungrily out of their hilltop hideouts. Royalist Spanish units gaze with envy from their garrisons. And what is the object of their desires? Nothing less than the French spring wagon convoy, laden with food, shoes, and gunpowder. Come out and play, and see if the Chasseurs and Cuirassier can chase you away. Ongoing miniatures campaign, runs throughout convention.	Bonaparte rules. Newcomers welcome. 8 players, Mark Johnson.
M14	St. George the Dragonslayer	St. George leads a group of knights against the Dragon, but what are those green things coming down from the mountain?	Home 10mm fantasy rules. Newcomers welcome. 8 players, Barry Hudek.
M15	55 Hours on Uranus	Players interact with each other as different Space Marine Chapters defend a colonial settlement on Uranus, under attack by Orks. Can the defenders "hold until relieved"?	55 Days in Peking modified rules. Newcomers welcome. 8 players, Ken Vreeman.
M16	Dungeon! 3-D	Play the original Dungeon! On a huge 3-D board created with Master Maze and Hirst Arts dungeon rooms. Take on the role of an Elf, Hero, Super Hero, or Wizard as you kill monsters and take their stuff.	Dungeon! Variant rules. Younger players welcome. 10 players, Keith Pogue.
M18	The "Second" Battle of the Line (continued)	The first time Humanity suffered 99% casualties before the Minbari mysteriously surrendered... In this "alternate history" scenario, when the Minbari warrior caste discovers why the Grey Council surrendered, they are unhappy -- very unhappy. "This time, we will finish the job..." Starts Saturday Afternoon, continues through Saturday Evening.	A Call to Arms: Babylon 5 Space Combat rules. Newcomers welcome. 12 players, Steve Massey and Travis McLin.
M19	Mtsensk (continued)	Operation Typhoon, launched by Army Group Center at the end of September, 1941, quickly shattered the Soviet front. Guderian's Panzer Group 2 drives towards the manufacturing center of Tula, on the southern edge of Moscow's defenses. The Soviets rush to block the German drive. Continued from Saturday Afternoon.	Command Decision IV 20mm rules. Newcomers welcome. 6 players, Tom Harris and Frank Chadwick.

### Role-Playing Events

Area Code	Title	Description	Details
M02	Inbetween Days 2 - The (W)hole Truth	The year is 2023 and the world is nothing like it used to be. Creatures from nightmares run rampant through the land feasting on the souls of the living. In this desolation lives a group of survivors on a mission to deliver a message that absolutely must get there.	Savage Worlds Revised rules. Newcomers welcome. 6 players, Dave Hoover.
M03	Heroes of Order - Pursuit	Your group is to gather and lead a group of special youth to their rescue before the Phoenix consumes them. Rules intro, chars provided. Game Base 7.	Hero 5th Edition rules. Newcomers welcome. 6 players, James H. Richards.

M04	Catch Me When You Can	It is the Autumn of 1888 and all of London lives in fear of a man named Jack...	Call of Cthulhu rules. Some general gaming experience preferred. 6 players, Jeff Rients.
M05	Sparks 38: New Toys	The Rebellion is always looking for new technology to aid the struggle for freedom. Perhaps the Imperial tech team that wants to defect has something? Game Base 7.	Star Wars d6 rules. Newcomers welcome. 6 players, Peter Joelson.
M06	Long Live the King	Retrieving a holy relic in time to save the king from a magical curse - sounds simple enough.	D&D 3.5 ed. rules. Newcomers welcome. 6 players, John Harting.
RPG A	Verbobonc Town Project Interactive: Civic Duty	Living Greyhawk Premiere. After the assault at Fortress Hagthar, the Viscount's intelligence network has been hard at work gathering any information on the giant forces that they could find. They have uncovered a secret experiment that, if successful, would create an almost unstoppable army. Calling upon the citizens of the towns, Viscount Langard has asked for help in thwarting their plans. This interactive has rewards for the towns depending on the level of success. This special interactive role-playing event is based on the Verbobonc Town Project and open to all LG players. APL 2-16, for LG characters of any level. May run into Saturday Twilight.	D&D Living Greyhawk rules. Some experience with specific game assumed. 42 players, CIRCA.

**Session G - Saturday Twilight**

**12:00 AM through 4:00 AM**

**Board Game Events**

Area Code	Title	Description	Details
A01	Blind Sniper Annual (continued)	Twenty-sixth Annual Mike Metcalf Memorial Blind Sniper Tournament. See Information Wall for scenario details. Started at 4 PM, continues through Saturday Twilight until only one remains standing.	Sniper rules. Newcomers welcome. 20 players, Bruce Gletty.
ASL	Annual ASL Tournament G	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. See ASL Room for scenario details. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.

**Role-Playing Events**

Area Code	Title	Description	Details
A02	Hazardous Goods	You and your fellow crewmates have been entrusted with an important piece of cargo from the King of the planet Lilia. Normally you mind your own business, however, it is very obvious that all is not what it should be, and those Starfighter Mercs are closing in fast...	Star Wars d6 rules. Some general gaming experience preferred. 4 players, Chris Fairfield.
A03	A Pox Upon Thee	Ever since that meteorite struck near your village, strange illnesses have affected your livestock, and now rumors of a virulent strain of pox are all the talk at the inn. What can a few ignorant peasants do?	Call of Cthulhu Dark Ages rules. Newcomers welcome. 6 players, Mike Ebertz.
RPG A	Verbobonc Town Project Interactive: Civic Duty (continued)	Living Greyhawk Premiere. After the assault at Fortress Hagthar, the Viscount's intelligence network has been hard at work gathering any information on the giant forces that they could find. They have uncovered a secret experiment that, if successful, would create an almost unstoppable army. Calling upon the citizens of the towns, Viscount Langard has asked for help in thwarting their plans. This interactive has rewards for the towns depending on the level of success. This special interactive role-playing event is based on the Verbobonc Town Project and open to all LG players. APL 2-16, for LG characters of any level. Started Saturday Evening.	D&D Living Greyhawk rules. Some experience with specific game assumed. 42 players, CIRCA.

## Board Game Events

Area Code	Title	Description	Details
ASL	Annual ASL Tournament H	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. See ASL Room for scenario details. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M01	Betrayal at House on the Hill B	Scooby-Doo-like team explores creepy old mansion - with a twist. One of the explorers is a deranged maniac bent on eliminating his or her comrades. But who is it? B-Horror movie themes.	Home rules. Newcomers welcome. 6 players, Stephen Borden.
M03	Victory - Decline of Empire	Two players take a declining empire and stave off 1 to 4 invaders. Generic World War 2 technology. Game Base 7.	Blocks of War rules. Newcomers welcome. 6 players, James H. Richards.
M07	Age of the Crusades	Come play in this classic SPI board game of medieval history! Runs through Sunday Afternoon.	Empires of the Middle Ages rules. Younger players welcome. 6 players, Gary Swanson.
M09	Carcassonne	Fast-paced tile-laying game with medieval theme. Easy to learn.	Carcassonne rules. Younger players welcome. 10 players, Jeff Rients.
M10	Domain B	Place your castles and knights and then vie for power over territory with your opponents. Place walls, steal knights, and expand your domain to include more mines.	Domain rules. Newcomers welcome. 8 players, Ken Lewandowski.
M14	Backstab Trio	Three quick back-stab/alliance games: Junta, Democracy, and Cosmic Encounter! Other short side games for eliminated players.	Various rules. Some general gaming experience preferred. 10 players, Eric Young.
M15	Conquest	Players each take a fledgling empire and compete for resources and land to build the mightiest empire, runs through Sunday Afternoon.	Civilization/Conquest of the Empire variant rules. Some general gaming experience preferred. 7 players, Ken Vreeman.

## Miniatures Events

Area Code	Title	Description	Details
A01	Warhammer Fantasy Battles Tournament	Army does not need to be painted to play, but all armies are required to be WYSIWYG. Players will be judged on Sportsmanship, Battle Points, Appearance, Theme, and Composition. Special characters allowed. Trial rules need permission from tournament organizer... E-mail leslie.pratt.jikl@statefarm.com with your request. Bring one printed copy of your army list for the judge, plus one for each of your opponents, plus one for you (5 total). Tournament starts Sunday Morning, runs through Sunday Afternoon.	Warhammer Fantasy rules. Some experience with specific game assumed. 24 players, Leslie Pratt.
M08	Ave Imperator	The Games! Gladiators! Bloodthirsty crowds, and even more bloodthirsty players! Pick up your gladius, trident, sica or whatever suits your fancy. Bring your best trash talk and sense of humor.	Morituri rules. Newcomers welcome. 8 players, Phil Hall.
M11	Memoir '44 B	Simple World War 2 miniatures game in a box, very much like Battle Cry for ACW. Multiple games may be played in timeslot.	Memoir '44 rules. Younger players welcome. 6 players, Warren Burrus.
M13	Napoleon's Spanish Ulcer F	Another beautiful spring day in Spain, and the partisans are peeking hungrily out of their hilltop hideouts. Royalist Spanish units gaze with envy from their garrisons. And what is the object of their desires? Nothing less than the French spring wagon convoy, laden with food, shoes, and gunpowder. Come out and play, and see if the Chasseurs and Cuirassier can chase you away. Ongoing miniatures campaign, runs throughout convention.	Bonaparte rules. Newcomers welcome. 8 players, Mark Johnson.
M17	Victors of the Realm	25mm fantasy hack and slash warfare, humans vs. demi-humans. Continues through Sunday Afternoon.	Home rules. Younger players welcome. 10 players, Russ Hartley.
M18	Assault on Grenouville	10mm WW2 Americans vs. Germans. An American battlegroup from 1st Army launches an attack to capture a French village that commands an important crossroads.	Blitzkrieg Commander rules. Newcomers welcome. 6 players, Steve Massey.

M20	McPherson's Ridge	Join with the lads of the 8th Illinois Cavalry as they attempt to hold McPherson's Ridge and buy time for the Iron Brigade to arrive; or fall in with the Tennesseans of Archer's Brigade, Army of Northern Virginia, as they push a few skirmishers out of the way as they advance down the Chambersburg's Pike.	Red Badge of Courage rules. Newcomers welcome. 12 players, Greg Novak.
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### Role-Playing Events

Area Code	Title	Description	Details
M05	Sparks 39: Metal Overload	An Imperial research project has gone awry at a droid facility. Can your team investigate and stop it? Game Base 7.	Star Wars d6 rules. Newcomers welcome. 6 players, Peter Joelson.
M06	Elementary Watson	You have been hired to prove that your client is innocent of murder. Can you collect enough evidence to convict the real killer?	Elementary Watson rules. Newcomers welcome. 7 players, Mike Wilson.
RPG A	COR4-14 Sympathy for the Baatezu	by Chris Chesher. Digging deeper into the dark alleys of Eastfair has cleared up some puzzles, but the sickly dust quickly settles to create new obfuscation. Perhaps it is time to step out for some fresh air. A favor for a favor, new friends may be able to help you help yourself and get to the bottom of this mystery. With the who and hows covered, its time to gather up a motive. The pillows and linen are freshly changed, so head on back to the Whirling Dervish and get a good rest, you'll need it. Third in the "Running with the Baatezu" series. APL 2-8, for LG characters level 1-10.	D&D Living Greyhawk rules. Some experience with specific game assumed. 18 players, CIRCA.
RPG A	VER14-02 Gala at the Wrinkle Academy	by Ron Lundeen. Come one, come all! The Wrinkle Academy has a magic show to entertain all comers! Take the role of a fearsome monster, and battle to the death in the gruesome Monster Match! Behind this innocent fun, however, an invasion of the mysterious Wrinkle Academy is underway and the partygoers must become the defenders to stop the invasion. A special Verbobonc regional interactive reprise. APL 2-14, for LG characters 1-16.	D&D Living Greyhawk rules. Some experience with specific game assumed. 24 players, CIRCA.

Session J - Sunday Afternoon

2:00 PM through 6:00 PM

### Board Game Events

Area Code	Title	Description	Details
ASL	Annual ASL Tournament J	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. See ASL Room for scenario details. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M04	Robo-Rally B	Chase the flags and try to keep your whacky robot from falling in a pit!	Robo-Rally rules. Regular play of specific game assumed. 6 players, Alan Conrad.
M07	Age of the Crusades (continued)	Come play in this classic SPI board game of medieval history! Started Sunday Morning.	Empires of the Middle Ages rules. Younger players welcome. 6 players, Gary Swanson.
M09	Mississippi Queen 500	Race riverboats on a unique 'racetrack' arrangement of Mississippi Queen. Game mechanics are easy to learn - come and push your paddlewheeler to the limit!	Mississippi Queen rules. Some general gaming experience preferred. 12 players, Jim Ferguson.
M11	Rail Baron Express	All players start with an express train, superchief costs \$30,000, total assets are counted towards victory, game victory total is \$250,000.	Rail Baron variant rules. Newcomers welcome. 10 players, El Nyberg.
M15	Conquest (continued)	Starts Sunday Morning, players each take a fledgling empire and compete for resources and land to build the mightiest empire.	Civilization/Conquest of the Empire variant rules. Some general gaming experience preferred. 7 players, Ken Vreeman.



## Miniatures Events

Area Code	Title	Description	Details
A01	Warhammer Fantasy Battles Tournament (continued)	Army does not need to be painted to play, but all armies are required to be WYSIWYG. Players will be judged on Sportsmanship, Battle Points, Appearance, Theme, and Composition. Special characters allowed. Trial rules need permission from tournament organizer... E-mail <a href="mailto:leslie.pratt.jkl@statefarm.com">leslie.pratt.jkl@statefarm.com</a> with your request. Bring one printed copy of your army list for the judge, plus one for each of your opponents, plus one for you (5 total). Tournament starts Sunday Morning, continues through Sunday Afternoon.	Warhammer Fantasy rules. Some experience with specific game assumed. 24 players, Leslie Pratt.
M13	Napoleon's Spanish Ulcer G	Another beautiful spring day in Spain, and the partisans are peeking hungrily out of their hilltop hideouts. Royalist Spanish units gaze with envy from their garrisons. And what is the object of their desires? Nothing less than the French spring wagon convoy, laden with food, shoes, and gunpowder. Come out and play, and see if the Chasseurs and Cuirassier can chase you away. Ongoing miniatures campaign, runs throughout convention.	Bonaparte rules. Newcomers welcome. 8 players, Mark Johnson.
M17	Victors of the Realm (continued)	25mm fantasy hack and slash warfare, humans vs. demi-humans. Continues through Sunday Afternoon.	Home rules. Younger players welcome. 10 players, Russ Hartley.

## Role-Playing Events

Area Code	Title	Description	Details
M03	Agents of Change - Round Up	Having entered the enemy's lands, your group attempts to find a misguided group of youths and turn their special powers to your side. Rules intro, chars provided. Game Base 7.	Hero 5th Edition rules. Newcomers welcome. 6 players, James H. Richards.
M06	Pentantastar!	You've managed to find all the pieces needed to construct the legendary Pentantastar. However, the Demigod of Flowcharts has it in for you! Will you be able to make your way through the maze of arrows, circles and triangles? Or will you and your Wookie compatriots be digitally edited out of the adventure?	Pentantastar v8.2 rules. Regular play of specific game assumed. 7 players, Chris Fairfield.
RPG A	COR4-18 It Never Rains in Nyron	by Chris Chesher. With the constant pressure and sorrow that Eastfair extrudes, even the most stout hearted can get the blues from time to time. But missions must be completed and duties upheld with little time left over for lamenting on greener grass. Now an old friend needs you to carry on where others have failed. A package needs to go from point A to point B, and even with a severe storm brewing, this side trip should not take you far out of the way of your own destination. That said destination being the instigator of all this. Fourth in the "Running in the Baatezu" series. APL 2-8, for LG character levels 1-10.	D&D Living Greyhawk rules. Some experience with specific game assumed. 18 players, CIRCA.
RPG A	COR5-01 The Stone Man's Missive	Illinois Premiere, by Ron Lundeen. Drell, the peaceful and reclusive stone giant, has gone visiting some local miners in the Abbor-Alz Hills. All he finds are empty homes, discarded tools, and signs that his friends disappeared in the middle of their daily tasks. Drell asks the help of trusted adventurers to solve this mystery: who would want to spirit away a clan of miners? A loose sequel to COR4-02 The Stone Man's Puzzle. APL 6-12, for LG characters level 4-14.	D&D Living Greyhawk rules. Some experience with specific game assumed. 24 players, CIRCA.

## Upcoming Gaming Conventions

If you have enjoyed Winter War 32, we know you will enjoy these events as well. The Winter War convention staff believes that supporting other Illinois gaming conventions contributes both to the hobby in general and our own future conventions!

**Ides of March, March 4 - 6, 2005, Rosemont, IL (near Chicago)**

<http://www.idesofmarchcon.com>

**Little Wars, March 4 - 6, 2005, Lincolnshire, IL**

<http://www.little-wars.com>

**Egyptian Campaign 2005, April 1 - 3, 2005, Carbondale, IL**

<http://members.tripod.com/ecgamecon>

**Spring Offensive, April 29 - May 1, 2005, East Peoria, IL**

[http://members.tripod.com/SPRING\\_OFF](http://members.tripod.com/SPRING_OFF)

**DieCon, June 3 - 5, 2005, Collinsville, IL**

<http://www.diecon.com>

**I-Con, September 9 - 11, 2005, Springfield, IL**

<http://www.mecca-anime.com/I-Con/i-con.html>

**Flatcon, September 23 - 25, 2005, Bloomington, IL**

<http://www.flatcon.com>

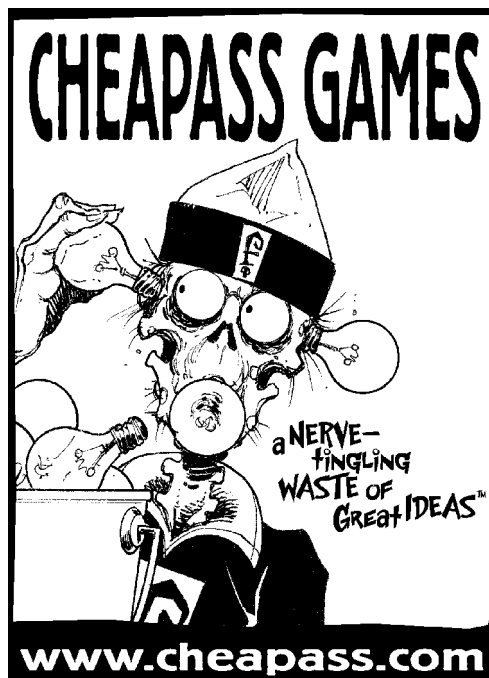
**Rock-Con, November 4 - 6, 2005, Rockford, IL**

<http://www.rock-con.com>

**And, of course... Winter War, February 10 - 12, 2006, Champaign, IL**

<http://winterwar.prairienet.org>

We want to see you right back here in 2006!



## Demonstration Schedule

Time	Area Code	Title	Description	Details
A	M16	Lou Coatney Demos	Lou Coatney demonstrates his popular boardgames, including 1st Alamein, Leyte Gulf Naval Chess, Moscow Attacked!, Stalingrad Attacked!, and his new Russian Front campaign game.	Various Lou Coatney rules. Newcomers welcome. 5 players, Lou Coatney.
H	M16	Warhammer Fantasy Battles/ Warhammer 40K Demos A	If you've ever wanted to learn how to play, now is the time. All you need is your enthusiasm, we'll provide the rest (dice, minis, tape measures, and rules). Demos take roughly an hour to play, so drop by if you have spare time!	Warhammer Fantasy Battles or Warhammer 40K rules. Younger players welcome. 6 players, Phil Fatka.
J	M16	Warhammer Fantasy Battles/ Warhammer 40K Demos B	If you've ever wanted to learn how to play, now is the time. All you need is your enthusiasm, we'll provide the rest (dice, minis, tape measures, and rules). Demos take roughly an hour to play, so drop by if you have spare time!	Warhammer Fantasy Battles or Warhammer 40K rules. Younger players welcome. 6 players, Phil Fatka.



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# Convention Map

