

Winter War 33

Celebrating over Thirty Years of Gaming Excellence!
February 3 – 5, 2006

Welcome to our thirty-third 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 is located at entrance to the White Oaks Ballroom, our main convention area. 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/RPGA Weekend	\$30.00
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 goldenrod (Friday) or dark green (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 Hawthorn Suites asks that attendees not bring in food or drink from offsite; the Registration Desk cannot handle deliveries of any kind. Please note that the convention space consists ONLY of the White Oaks Ballroom, the Grand Prairie Conference Room, the Savoy Conference Room, and the Hotel Skyway. We do not wish to disturb individuals who are not part of the convention.

While the Hawthorn 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 at the Hawthorn.

Please watch your possessions. The Hawthorn Suites 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, Hawthorn room names match up as follows:

Hawthorn Suites Location
White Oaks Ballroom
Grand Prairie Conference Room
Savoy Conference Room
Hotel Skyway

Winter War Area
Main Room – M
Auction – P
ASL
RPGA

Open games may be setup in the Playing 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 33!

- Castle Perilous, from Carbondale, IL
- Fantasy Art by Elaine, from Champaign, IL
- Mecca Anime, from Bloomington, IL
- RLBPS, from Rockford, IL
- The Dragon's Table, from Champaign, IL
- The Game Room, from Washington, IL
- Thompson Productions, from Warrensburg, MO
- Warstore Collectibles, from Blythe, GA

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 Winter War next year – so watch our convention web site for more information.

Winter War 34

Champaign, IL

February 9 – 11, 2007

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

E-Mail: 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. 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 Game Base 7 for contributing events and judges to make Winter War 33 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.

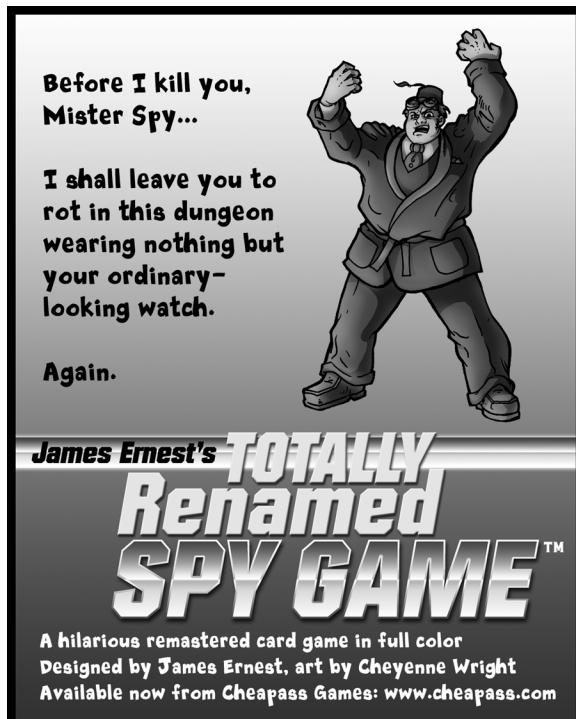
The convention committee members are:

Convention Chairman:	Don McKinney
Convention Treasurer:	Alan Conrad
Convention Registrar:	Susan McKinney
ASL Coordinator:	Brien Martin
RPGA/CIRCA	James Holzhauer
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.

This schedule reflects the state of the Winter War Convention schedule when it went to press. We want to apologize for cancellations and changes that may occur before or at the convention. Any changes will be posted on the Information Wall.



**Before I kill you,
Mister Spy...**

**I shall leave you to
rot in this dungeon
wearing nothing but
your ordinary-
looking watch.**

Again.

**James Ernest's *TOTALLY*
Renamed
SPY GAME™**

A hilarious remastered card game in full color
Designed by James Ernest, art by Cheyenne Wright
Available now from Cheapass Games: www.cheapass.com

Convention Schedule

Session A - Friday Afternoon

2:00 PM through 6:00 PM

Board Game Events

Area Code	Title	Description	Details
M05	Cardboard D-Day	Operation Overlord with two full copies of the hit board game Memoir '44. All expansions will be present for pick up scenarios if time permits.	Memoir '44 rules. Newcomers welcome. 8 players, Mike Davis.
M06	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.
M07	RoboRally A	Chase the flags and try to keep your wacky robot from falling into a pit!	RoboRally rules. Newcomers welcome. 6 players, Alan Conrad.
M08	Railroad Tycoon	Build railroads, move cargo, make money, RULE THE WORLD.	Railroad Tycoon rules. Younger players welcome. 6 players, Paul Pomykala.
M16	Cog Wars	Knights, sargents, and hoi polloi. Fight it out on the shipboard. Easy to learn rules.	Cog Wars rules. Newcomers welcome. 8 players, Phil Hall.

Miniatures Events

Area Code	Title	Description	Details
M13	The Great Drygulch Gunfight	Gunslingers from all over the West have come to prove that they are the best. Each playing their cards close to their vest, hoping to lay all the others to rest. Player with most kills wins a prize.	Desperado rules. Newcomers welcome. 10 players, Tom Reed.

Role-Playing Events

Area Code	Title	Description	Details
P02	Only We Are That Precise	You are part of an elite Imperial team; your mission: to hunt down and destroy the members of this pesky little rebellion. You're hot on the tails of Chi Eekway and Baron Papanoida, a pair of defectors who report directly to the Rebel leader, Mon Mothma. You've followed them to the Outer Rim, and things have become much more dangerous.	Star Wars RPG (d6) rules. Newcomers welcome. 6 players, Chris Fairfield.
P08	For Your Eyes.... Too	The nations of Elsen and Anderov have been at war for over a decade. Now Elsen is in position to end the war in one decisive battle. All they need to know is what the enemy is doing.	D&D 3.5 ed. rules. Younger players welcome. 7 players, John Harting.
RPGA	RPGA Living Greyhawk A	CIRCA is offering "VER5-01: Deep in the Lortmils" and "VERIntro6-01: Paper Chase" on Friday Afternoon. Please checkin at the RPGA Room for specific scenario information and marshalling.	D&D 3.5 ed. rules. Some experience with specific game assumed. 48 players, CIRCA.

Session B - Friday Evening

7:00 PM through 11:00 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. Checkin at the ASL Room for scenario details and other information. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M01	Settlers of the Stone Age/ Settlers of Canaan	Come play either or both Settlers of the Stone Age or Settlers of Canaan; we'll play both twice, so you can play each once, or both twice. Join in the fun!	Various Settlers rules. Younger players welcome. 8 players, El Nyberg.

M03	Australia	Games Magazine's 2006 Game of the Year. Basic rules (32 cards, no windmill).	Australia rules. Newcomers welcome. 10 players, Glenn Overby.
M06	Really Nasty Horse Racing A	Manage your stable of horses, grow rich and become famous.	Really Nasty Horse Racing Game rules. Newcomers welcome. 6 players, Leland Black and Charlie Priest.
M07	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.
M09	Amateur Night at the Buffalo Municipal Arena	The year is 2044; things are returning to normal after the peace between the United States and the Japanese Protectorate. In celebration of the peace, the Buffalo Municipal Arena has opened its gates to all comers, offering the hefty sum of \$20,000 and a new vehicle to the winner of the first autoduel after war's end. Stock vehicles will be provided for the first 12 autoduellists willing to test their mettle in this free-for-all slugfest.	Car Wars rules. Some general gaming experience preferred. 12 players, Brad Trumpinski.
M10	Puerto Rico	Come organize plantations, build some buildings, and create an empire on the lush tropic island of Puerto Rico. We'll play the standard version of the game, everyone plays two games.	Puerto Rico rules. Newcomers welcome. 10 players, Jim Ferguson.
M15	Kingmaker on the Big Board	Avalon Hill's classic board game with a few variant rules, played with miniatures.	Kingmaker variant rules. Some experience with specific game assumed. 7 players, John Satterfield.

Card Game Events

Area Code	Title	Description	Details
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 other diversions add up to help you out-achieve your friends.	Chez Geek rules. Newcomers welcome. 6 players, Anita Woudenberg.
M12	Munchkin	This award-winning card game captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items.	Munchkin rules. Some general gaming experience preferred. 10 players, Hobbes Woudenberg.
P01	Eighth Annual Magic Tournament	Winter War's annual DCI sanctioned Magic tournament, using the Legacy format. Tournament rounds depend on attendance, may run into Friday Twilight. Checkin at the Tournament Room for more information.	Magic: The Gathering DCI sanctioned rules. Some experience with specific game assumed. 32 players, Chris Fairfield.

Miniatures Events

Area Code	Title	Description	Details
M05	Dom Bütgenbach	The II Battalion, 26th Infantry, 1st Infantry Division, held positions in and around Domane Bütgenbach, a large stone medieval manor house and surrounding outbuildings, astride the main road to the west, with orders to hold at all costs. As 12th SS Panzer arrived near the village of Bullingen, it launched a series of attacks. This scenario represents one of the strongest of those attacks early on the morning of 20 December, 1944.	Command Decision 4 rules. Some experience with specific game assumed. 8 players, Tom Harris and Frank Chadwick.
M13	Plum Trouble	1/1200 American Civil War naval. 1862 - The Union river force is moored on the bank of the Mississippi in a morning fog. It's quiet -- maybe too quiet -- as shapes begin to loom from the gloom...	Smoke on the Water rules. Some general gaming experience preferred. 8 players, Bob Swieringa.
M14	Mill Springs, KY	25mm American Civil War. Can the outcome be changed, or will Mill Springs again be the end of Confederate hopes in eastern Kentucky?	Brother Against Brother rules. Younger players welcome. 6 players, Rich Nelson.
M16	Crusade! A	28mm Fantasy. The Elvish King has decreed, despite protests from "peace" elements of his court, another Crusade is in order to deal with reports of Orcs seeking allies on the Kingdom's borders.	Warrior Heroes variant rules. Newcomers welcome. 6 players, Steve Massey and Bob Legro.

M17	White Savage	Join with Maj. Robert Rogers and his Rangers as they carry out yet another scout along the American frontier. Beware though, as the woods are full of the French and Native American foe - and can there be a wandering well-bred daughter of a British Colonel out lost in the Wilderness?	Red Badge of Courage rules. Newcomers welcome. 12 players, Greg Novak.
M18	55 Hours on Uranus	Space Marines make a last stand on Uranus, holding a fortified colony against invading Orc hordes.	Home rules. Newcomers welcome. 8 players, Ken Vreeman.
M19	Stalingrad	2000+ point German and Russian armies go at it at Stalingrad. A city fight like no other, before or since.	Flames of War rules. Newcomers welcome. 6 players, Mike Davis.
M20	X-Com: Terror in Merton!	28mm Sci-Fi. X-Com troopers scramble the Sky Ranger to deal with a terror raid in Merton, Wisconsin. Sectoids (greys), snake men, and mutons are on the rampage, hauling women, children and cows back to their UFO. Can they be stopped?	Arc of Fire modified rules. Newcomers welcome. 8 players, David Bullis and Bill Reuter.

Role Playing Events

Area Code	Title	Description	Details
P05	Dragons of Ancient Days	Come and explore a dungeon using the original D&D rules as they existed in 1974! Curious young whippersnappers and nostalgic old schoolers both welcome!	D&D 1974 ed. rules. Newcomers welcome. 6 players, Jeff Riens.
P06	Heroes of Order	Make field contacts that lead to an enemy camp. Find out who and what is there. Game Base 7.	HERO 5th ed. rules. Some general gaming experience preferred. 6 players, James H. Richards.
P08	Find the Missing Children	Children are disappearing and bloody clothes left behind. You are being hired to find out what's going on before the muckrakers. Continues through Friday Twilight.	Deadlands 1st ed. (orange) rules. Some experience with specific game assumed. 12 players, Mary Ellen Greenburg.
P09	Cookie's King of Thieves	The decimation of the Thieves' Guild requires a recruitment contest. Be named "King Of Thieves" as you prove your mettle. Know this: Rewards could be beyond imagination (as are the perils).	D&D 3.0 ed. rules. Younger players welcome. 12 players, Cookie Morris.
P12	Unstable Ground	Following an earthquake a sunken castle has been discovered; there are rumors of great magical treasures to be recovered. The race is on to find them and get out before others find them or the castle falls into the sea!	7th Sea rules. Newcomers welcome. 6 players, Brook Freeman.
RPGA	RPGA Living Greyhawk B	CIRCA is offering "COR5-12: Return to the Undercity", "VER5-03: Minions of Shadow and Fire", and "VERIntro6-02: The Forest for the Trees" on Friday Evening. Please checkin at the RPGA Room for specific scenario information and marshalling.	D&D 3.5 ed. rules. Some experience with specific game assumed. 48 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 B	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. Checkin at the ASL Room for scenario details and other information. 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
P01	Eighth Annual Magic Tournament (continued)	Winter War's annual DCI sanctioned Magic tournament, using the Legacy format. Tournament rounds depend on attendance, continued from Friday Evening. Checkin at the Tournament Room 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
P06	Apache, Smapache!	It's been six months since the last relief column went to Fort Butler, NM. Their tour of duty is up, and now it's time for you to serve six months in Apache country. There's been no trouble with them lately. Let's hope the peace lasts.	Call of Cthulhu rules. Newcomers welcome. 8 players, Mike Ebertz.
P08	Find the Missing Children (continued)	Children are disappearing and bloody clothes left behind. You are being hired to find out what's going on before the muckrakers. Continued from Friday Evening.	Deadlands 1st ed. (orange) rules. Some experience with specific game assumed. 12 players, Mary Ellen Greenburg.
RPGA	RPGA Living Greyhawk C	CIRCA is offering "VER5-02: Fallen Hero", "VERIntro6-01: Paper Chase", and "VERIntro6-02: The Forest for the Trees" during Friday Twilight. Please checkin at the RPGA Room for specific scenario information and marshalling.	D&D 3.5 ed. rules. Some experience with specific game assumed. 48 players, CIRCA.

Session D - Saturday Morning

9:00 AM through 1:00 PM

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. Checkin at the ASL Room for scenario details and other information. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M01	Ninth Annual Classic Axis and Allies Swiss Tournament	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.	Classic Axis & Allies rules. Some experience with specific game assumed. 20 players, El Nyberg.
M08	Really Nasty Horse Racing B	Win the race and 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 rules. Younger players welcome. 6 players, Tim Gritten.
M11	Greed Quest	In GreedQuest there's treasure to be won, so what are you waiting for? Race to the bottom of the dungeon to grab The Hoard. Now all you have to do is get out with it... but everyone else is between you and the exit.	GreedQuest rules. Younger players welcome. 6 players, Anita Woudenberg.
M12	Illuminati	Illuminati is the game of conspiracy. Secret conspiracies are everywhere, and you take control of one of them to try and take OVER THE WORLD! Compete to grab powerful groups and increase their wealth and power. No ploy too devious, no strategem too low, as you scheme your way to victory.	Illuminati rules. Some general gaming experience preferred. 6 players, Hobbes Woudenberg.

Card Game Events

Area Code	Title	Description	Details
P01	Warlord CCG Campaign Edition Tournament	Constructed tournament, using the Type 2 environment (campaign). 50 minute best 2 out of 3 rounds, 3-4 total rounds, likely Xaxxon Overlord Challenge afterwards. Many decks to lend out!	Warlord CCG/AEG Tournament rules. Some experience with specific game assumed. 16 players, Patrick Green.

Miniatures Events

Area Code	Title	Description	Details
M07	Dr. Bumblemore, I Presume...	Bumblemore and Company are in deadly danger! The natives really don't like him messing with these ruins. Will you overrun Bumblemore, or be overrun by the relief column?	Sword and Flame rules. Some general gaming experience preferred. 8 players, Phil Hall.
M10	Frederick the Great's Eastern Front	A clash between the Prussian and Russian armies in the Seven Years War, using 15mm miniatures. Can Frederick's seasoned veterans stop the Russian hordes from marching on Berlin?	Age of Reason rules. Newcomers welcome. 8 players, Kevin Brown.

M13	Battle for Augustan IV A	Chaos has gathered some unlikely allies and launched a major assault into an important system held by the Imperium. Will you join in the fight against the heretic scum, or will you stand in defense of the Imperium of Man?	WarHammer 40K rules. Newcomers welcome. 10 players, Jake Welch.
M15	55 Days at Peking A	The Western Powers try to fend off the Chinese horde.	Home rules. Newcomers welcome. 9 players, Dean Spitz.
M16	Barbarossatag A	6mm WWII. Lead elements of the German 4th Panzer Group of Army Group North attempt to breakthrough Soviet lines early in Operation Barbarossa in late June, 1941.	Blitzkrieg Commander rules. Newcomers welcome. 6 players, Steve Massey and Terrence Haas.
M17	A Fall Day on the Wabash	28mm. On November 4th, 1791, the infant United States suffered its worst defeat ever at the hands of Native Americans on the banks of the Wabash. Serve with the US forces working to claim the Northwest Territory for settlement, or join with the Native Americans in their attempt to halt the expansion of the "long knives" north of the Ohio river.	Volley and Bayonet, 2nd ed. rules. Newcomers welcome. 12 players, Greg Novak.
M18	Surprise is on Our Side!	Napoleonic Age of Sail. If you liked "Master and Commander", then this is the game for you. Come join "Lucky" Jack Aubrey and the HMS Surprise as they defend the East India "China" fleet from those disreputable Frenchies. Set in the Indian Ocean circa 1804, the game pits a small but formidable French Squadron under Admiral Linois against Aubrey, the Surprise and a rag-tag collection of East Indiamen.	Fire As She Bears rules. Newcomers welcome. 6 players, Chris Trimble.

Role-Playing Events

Area Code	Title	Description	Details
RPGA	RPGA Living Greyhawk D	CIRCA is offering "COR5-13: The Price of Power", "VER5-06: In the Viscount's Secret Service", "VERIntro6-01: Paper Chase" and "VERIntro6-02: The Forest for the Trees" on Saturday Morning. Additional VER/VTF Year 5 replays may be available. Please checkin at the RPGA Room for specific scenario information and marshalling.	D&D 3.5 ed. rules. Some experience with specific game assumed. 48 players, CIRCA.

Session E - Saturday Afternoon

3:00 PM through 7:00 PM

Board Game Events

Area Code	Title	Description	Details
ASL	Annual ASL Tournament D	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. Checkin at the ASL Room for scenario details and other information. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M01	Ninth Annual Classic Axis and Allies Swiss Tournament (continued)	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.	Classic Axis & Allies rules. Some experience with specific game assumed. 20 players, El Nyberg.
M07	Trio of Riches	Choice of Goa, Serenissimo or Puerto Rico. Discover the fun of these "manage your resources" games. Game Base 7.	Various rules. Newcomers welcome. 8 players, James H. Richards.
P09	Blind Sniper Annual	Twenty-seventh 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.

Card Game Events

Area Code	Title	Description	Details
M11	Ninja Burger	Its you against your fellow trainees in a new Ninja Burger store. Learn the secrets of stealth, swordsmanship, and customer service as you deliver tasty burgers and fries to some very unusual places. Bring honor to your franchise and you will be promoted.	Ninja Burger rules. Newcomers welcome. 6 players, Anita Woudenberg.

M12	Munchkin Bites	The Munchkins are now vampires... and werewolves... and changelings. Bash through the haunted house and slay the monsters. The OTHER monsters. You can't slay your fellow munchkins, but you can curse them, send foes at them, and take their stuff.	Munchkin Bites rules. Newcomers welcome. 6 players, Hobbes Woudenberg.
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Miniatures Events

Area Code	Title	Description	Details
M03	War in the Mohawk Valley	In preparation for an assault on the military outposts in the Mohawk Valley, the French advance with their Indian allies terrorizing the countryside, while the British attempt to gather settlers and save homesteads.	The Sword and the Flame (F&I variant) rules. Some general gaming experience preferred. 6 players, Tim Mikesell.
M09	A Bit of the Dogs Breakfast	20mm WWII. British commandos must hold a small bridge and road crossing against a fierce attack by German panzer grenadiers and armor. Set near Caen in the days following the D-Day invasion.	Arc of Fire modified rules. Newcomers welcome. 8 players, David Bullis and Bill Reuter.
M10	Now Darkness Dwells in Durin's Halls	The Fellowship must survive their three day journey through the Mines of Moria.	Lord of the Rings Strategy Battle Game rules. Younger players welcome. 8 players, Stephen Grant.
M15	55 Days at Peking B	The Western Powers try to fend off the Chinese horde.	Home rules. Newcomers welcome. 9 players, Dean Spitz.
M16	The Cross and the Crescent A	Six Spanish Reconquista-era armies battle for control of the Western Mediterranean: the armies of Christendom (Feudal Spanish, Sicilians, and Franks) against the armies of Islam (Andalusians, Fanatic Berbers, and Muslim North Africans).	De Bellis Antiquitatis rules. Newcomers welcome. 6 players, Henry Gabb.
M17	Action in the North Sea	The dastardly Germans have been sending battlecruisers to shell the English coastline. British Intelligence has learned about the latest attempt and has dispatched a force more than adequate to deal with the Germans.	General Quarters rules. Newcomers welcome. 6 players, Terry Haas and Bob Legro.
M18	FRAG! RED vs. BLUE	FRAG! Takes first person shooter games from the computers and consoles to the tabletop, and now we're taking it to miniatures. Play a game of FRAG with miniatures and terrain and try our variant playing Sarge, Caboose, Tex or other characters from the Red vs. Blue online series.	FRAG! variant rules. Newcomers welcome. 12 players, Ken Vreeman and Steve Nelson.

Role-Playing Events

Area Code	Title	Description	Details
M06	Where No One Has Gone Before	These are the voyages of the starcraft Explorer and its five year mission to explore new worlds, discover new civilizations and to go boldly where no one has gone before. Join the crew of the experimental starcraft ISS Explorer on the first manned FTL journey. Do you have what it takes to explore the universe?	GURPS 4th ed. rules. Some general gaming experience preferred. 8 players, Brad Trumpinski.
M08	The Ancients Rise A	The land of Nasgoth is torn by civil war. The rule of the Dark Queen Cryndora is threatened by an ancient foe long believed banished. Recently the ancient evil ones minions have risen and made war upon Nasgoth. The Queen has summoned you to serve her.	D&D 3.0 ed. rules. Some general gaming experience preferred. 6 players, Tim Heath.
P02	Cookie's Saturday Slugfest	The Gladiator Guild is holding their annual fighter competition. The Grand Champion will gain membership and the 50,000gp belt pouch!	D&D 3.0 ed. rules. Younger players welcome. 12 players, Cookie Morris.
P03	Alien Attack	Whatever happened to life in a small town being quiet? First a huge agricorp moves in next door. Next, cell phone towers start going up all over the place. Now UFOs are chasing my cows. It's time for a farmer to stand up for himself. Play a farmer, government agent, or an alien hunter.	Dark Conspiracy rules. Newcomers welcome. 8 players, Michael Colleen.
P04	The Fantabulous Five!	It's 1984 and the greatest heroes of Marvel Earth are off-planet fighting the Secret Wars. Who will protect New York while all the A-list heroes are out of town?	Risus, the Anything RPG rules. Younger players welcome. 6 players, Jeff Rients.
RPGA	RPGA Living Greyhawk E	CIRCA is offering "COR5-15: Immortal Longings", "VER6-01: The Discontent of Our Winter" on Saturday Afternoon. Please checkin at the RPGA Room for specific scenario information and marshalling.	D&D 3.5 ed. rules. Some experience with specific game assumed. 48 players, CIRCA.

Board Game Events

Area Code	Title	Description	Details
ASL	Annual ASL Tournament E	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. Checkin at the ASL Room for scenario details and other information. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M01	Ninth Annual Classic Axis and Allies Swiss Tournament (continued)	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.	Classic Axis & Allies rules. Some experience with specific game assumed. 20 players, El Nyberg.
M03	Carcassonne	Three-round Swiss style tournament. Basic set, including river, but no other expansions.	Carcassonne rules. Newcomers welcome. 24 players, Glenn Overby.
M06	Eighth Annual Settlers of Catan Tournament	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.
M07	Shadows over Camelot	Help the Knights of the Round Table win quests; but watch for the growth of evil and beware the traitor!	Shadows over Camelot rules. Newcomers welcome. 6 players, Leland Black and Charlie Priest.
M10	Samurai Swords	Fight for control of medieval Japan.	Shogun/Samurai Swords rules. Some general gaming experience preferred. 6 players, Ken Primer.
M11	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.	Dork Tower rules. Newcomers welcome. 6 players, Anita Woudenberg.
P09	Blind Sniper Annual (continued)	Twenty-seventh 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.

Card Game Events

Area Code	Title	Description	Details
P01	Legend of the Five Rings CCG Lotus Edition Tournament	Constructed tournament, using the Type 2 environment (Lotus). 50 minute rounds, 3-4 rounds.	L5R Lotus Edition/AEG Code of Bushido rules. Some experience with specific game assumed. 16 players, Patrick Green.

Miniatures Events

Area Code	Title	Description	Details
M14	Parker's Ford, VA	25mm American Civil War. Early's rebels need to hold the crossroads to escape, but Wright's Union troops need the crossroads to continue their pursuit.	Brother Against Brother rules. Younger players welcome. 6 players, Rich Nelson.
M15	Task Force Rose	Task Force Rose, along with a single reserve rifle company of the 110th Infantry, held the positions in and around the Antoniushof Road Junction. In the early morning hours, the reconnaissance battalion of the 2nd Panzer Division brushed up against and then bypassed the American positions. In the early afternoon, the arriving main body of the German division put in an attack.	Command Decision 4 rules. Some experience with specific game assumed. 8 players, Tom Harris and Frank Chadwick.
M16	Crusade! B	28mm Fantasy. The Elvish King has decreed, despite protests from "peace" elements of his court, another Crusade is in order to deal with reports of Orcs seeking allies on the Kingdom's borders.	Warrior Heroes variant rules. Newcomers welcome. 6 players, Steve Massey and Bob Legro.

M17	Dawn Mission	World War I Air War: To aid the latest allied offensive, a little information needs to be picked up behind enemy lines. Hopefully, you can fly out and back without a problem... (but then, we wouldn't have a game, would we?)	Red Baron rules. Some general gaming experience preferred. 6 players, Bob Swieringa.
M18	Frag Invasion	All players against the invaders - Genestealers reminiscent of Space Hulk, only you keep coming back.	FRAG! variant rules. Newcomers welcome. 8 players, Ken Vreeman and Steve Nelson.

Role-Playing Events

Area Code	Title	Description	Details
M02	The Sorcerer's Impediments	Angels, Demons and the humans who think they can summon and control spirits. As Angelic investigators your job is to check on disturbances and make sure they are not of Demonic origin. Then it gets complicated.	In Nomine rules. Newcomers welcome. 6 players, Brook Freeman.
M08	The Ancients Rise B	The land of Nasgoth is torn by civil war. The rule of the Dark Queen Cryndora is threatened by an ancient foe long believed banished. Recently the ancient evil ones minions have risen and made war upon Nasgoth. The Queen has summoned you to serve her.	D&D 3.0 ed. rules. Some general gaming experience preferred. 6 players, Tim Heath.
M09	What Do You Mean, No First Class?	1889. For various reasons, you are all bound to the newly established mining town of Buffalo Leap, Montana via the Great Northern Railroad recently established by James J. Hill. This is an opportunity for some to start anew and for others to make a profit and go back to wherever they came from.	Call of Cthulhu/Boot Hill rules. Newcomers welcome. 8 players, Mike Ebertz.
M12	The Sons of the Dragon	Each year, the kingdoms bring young virgins as tribute to the mighty Dracul, the dragon who terrorizes the land. Each year, these women return from Dracul's lair, pregnant with a dragon child. You are one of these children. For all your life, you have been hidden away, scorned and feared as a misshapen freak, but now your father has called you home. Now you will take your place at his side as the Son of the Dragon.	GURPS 4th ed. rules. Some general gaming experience preferred. 6 players, Hobbes Woudenberg.
M13	Agents of Change	Highland Fling - A simple retrieval of one potential recruit. Visits to the Highlands are never forgotten. Game Base 7.	HERO 5th ed. rules. Some general gaming experience preferred. 6 players, James H. Richards.
P05	The Ruins of Telviar	Be the first to try out Roof on Fire Productions forthcoming multi-genre gaming system! D20 Advanced is an exciting new system based off the D20 system. The first part of the session will review rules and character generation. Then you and your companions will explore the fabled Ruins of Telviar, where unknown dangers and ancient magic lurk around every corner. What secrets lay buried beneath the forgotten city? Continues into Saturday Twilight.	D20 Advanced Playtesting rules. Some general gaming experience preferred. 6 players, Rhett Hasty.
P06	Terror on High Ground	It started out as a quiet year in Sin City, until a grisly murder began raising dark secrets to light. Will Terre Haute ever be the same after this investigation? Will the investigators?	Call of Cthulhu 6th ed. rules. Newcomers welcome. 6 players, John Harting.
P08	The Lich's Tomb	Retrieve a necklace from the lich's tomb. Fight all types of undead and other adventurers. Continues through Saturday Twilight.	D&D 2nd ed. rules. Some experience with specific game assumed. 12 players, Mary Ellen Greenburg.
RPGA	RPGA Living Greyhawk F	CIRCA is offering "VERS6-01: Crewel Intentions" and "VTF5-03: Once Upon a Time in the West" on Saturday Evening. Please checkin at the RPGA Room for specific scenario information and marshalling.	D&D 3.5 ed. rules. Some experience with specific game assumed. 48 players, CIRCA.

Session G - Saturday Twilight

12:00 AM through 4:00 AM

Board Game Events

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

P09	Blind Sniper Annual (continued)	Twenty-seventh 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.
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Role-Playing Events

Area Code	Title	Description	Details
P05	The Ruins of Telviar (continued)	Be the first to try out Roof on Fire Productions forthcoming multi-genre gaming system! D20 Advanced is an exciting new system based off the D20 system. The first part of the session will review rules and character generation. Then you and your companions will explore the fabled Ruins of Telviar, where unknown dangers and ancient magic lurk around every corner. What secrets lay buried beneath the forgotten city? Continued from Saturday Evening.	D20 Advanced Playtesting rules. Some general gaming experience preferred. 6 players, Rhett Hasty.
P06	Cow of Cthulhu	A day ago, some youngbloods from your tribe went on a cattle raid across the river. It is a normal occurrence; sometimes you raid them, and sometimes they raid you, and once in a great while someone is wounded. This time your people failed to return. The chieftain has asked you to go find out what happened.	Call of Cthulhu Dark Ages/Celtic Legends rules. Newcomers welcome. 8 players, Mike Ebertz.
P08	The Lich's Tomb (continued)	Retrieve a necklace from the lich's tomb. Fight all types of undead and other adventurers. Continued from Saturday Evening.	D&D 2nd ed. rules. Some experience with specific game assumed. 12 players, Mary Ellen Greenburg.
RPGA	RPGA Living Greyhawk G	CIRCA will be offering various VER/VTF Year 5 replays during Saturday Twilight. Please checkin at the RPGA Room for specific scenario information and marshalling.	D&D 3.5 ed. rules. Some experience with specific game assumed. 48 players, CIRCA.

Session H - Sunday Morning

9:00 AM through 1:00 PM

Board Game Events

Area Code	Title	Description	Details
ASL	Annual ASL Tournament G	Play all weekend, beginners welcome and instruction available from judge. Five rounds, Swiss-style scoring for medals. Checkin at the ASL Room for scenario details and other information. Starts Friday at 6 PM and runs through Sunday Afternoon.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M05	Runebound	The board game with expansions. Choose a hero and be the first to complete the quest.	Runebound rules. Newcomers welcome. 6 players, Ken Vreeman.
M08	Rails to Riches	Choose your favorite Mayfair rail game - India, Australia, or British Rails. Game Base 7.	Mayfair Rails rules. Some general gaming experience preferred. 10 players, James H. Richards.

Miniatures Events

Area Code	Title	Description	Details
M13	Hail, Caesar!	The smell of the crowd, the roar of the lions! Hot sun and hotter sand. This must be the Colosseum! Pick up your sword, Gladiator, and die like a man!	Morituri Te Salutant rules. Newcomers welcome. 10 players, Phil Hall.
M16	Barbarossatag B	6mm WWII. Lead elements of the German 4th Panzer Group of Army Group North attempt to breakthrough Soviet lines early in Operation Barbarossa in late June, 1941.	Blitzkrieg Commander rules. Newcomers welcome. 6 players, Steve Massey and Terrence Haas.
M17	Hammering Iron	1:600 Naval. It's a peaceful Sunday morning on the Mississippi, and time for Church Parade - but wait - what is the smoke cloud bearing down on the fleet from up the Yazoo? Mail from home - a returning foraging party - a Rebel ram or two? Its time to beat to quarters and defend oneself from the Rebels trying to break through to Vicksburg!	Under Two Flags rules. Newcomers welcome. 12 players, Greg Novak.
M19	Battle for Augustan IV B	Chaos has gathered some unlikely allies and launched a major assault into an important system held by the Imperium. Will you join in the fight against the heretic scum, or will you stand in defense of the Imperium of Man?	WarHammer 40K rules. Newcomers welcome. 10 players, Jake Welch.

Role-Playing Events

Area Code	Title	Description	Details
P05	Quest for the Dingus	Only the Great Golden Dingus can save your life/your people/your planet/whatever. Too bad the Orcs/Klingons/Cyborgs want it too!	Encounter Critical rules. Some general gaming experience preferred. 6 players, Jeff Riens.
P08	The Case of the Greedy Golddigger	Your client has been arrested for the attempted murder of her wealthy husband. Can you prove that she has been framed?	Elementary Watson rules. Newcomers welcome. 7 players, Mike Wilson.
P11	Search for the Lost School	A mage's school has disappeared and you have been hired to investigate who is behind it. Continues through Sunday Afternoon.	D&D 3.0 ed. rules. Some experience with specific game assumed. 12 players, Mary Ellen Greenburg.
RPGA	RPGA Living Greyhawk H	CIRCA is offering "CORS4-02: Here There Be Dragons" and "VER5-07: Crown Fire", both continuing through Sunday Afternoon. In addition, "VER6-01: The Discontent of Our Winter" and "VTF5-04: Secrets and Lies" will be available on Sunday Morning. Please checkin at the RPGA Room for specific scenario information and marshalling.	D&D 3.5 ed. rules. Some experience with specific game assumed. 48 players, CIRCA.

Session J - Sunday Afternoon

2:00 PM through 6:00 PM

Board Game Events

Area Code	Title	Description	Details
M05	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.
M08	RoboRally B	Chase the flags and try to keep your wacky robot from falling into a pit!	RoboRally rules. Newcomers welcome. 6 players, Alan Conrad.
M13	Mississippi Queen	Come race down the mighty Mississippi in your large paddle-wheelers, picking up passengers and delivering them safely to their destination. We'll play with the Black Rose expansion tiles, but NOT with the Black Rose boat. Winner determined on results of two races.	Mississippi Queen rules. Newcomers welcome. 12 players, Jim Ferguson.

Miniatures Events

Area Code	Title	Description	Details
M16	The Cross and the Crescent B	Six Spanish Reconquista-era armies battle for control of the Western Mediterranean: the armies of Christendom (Feudal Spanish, Sicilians, and Franks) against the armies of Islam (Andalusians, Fanatic Berbers, and Muslim North Africans).	De Bellis Antiquitatis rules. Newcomers welcome. 6 players, Henry Gabb.

Role-Playing Events

Area Code	Title	Description	Details
P06	Pentantastar! 2: Electric Boogaloo	The evil Dr. Klahn is building a flowchart of extraordinary magnitude. You must infiltrate his mountain base and destroy the atomic reactor. Getting from the square to the triangle may not be easy, but it must be done. Make it to the circle to achieve the Pentantastar bonus round!	Pentantastar RPG v8.2 rules. High degree of experience with specific game assumed. 7 players, Chris Fairfield.
P11	Search for the Lost School (continued)	A mage's school has disappeared and you have been hired to investigate who is behind it. Continued from Sunday Morning.	D&D 3.0 ed. rules. Some experience with specific game assumed. 12 players, Mary Ellen Greenburg.
RPGA	RPGA Living Greyhawk J	CIRCA will be offering "VTF5-05: Whispering Harm" on Sunday Afternoon. In addition, "CORS4-02: Here There Be Dragons" and "VER5-07: Crown Fire", will continue from Sunday Morning. Please checkin at the RPGA Room for specific scenario information and marshalling.	D&D 3.5 ed. rules. Some experience with specific game assumed. 48 players, CIRCA.

Demonstration Schedule

Assigned Time	Area Code	Judge	Title	Description	Details
B	M04	Glenn Overby	International Checkers Demo A	Not your grandfather's checkers game. We teach you 100-square International Checkers, played in over 50 countries. Sets provided. Win the evening's tournament, win a free set!	AICS/FMJD rules. Younger players welcome. 12 players, Glenn Overby.
D	M14	Jim Roots	Starship Troopers Miniatures Demo A	Take command of a squad of Mobile Infantry and defend the galaxy. Service guarantees citizenship. No prior experience necessary: the rules will be taught and advice freely given. Prizes awarded for all.	Starship Troopers rules. Younger players welcome. 12 players, Jim Roots.
D	M19	Gwendolyn Lindsay	Reaper Paint-N-Take A	Come learn a bit about painting. Try our techniques or your own on miniatures provided by Reaper, and keep what you paint.	Reaper Miniatures rules. Younger players welcome. 18 players, Gwendolyn Lindsay.
D	M20	Donald Lindsey	Hunt the Rhino A	New players can learn the rules while attempting to level the King of CAVs -- a Rhino. Giant robot miniatures fun for all. Prizes awarded.	Cav 2 rules. Younger players welcome. 16 players, Donald Lindsey.
E	M14	Jim Roots	Starship Troopers Miniatures Demo B	Take command of a squad of Mobile Infantry and defend the galaxy. Service guarantees citizenship. No prior experience necessary: the rules will be taught and advice freely given. Prizes awarded for all.	Starship Troopers rules. Younger players welcome. 12 players, Jim Roots.
E	M19	Gwendolyn Lindsay	Speed Paint	Contestants will have their chance to paint a figure provided by Reaper Miniatures. Prizes for best paint job awarded. Three rounds in this block.	Reaper Miniatures rules. Younger players welcome. 18 players, Gwendolyn Lindsay.
E	M20	Donald Lindsey	Hunt the Dragon	New players can come learn the rules to Reapers' Warlord fantasy miniatures game while trying to kill an elder Bone Dragon. Prizes awarded.	Reapers' Warlord rules. Younger players welcome. 16 players, Donald Lindsey.
F	M04	Glenn Overby	International Checkers Demo B	Not your grandfather's checkers game. We teach you 100-square International Checkers, played in over 50 countries. Sets provided. Win the evening's tournament, win a free set!	AICS/FMJD rules. Younger players welcome. 12 players, Glenn Overby.
F	M19	Gwendolyn Lindsay	Reaper Paint-N-Take B	Come learn a bit about painting. Try our techniques or your own on miniatures provided by Reaper, and keep what you paint.	Reaper Miniatures rules. Younger players welcome. 18 players, Gwendolyn Lindsay.
F	M20	Donald Lindsey	Hunt the Rhino B	New players can learn the rules while attempting to level the King of CAVs -- a Rhino. Giant robot miniatures fun for all. Prizes awarded.	Cav 2 rules. Younger players welcome. 16 players, Donald Lindsey.

Grand Tribunal

Imagine a world
where myth is real

... where wizards wield magic beyond the ken of other mortals. Imagine yourself as one of these mages, working in a secret laboratory to unlock hidden powers and create wonders. Every thirty-three years the Grand Tribunal is held, attracting other wizards from far and wide to display their magical creations for the approval of the archmages. These powerful judges vote on the best, and invite the winner to join their ranks as a new archmage – a true master of the art of magic!

Grand Tribunal™ is a board game for three to five players, inspired by the **Ars Magica™** roleplaying game. In **Grand Tribunal**, players use **Vis** tokens to activate cards representing magic item types, spell categories, and resources, which they then assemble into powerful magic items. Each round, players place their votes for the item types and spell categories they're most likely to be able to play. Three times during the game – at the periodic Tribunals – players are presented with 1st-, 2nd-, and 3rd-place awards for creating magic items with item types and spell categories that match those with the most votes. The player with the most points based on those awards at the end wins the game!

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