



# WINTER WAR 35

Hawthorn Suites, Champaign, IL  
February 8 – 10, 2008  
Convention Program

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Welcome to our thirty-fifth annual Winter War Gaming Convention! Thank you for braving the weather to be part of the longest continuously running independent gaming convention in the Midwest and to help us celebrate our thirty-fifth anniversary!

## REGISTRATION INFORMATION

The Registration Desk is located outside the White Oaks Ballroom, our main convention area.

Registration Desk schedule:

Friday	12:00 pm - 10:00 pm
Saturday	8:00 am - 10:00 pm
Sunday	8:00 am - 1:30 pm

Registration costs:

Daily	\$10.00
Weekend	\$19.00
ASL Weekend	\$35.00
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 for event cancellations ONLY.

Individuals without a badge cannot participate in any game event, purchase from dealers, or participate in the auction at the convention. Daily badges are dark green (Friday) or light 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.

## 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 remember that while our convention events are at various places throughout the Hawthorn, not every hotel guest is attending Winter War. Please be respectful as 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 event space 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 be responsible for items lost or stolen. Found items should be brought to the Registration Desk.*

## SUNDAY MORNING SERVICE

For 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 Registration Area!

## CONVENTION INFORMATION

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	Winter War Area
White Oaks Ballroom	Main Room – M
Grand Prairie Conference Room	Auction – A
Conference Rooms	Conference – C
Hotel Skyway	ASL
Champaign/Urbana and Savoy Conference Rooms	RPGA

Open games may be setup in the Main Room on any open table when they do not interfere with scheduled events with approval of the Convention Chairman.

## 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.

## 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.

## 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 outside the Main Room. 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 Freebie Table. The Convention Chairman must approve all such notices.

## AUCTION INFORMATION

All items will be sold on consignment and 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.*

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.

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

## DEALER INFORMATION

Please thank the following dealers for coming to **Winter War 35!**

- The Dragon's Table, from Champaign, IL
- Fantasy Art by Elaine, from Champaign, IL
- The Game Room, from Washington, IL
- Thompson Productions, from Warrensburg, MO
- Castle Perilous, from Carbondale, IL
- Mecca Anime, from Springfield, IL.
- Armored Gopher, from Champaign, IL.
- Battlefield Accessories USA, from Fort Wayne, IN.

## DEMONSTRATION GAMES

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

## SPONSORS

The Winter War Gaming Convention would like to thank the following sponsors for prize support at Winter War 35:

- Chaosium, Inc.
- Q-Workshop
- Wizards of the Coast

## CORPORATE INFORMATION

The Winter War Gaming Convention is a not-for-profit Illinois corporation dedicated to fostering and encouraging interest, involvement and participation in the adventure gaming hobby in east central Illinois.

A special thanks to Deric Phillips for the Winter War logo design.

## SPECIAL THANKS

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 appreciate the stamina of the CIRCA Judges and the patience of the Verbobonc Triad for their help with organizing our RPGA Living Greyhawk events to make Winter War 35 a success!

## FINAL NOTES

Thank you all for coming to our thirty-fifth 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 36

Champaign, IL

February 6 – 8, 2009

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!

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 2008 Winter War Convention Committee is:

Convention Chairman:	Don McKinney (D)
Convention Treasurer:	Alan Conrad (D)
Convention Registrar:	Susan McKinney (D)
ASL Coordinator:	Brien Martin
RPGA/CIRCA:	Gregg Homerding
RPGA Senior Judge:	Vernon Vincent

And the usual suspects...

Carl Evans	Jim Ferguson
Bruce Gletty (D)	James Holzhauer
John Pedigo	Paul Pomykala (D)
Tom Reed	Rusty Rutherford
Royce Thigpen	(D = Member, Board of Directors)

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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.

## Session A - Friday Afternoon

2:00 PM through 6:00 PM

### Board Game Events

Area	Title	Description	Details
ASL	Annual ASL Tournament	Five-round ASL event, begins Friday at 6 PM and runs through Sunday Afternoon. Opponents pair up according to record. Points awarded for wins and opponent wins. Best point totals from five rounds, or only undefeated player remaining after five rounds, wins the event. Plaques awarded for top three, Close Combat points, and Sportsmanship. Scenario information and schedule available in the ASL Room.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M04	Tom's Grab Bag A	In the grab bag: Fortress America (1st ed.), Naval War (1st ed.) and Zombies (widescreen ed). Come choose the game you'll play... if we have enough players, we'll run one of each!	Various rules. Younger players welcome. 16 players, Tom Hendricks.
M06	Star Fleet Academy	Learn to play Star Fleet Battles.	Star Fleet Battles rules. Newcomers welcome. 12 players, Kurt Jeffries.
M10	Circus Maximus	Tired of going around in circles? Try ovals! Grind your opponents' horses into hamburger and ride to glory!	Circus Maximus 2nd ed. rules. Younger players welcome. 15 players, Mike Wilson.
M13	Axis and Allies on Steroids A	It's called Axis and Allies on Steroids, but is significantly different from traditional Axis and Allies. Italy and China are major players with the usual cast on a 6' x 3' map of the world. Partial or total withdrawal on every round of combat and naval pass-throughs give tactical decisions an interesting twist. There is no one set strategy that must be implemented.	The War Game: WW2 rules. Some general gaming experience preferred. 6 players, Dennis Bulawa.
M14	RoboRally A	Do the robot dance while you try to win the race without falling into the bottomless pits or shot to pieces by the other robots.	RoboRally rules. Newcomers welcome. 6 players, Alan Conrad.
M15	Extended Catan	Catan adapted for six-player, including River and Fish additions. Bonus second game of Oasis or New England (or both with fast play).	Settlers of Catan variant rules. Newcomers welcome. 6 players, James Richards.

### Miniatures Events

Area	Title	Description	Details
M05	Attack the Convoy!	WW2: German U-boats attack a convoy in the North Atlantic. Simple rules system, plays fast.	Home rules. Younger players welcome. 6 players, Mike Welsh.

### Role-Playing Events

Area	Title	Description	Details
C02	Operation S.A.N.T.A.	Commander John Blitzen and his team of Reindeer comman-does are the best of the best. Fawned over by the public, his team has never failed a mission. Coming home from a Stag party, the team has discovered that their fat red boss has been kidnapped. Now the team must infiltrate the Castle Gnomicon, overthrow G.N.O.M.E. and rescue their holly jolly leader.	Home rules. Newcomers welcome. 8 players, Chris Fairfield.
RPGA	COR7-19 Wrath of the Slavelord A	<i>By Tim Such.</i> Thanks to the quick thinking of many adventurers, Greyhawk was warned of the impending doom of Safeton months ago. The Greyhawk Militia sent some 200 men to the walled city in hopes to stop this supposed new slavelord and it looks like it may have. Nothing unusual has happened since the troops arrived. Could it be the slavelord decided it best not to contend with the might of Greyhawk, or was he simply biding his time? A one-round Core adventure set in Safeton for characters levels 2-15 (APLs 4 to 12). This is the third and final adventure in the Slavers series.	RPGA Living Greyhawk/D&D 3.5 ed. rules. Regular play of specific game assumed. 6 players, CIRCA.
RPGA	VER7-05 The Lion and the Dragon	<i>By Brian Troyon &amp; Gregg Homerding.</i> "If the Lion and the Dragon fight, they will both die." –Tadashi Adachi. From Loren's Ford, a combined army of House Augustine, Stefanie, and Condell soldiers marches toward Valdivia in a united show of force against the Lord of the Iron Wood. Field Marshall Yaron has not given up on a diplomatic solution, but as the army grows closer, new developments make armed conflict seem unavoidable. Could this be the beginning of civil war in the Viscount? A challenging Verbobonc regional adventure for APLs 2-8 (PC levels 1-11). PCs should have played VER7-03: Mourning Glory and earlier Verbobonc adventures prior to playing this adventure. Metaorganizational Focus: Mounted Borderers, Protectors of the Iron Wood, Verbobonc Noble Houses (Augustine, Condell, Langmuir, Stefanie) and Verbobonc Town Project (Valdivia).	RPGA Living Greyhawk/D&D 3.5 ed. rules. Regular play of specific game assumed. 12 players, CIRCA.

Area	Title	Description	Details
RPGA	VTFI7-02 Ley of the Land A	<i>By Stephen Baker and Mai Lee.</i> Capture the breath of the mountains to fan the burning heart of the plains; Quench the molten gift of the earth in the crystal core of the glacier. Only then will the true journey begin. A five-part interactive set in the lands of the VTF trade route for APLs 4-14. Four-legged creatures, including Centaurs, may find the Spring and Autumn rounds very difficult to enjoy or participate in to any extent. Players can play as many or as few of the parts as they want, and can start the interactive at any part even if they haven't played any of the other four parts. However, in order to play the fifth part, a party must have at least one member of the party who has successfully completed the first part, at least one member the second, etc., so that collectively the party has successfully completed the first four parts. Once a player has played the fifth part, no other parts may subsequently be played by that player. Individual characters can claim credit for as many of the parts that they have successfully completed.	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 24 players, CIRCA.

## Session B - Friday Evening

7:00 PM through 11:00 PM

### Board Game Events

Area	Title	Description	Details
ASL	Annual ASL Tournament (continued)	Five-round ASL event, begins Friday at 6 PM and runs through Sunday Afternoon. Opponents pair up according to record. Points awarded for wins and opponent wins. Best point totals from five rounds, or only undefeated player remaining after five rounds, wins the event. Plaques awarded for top three, Close Combat points, and Sportsmanship. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M03	Domaine/ Settlers of the Stone Age	Play Domaine to build the largest kingdom, then explore the world in Settlers of the Stone Age. Players switch games or replay same game.	Various rules. Newcomers welcome. 6 players, El Nyberg.
M04	Tom's Grab Bag B	In the grab bag: Shogun (1st ed.), Naval War (1st ed.) and Zombies (widescreen ed). Come choose the game you'll play... if we have enough players, we'll run one of each!	Various rules. Younger players welcome. 17 players, Tom Hendricks.
M05	Run Silent	Double-blind, computer-assisted modern submarine warfare. Based on Simulation Canada's classic game. Players won't know who is on whose side... until the torpedoes are running!	Grey Seas, Grey Skies rules. Some general gaming experience preferred. 6 players, Mike Welsh.
M06	Shadows over Camelot	Join with the other Knights of the Round Table to defend Camelot. Your victory hinges on the successful completion of legendary Quests, such as the search for Excalibur, the Holy Grail, or Lancelot's Armor; the tournament against the Black Knight; and numerous wars against the Saxons and Picts. But beware... all is not as it seems among these noble Knights. One of your number might yet turn out to be a traitor-in-waiting, biding his time while sowing havoc and destruction from the Shadows!	Shadows over Camelot rules. Newcomers welcome. 7 players, Leland Black and Charlie Priest.
M11	El Grande	Area control game where players take on the roles of Grandees in medieval Spain.	El Grande rules. Younger players welcome. 5 players, Jennifer Young.
M13	Axis and Allies on Steroids B	It's called Axis and Allies on Steroids, but is significantly different from traditional Axis and Allies. Italy and China are major players with the usual cast on a 6' x 3' map of the world. Partial or total withdrawal on every round of combat and naval pass-throughs give tactical decisions an interesting twist. There is no one set strategy that must be implemented.	The War Game: WW2 rules. Some general gaming experience preferred. 6 players, Dennis Bulawa.
M14	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.
M15	Wonderful World of Ancients	Learn "Cleopatra and the Society of Architects" and "Colosseum". Build the royal queen of the Nile's temple or hold the most spectacular entertainment in Rome. Possible bonus play: Notre Dame, if fast play.	Cleopatra/Colosseum rules. Some general gaming experience preferred. 6 players, James Richards.

### Card Events

Area	Title	Description	Details
A01	Tenth Annual Magic Tournament	Winter War's annual DCI sanctioned Magic tournament, using the Legacy format. Tournament rounds dependent on attendance. Due to DCI policy changes, the week-old Morningtide set WILL be legal for play. Please see the event judge for more information. Event checkin begins at 6:30 PM to ensure a prompt start.	Magic: the Gathering Legacy format rules. Regular play of specific game assumed. 32 players, Chris Fairfield.

### Miniatures Events

Area	Title	Description	Details
M01	Eight Legged Freaks	Nobody has paid much attention to the old factory outside of town for years, but the people of Rockwood are going to find out just how much of a mistake that was...	5150/AT2 rules. Newcomers welcome. 6 players, Steve Massey and Bob Legro.
M02	Dino Hunt	Join Jimbo of the Jurassic and Professor Fumbles on the adventure of a lifetime! Hunt the Thunder Lizards of the prehistoric past, and perhaps be hunted by them!	Home rules. Younger players welcome. 8 players, Phil Hall.
M08	Old West Action A	25mm. Figures in three-way fight down in Old Mexico. Banditos, Federales, Apaches, Texas Rangers... you pick your force for the lead-slinging action. Even dynamite bombs may be in use!	Desperado I & II variant rules. Newcomers welcome. 6 players, Warren Burrus.
M09	A Forlorn Hope A	Diplomatic talks between the New Anglican Confederation and the Federal Stats Europa ground to a halt today as superior FSE Space Forces launched a surprise attack against NAC assets in sector 339-154-207.6. Remnants of a NAC task force struggle to hold against the Feddies, in hope that reinforcements will arrive in time.	Full Thrust rules. Newcomers welcome. 8 players, Tom Reed.
M10	Jedi Hunt at Motesta	A small contingent of Imperial forces searches for two suspected Jedi in the remote town of Motesta. Several Hutt lords and other criminal elements see this as an opportunity to claim the bounty on the Jedi themselves and also to send a message to the Empire. Tattoine is not the Empire.	Mordheim variant rules. Younger players welcome. 7 players, Dave Davison.
M12	Are Ye for King or Parliament? A	10mm English Civil War.	Warmaster Ancients variant rules. Newcomers welcome. 6 players, Dean Spitz.
M14	A Forlorn Hope B	Diplomatic talks between the New Anglican Confederation and the Federal Stats Europa ground to a halt today as superior FSE Space Forces launched a surprise attack against NAC assets in sector 339-154-207.6. Remnants of a NAC task force struggle to hold against the Feddies, in hope that reinforcements will arrive in time.	Full Thrust rules. Newcomers welcome. 8 players, Tom Reed.

### Role-Playing Events

Area	Title	Description	Details
C02	40K RPG	Something is amiss on Larges Secundus. It's not an all-out rebellion, but the Emperor's rule is being question and mutants have infected the governing body. The Inquisition has sent Lord Nexus to find and purge the problem. You are under his command.	Grim Tales d20 rules. Some general gaming experience preferred. 6 players, Ken Vreeman.
C03	One Last Riddle	The great sphinx Ujaset died last night. Before that time, the people of the surrounding land reported the occasional appearance of a translucent winged leonine figure in the skies above.	D&D 3.5 ed. rules. Some general gaming experience preferred. 6 players, Brad Trumpinski.
C04	Return of the Raven	In winter in upstate New York, secrets are revealed about extreme cold, the native Cayuga Indians, and the Raven, the creature that motivated Poe's famous poem. In 1843 the investigators face the worst winter on record. In 2003, they research temporal effects at low temperatures. Play will be simultaneous with two separate groups; player actions in one affect the other.	Call of Cthulhu 6th ed. rules. Some general gaming experience preferred. 12 players, Graham and Suzanne Wills.
M07	Mystery!	The latest reality show, "Mystery!" has contestants thrown into an imaginary crime scene they must race to solve. You are a contestant waiting for the game to start, but strange things are already happening...	Unknown Armies rules. Newcomers welcome. 5 players, Eric Young.
RPGA	COR7-20 Murder in the River Quarter A	<i>By Mike McKeown and Steve Yee.</i> Tragedy has struck again in the Free City. With Turrosh Mak on the march, half-orcs are distrusted. Unsolved murders abound in the River Quarter, where tensions are strong. Is there a reason to this madness? Is the Maimed God to blame? An investigative one-round core adventure set in the Domain of Greyhawk for characters level 1-11 (APLs 2-8). Half-orc PCs may encounter some difficulty in this adventure.	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 6 players, CIRCA.
RPGA	VER7-06 The Swan and the Crow	<i>By Gregg Homerding &amp; Brian Troyon.</i> "It is best to live with honor for just a day than with dishonor for many decades; better a short lived celestial swan than a century-lived crow." –Sri Sathya Sai Baba. Covert agents seek to undermine power in the beleaguered town of Swan. Adventurers are enlisted for aid, and the heir of a noble house finally comes of age to help determine the future of the Viscount. A Verbobonc regional scenario for APLs 4-10. PCs should play VER7-05: The Lion and the Dragon and earlier Verbobonc adventures prior to playing this adventure. Metaorganizational Focus: Council of Abbots (Heironeous), Mounted Borderers, Verbobonc Noble Houses (Augustine, Deleveu, Langmuir), and Verbobonc Town Project (Swan).	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 24 players, CIRCA.

Area	Title	Description	Details
RPGA	VTFI7-02 Ley of the Land B	<i>By Stephen Baker and Mai Lee.</i> Capture the breath of the mountains to fan the burning heart of the plains; Quench the molten gift of the earth in the crystal core of the glacier. Only then will the true journey begin. A five-part interactive set in the lands of the VTF trade route for APLs 4-14. Four-legged creatures, including Centaurs, may find the Spring and Autumn rounds very difficult to enjoy or participate in to any extent. Players can play as many or as few of the parts as they want, and can start the interactive at any part even if they haven't played any of the other four parts. However, in order to play the fifth part, a party must have at least one member of the party who has successfully completed the first part, at least one member the second, etc., so that collectively the party has successfully completed the first four parts. Once a player has played the fifth part, no other parts may subsequently be played by that player. Individual characters can claim credit for as many of the parts that they have successfully completed.	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 18 players, CIRCA.

## Session C - Friday Twilight

12:00 AM through 4:00 AM

### Role-Playing Events

Area	Title	Description	Details
RPGA	VER7-07 A Bitter Pill	<i>By Ian Thomas Hardin &amp; Chad LaMontagne.</i> Fame. It can be a double-edged sword. With the Viscount on the brink of civil war a chance to alleviate some of the tension-and line your pockets-presents itself. But what is best for the Viscount may be in the eye of the beholder. A one-round Verbobonc regional adventure set in Verbobonc City and possibly the Ironwood for characters level 1-10 (APLs 2-8). It is strongly suggested that characters have played all previous Verbobonc Year 7 adventures prior to this adventure.	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 18 players, CIRCA.
RPGA	VTFI7-02 Ley of the Land C	<i>By Stephen Baker and Mai Lee.</i> Capture the breath of the mountains to fan the burning heart of the plains; Quench the molten gift of the earth in the crystal core of the glacier. Only then will the true journey begin. A five-part interactive set in the lands of the VTF trade route for APLs 4-14. Four-legged creatures, including Centaurs, may find the Spring and Autumn rounds very difficult to enjoy or participate in to any extent. Players can play as many or as few of the parts as they want, and can start the interactive at any part even if they haven't played any of the other four parts. However, in order to play the fifth part, a party must have at least one member of the party who has successfully completed the first part, at least one member the second, etc., so that collectively the party has successfully completed the first four parts. Once a player has played the fifth part, no other parts may subsequently be played by that player. Individual characters can claim credit for as many of the parts that they have successfully completed.	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 18 players, CIRCA.

## Session D - Saturday Morning

9:00 AM through 1:00 PM

### Board Game Events

Area	Title	Description	Details
A03A	Ra	Auction game with an ancient Egyptian theme.	Ra rules. Younger players welcome. 5 players, Jennifer Young.
A03B	Rollout	Come play this classic board game from the makers of Supremacy. As the chairman, you decide on pricing, advertising, store locations, product quality and other aspects of your corporation. You will also buy and sell stock in your company as well as the other players by auction, pay and receive dividends, attempt buy-outs, and do other nefarious activities. The goal is to invest in the companies which are doing well (not necessarily your own).	Supremacy Games rules. Younger players welcome. 6 players, Eric Young.
ASL	Annual ASL Tournament (continued)	Five-round ASL event, begins Friday at 6 PM and runs through Sunday Afternoon. Opponents pair up according to record. Points awarded for wins and opponent wins. Best point totals from five rounds, or only undefeated player remaining after five rounds, wins the event. Plaques awarded for top three, Close Combat points, and Sportsmanship. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
C02	The Contest	The task is simple. Go into a Dwarven hold, find the Scepter and return it to the Dark Lord. Except he's pitting two groups, Gnolls and Bugbears, against each other. The group that brings out the most treasure will be rewarded.	HeroQuest rules. Younger players welcome. 8 players, Ken Vreeman.
M11	Twilight Imperium	The Empire has fallen. Now the former subject races have begun to expand their territories, each seeking to rebuild the empire under their rule. Game runs through Saturday Afternoon.	Twilight Imperium 3rd ed. rules. Newcomers welcome. 6 players, Ronald and Shawn Ralston.

Area	Title	Description	Details
M12	Really Nasty Horse Racing	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.
M13	Axis and Allies on Steroids C	It's called Axis and Allies on Steroids, but is significantly different from traditional Axis and Allies. Italy and China are major players with the usual cast on a 6' x 3' map of the world. Partial or total withdrawal on every round of combat and naval pass-throughs give tactical decisions an interesting twist. There is no one set strategy that must be implemented.	The War Game: WW2 rules. Some general gaming experience preferred. 6 players, Dennis Bulawa.
M15	Last Night on Earth	When night begins to fall on the sleepy town of Woodinvale, the shadows and fog rolling in bring with them more than just a chill shiver. A living nightmare erupts as the once peaceful community is overrun with the restless dead...scratching and clawing their way to the surface with an insatiable hunger for human flesh. Now only a handful of unlikely Heroes are left, banding together to fight for their very lives. On a night that never ends, the only thing worse than death... is becoming infected!	Last Night on Earth rules. Younger players welcome. 6 players, Leland Black and Charlie Priest.

#### Card Game Events

Area	Title	Description	Details
A01	Lorwyn/ Morningtide Booster Draft	Draft with Magic's newest block, Lorwyn! No need to bring a deck, you'll build one on the fly! Sanctioned if we have eight players. Event checkin begins at 8:45 AM to ensure a prompt start. ADDITIONAL \$10 FEE AT EVENT FOR CARDS.	Magic: the Gathering Booster Draft rules. Some experience with specific game assumed. 8 players, Chris Fairfield.

#### Miniatures Events

Area	Title	Description	Details
M01	MechCommander: The Jihad Unfolds	With word of Blake warships and transports reported inbound, the planet Chaffee in the Isle of Skye scrambles to muster defense forces. A mass combat Battletech miniatures game.	Home rules. Newcomers welcome. 10 players, Steve Massey and Travis McLin.
M02	Traveller Fleet Action	Zhodani and Imperial task forces clash during the Fifth Frontier War.	Power Projection: Fleet rules. Some general gaming experience preferred. 8 players, John Kinder.
M03	Wings of Po'o'utuu	The South Pacific... can you beat your enemy to the Wings of the legendary flying girl, Po'o'utuu?	.45 Adventure rules. Newcomers welcome. 5 players, Phil Hall.
M04	Battlestar Galactica Starship Combat A	Stop fleeing the Cylons and start kicking their butts! A ruleset based on the popular new series.	Home rules. Newcomers welcome. 6 players, Leslie Pratt.
M05	Bomber Blitz	WWII German Fighters are dispatched to engage oncoming bombers, but must first deal with the escorting fighters.	FlightZone rules. Some general gaming experience preferred. 12 players, Kurt Jeffries.
M07	Heroscape Hunters	Rival warrior gangs compete to capture mystic crystals. But watch out! Some gangs may be after you! Special rules and pre-made gangs provided by event judge.	Heroscape variant rules. Newcomers welcome. 8 players, Andrew Taylor and Brien Martin.
M08	Enemy Battleships Sighted! A	Take command of a powerful battleship and slug it out with the enemy on the high seas! Two fleets enter, one fleet leaves!	Victory at Sea variant rules. Newcomers welcome. 8 players, Harry Pratt.
M09	In 1814 We Took a Little Trip	28mm War of 1812. Hollywood meets history in this refight of the January 8, 1815 Battle of New Orleans. Serve with the rifles of the 95th, the Highlanders of the 93rd, the sailors of the Royal Navy or the men of the West Indies regiments, as they attempt to capture New Orleans for its "Booty and Beauty". Or stand with Jackson's Tennesseans, the Free Men of Color, the New Orleans Uniformed Militia and the followers of Jean Lafitte to defend the city from the feared despoilers.	Volley and Bayonet Wing Level rules. Newcomers welcome. 10 players, Greg Novak.
M14	A Forlorn Hope B	Diplomatic talks between the New Anglican Confederation and the Federal Stats Europa ground to a halt today as superior FSE Space Forces launched a surprise attack against NAC assets in sector 339-154-207.6. Remnants of a NAC task force struggle to hold against the Feddies, in hope that reinforcements will arrive in time.	Full Thrust rules. Newcomers welcome. 8 players, Tom Reed.

Area	Title	Description	Details
M16	They Have a Cave Troll!	Forced to suffer the long dark of Moria, the Fellowship has stumbled upon the tomb of Balin, Lord of Moria. There they find that the mines are not altogether abandoned.	Lord of the Rings rules. Newcomers welcome. 6 players, Chris Trimble.

### Role-Playing Events

Area	Title	Description	Details
C03	Who is Poisoning Aunt Carrie?	You are consulting detectives in Victorian London. Can you beat Sherlock to the criminal?	Elementary Watson rules. Younger players welcome. 10 players, Mike Wilson.
C04	Operation Infinite Justice	Remember when Saturday morning cartoons were all about excitement, action and fun? Come relive the days of your youth with Cartoon Action Hour--only this time, YOU are the star!	Cartoon Action Hour 1.0 rules. Younger players welcome. 8 players, Royce Thigpen.
C05	The Cold Trail	A brutal series of murders wracks Indiana's capital city. The details of the crimes have left the investigators stumped. Now they have called in outside help.	Call of Cthulhu 6th ed. rules. Newcomers welcome. 6 players, John Harting.
RPGA	VER7-08 Race the Spirit's Lightning	<i>By Gregory Hanigan &amp; Ron Lundeen.</i> Verbobonc has changed dramatically since Magister Har sent you on a simple mission years ago. Enemies have become allies, and allies now seem untrustworthy. Triangles of lightning flash in the sky. Are these omens of doom, or heralds of a powerful transfiguration? Find out what lies at the end of the road to adventure. This is the final adventure in the Skyroad Series, which should be played in order. PCs with Gnomish Spectacles are encouraged to play. A one-round Verbobonc regional scenario for character levels 2-12 (APLs 4-10). Metaorganizational Focus: House Estival, House Galens, House Shannus, Protectors of the Iron Wood, Mounted Borderers, the Wrinkle Academy.	RPGA Living Greyhawk/D&D 3.5 ed. rules. Regular play of specific game assumed. 30 players, CIRCA.
RPGA	VER7-09 Jinxed A	<i>By Ron Lundeen.</i> One day, years from now, you'll be talking with friends about unlucky times. "I once had a very unlucky day," you'll tell them. "It started right away, first thing in the morning. It might have seemed lucky at first. It certainly did to me. But bad luck comes in many guises." "Well, then," your friends will say, "Tell us all about it." A one-round investigative Verbobonc regional adventure set in Verbobonc City for character levels 1-8 (APLs 2-6). Metaorganizational Focus: Church of Trithereon, the Family, Gentlemen of the Watch.	RPGA Living Greyhawk/D&D 3.5 ed. rules. Regular play of specific game assumed. 24 players, CIRCA.
RPGA	VER7-02 The Skyroad Rally!	<i>By Gregory Hanigan &amp; Ron Lundeen.</i> The Skyroads are magically elevated roads, hundreds of feet above the ground. Although the Skyroads have brought heightened trade and travel to Verbobonc, it was only a matter of time before someone co-opted them for some sort of dangerous, thrill-seeking exposition. The gnomes of the Kron Hills have arranged a race along the Skyroad, with a pile of prize money to the victor. Who can resist? Reckless speed demons only—the timid need not apply. Let the Skyroad Rally begin! A one-round Verbobonc regional Special adventure for character levels 1-15 (APLs 2-12).	RPGA Living Greyhawk/D&D 3.5 ed. rules. Regular play of specific game assumed. 16 players, CIRCA.

## Session E – Saturday Afternoon

3:00 PM through 7:00 PM

### Board Game Events

Area	Title	Description	Details
A03	Blind Sniper Annual	Twenty-ninth 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.
ASL	Annual ASL Tournament (continued)	Five-round ASL event, begins Friday at 6 PM and runs through Sunday Afternoon. Opponents pair up according to record. Points awarded for wins and opponent wins. Best point totals from five rounds, or only undefeated player remaining after five rounds, wins the event. Plaques awarded for top three, Close Combat points, and Sportsmanship. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
C02	Order of the Stick	Xykon is back. Infiltrate his lair, find his phylactery and destroy him. Simple, right?	HeroQuest rules. Younger players welcome. 6 players, Ken Vreeman.
M11	Twilight Imperium (continued)	The Empire has fallen. Now the former subject races have begun to expand their territories, each seeking to rebuild the empire under their rule. Game continued from Saturday Morning.	Twilight Imperium 3rd ed. rules. Newcomers welcome. 6 players, Ronald and Shawn Ralston.

Area	Title	Description	Details
M12	Aliens	Colonial Marines in the Reactor Room, just like the movie. Can you get out of the reactor room alive?	Aliens rules. Some experience with specific game assumed. 6 players, Stan Arbogast.
M13	Axis and Allies on Steroids D	It's called Axis and Allies on Steroids, but is significantly different from traditional Axis and Allies. Italy and China are major players with the usual cast on a 6' x 3' map of the world. Partial or total withdrawal on every round of combat and naval pass-throughs give tactical decisions an interesting twist. There is no one set strategy that must be implemented.	The War Game: WW2 rules. Some general gaming experience preferred. 6 players, Dennis Bulawa.
M14	B-17, Queen of the Skies	Bombing WW2 Germany. Roll for each of your gunners as they shoot at German fighters attacking your plane. Survive the fighters, fly through the flack, and see if you can hit your target. Bring your plane home safe even when it's filled with holes and become a war hero!	B-17, Queen of the Skies rules. Newcomers welcome. 8 players, Don Botkin.
M15	Goa/Castle Merchants	Two great games in one timeslot: First, explore the eastern spice trade with Goa, a game of balancing cash, company and resources. Then play Castle Merchants, a simple game of trade and sabotage!	Separate rules. Newcomers welcome. 8 players, James Richards.

### Miniatures Events

Area	Title	Description	Details
A01	Midwest Mayhem!	Calling all WARMACHINE and HORDES players! Gather your armies and go to war to see who's the best of the Midwest! Midwest Mayhem is a mixed WM/Hordes 500 pt. Steamroller Tournament. Players must have their own models and up to 2 army lists for their faction; no proxies allowed. Continues through Saturday Evening.	Warmachine/Hordes Steamroller 3.0 rules. Some experience with specific game assumed. 16 players, Dennis Campbell.
M01	Race to Tunis	By early December, 1942, a joint British-American force was within 20 miles of the city of Tunis. The small town of Tebourba was a critical point in either attacking or defending Tunis. The Allies had seized the city on 29 November, but now the Germans are counterattacking with all the troops they could scrape together. This game represents the main German attack on 2nd December.	Command Decision: Test of Battle rules. Some experience with specific game assumed. 10 players, Steve Alvin.
M02	Siege and Assist	An ancient and powerful relic has been unearthed by the Imperium. Can they hold out long enough against the forces of Chaos to evacuate the artifact back to Terra? Or will the demonic powers gain control and use it to enslave humanity?	Warhammer 40K rules. Newcomers welcome. 8 players, Jake Welch.
M03	Old West Action B	25mm. Figures in three-way fight down in Old Mexico. Banditos, Federales, Apaches, Texas Rangers... you pick your force for the lead-slinging action. Even dynamite bombs may be in use!	Desperado I & II variant rules. Newcomers welcome. 6 players, Warren Burrus.
M04	Battlestar Galactica Starship Combat B	Stop fleeing the Cylons and start kicking their butts! A ruleset based on the popular new series.	Home rules. Newcomers welcome. 6 players, Leslie Pratt.
M05	Heitzen Airbase	June 1943: A squadron of P-51 Mustangs is sent to take out the German airbase Heitzen.	FlightZone rules. Some general gaming experience preferred. 12 players, Kurt Jeffries.
M07	The Goblins are Revolting!	10mm fantasy, Orcs vs. Goblins. A mysterious, dynamic Goblin leader has risen to challenge their Orc overlords and throw off the chains of oppression. Can the Goblins really stand up to an Orc fight? Maybe with trickery. However, Orcs are tricky too.	Home rules. Newcomers welcome. 6 players, Barry Hudek.
M08	Enemy Battleships Sighted! B	Take command of a powerful battleship and slug it out with the enemy on the high seas! Two fleets enter, one fleet leaves!	Victory at Sea variant rules. Newcomers welcome. 8 players, Harry Pratt.
M09	Day of Days	June 6, 1944, Utah Beach, Normandy. Elements of the 4th US Division storm the beaches while further inland the 82nd and 101st Airborne fight for their lives and the causeways behind Utah. Come fight as a liberating Yank or conquering Hun and decide the fate of occupied France.	Flames of War rules. Newcomers welcome. 6 players, Kevin Brown and Chris Trimble.
M10	Dungeon Lord A	Rule the dungeon, kill adventurers and take their loot! This is a miniatures game featuring a table full of 3D dungeon terrain. Players are dungeon lords trying to control the dungeon. You have had adventurers cleaning out dungeons with a bunch of do-gooders, but can you run it as an evil mastermind?	Dungeon Lord Deluxe! rules. Newcomers welcome. 10 players, Keith Pogue.

### Role-Playing Events

Area	Title	Description	Details
C03	Chickens in the Mist	"Did you see the size of that chicken?" Manufactured eggs from a bioengineering firm go missing. Instead of solving world hunger, the eggs are supersizing an illegal cockfighting operation. Can you recover the stolen eggs and leave no trace of the evidence? Don't be chicken! Characters provided.	Dark Conspiracy rules. Newcomers welcome. 8 players, Michael Colleen.

Area	Title	Description	Details
C04	Obiwan Shinobi in the Wilden West	An impervium strike on the planet Tech's Arcana leads to skullduggery and general mayhem. Enter a world of gunslingers, robodroids and warlocks. Create your own character using the rules at <a href="http://rients.blogspot.com/2007/10/ec-byoc.html">http://rients.blogspot.com/2007/10/ec-byoc.html</a> or play one provided.	Encounter Critical 2nd Revised ed. rules. Newcomers welcome. 6 players, Jeff Rients.
C05	Professor Webb's Will	Professor Webb, a retired teacher of law at Harvard, has been a long time friend to you. As such, you have been invited to the reading of his will.	Call of Cthulhu 6th ed. rules. Newcomers welcome. 6 players, John Harting.
RPGA	VER8-01 Meditation	<i>By Greg Hanigan, with Ron Lundeen and Vernon L. Vincent.</i> A simple escort job takes an unexpected turn and you learn that gathering information is more than just buying a few rounds at the local tavern. A one-round Verbobonc regional adventure for character levels 4-14 (APL 6-12).	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 60 players, CIRCA.
RPGA	VERI7-01 Return to Sheernobb	<i>By Dylan Norris &amp; Lon Laderman.</i> The gnomes have returned to Sheernobb and are having a party to celebrate it. It's only a party, what could go wrong? A Verbobonc Interactive for characters level 1-16, APL 2-14.	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 6 players, CIRCA.

## Session F - Saturday Evening

8:00 PM through 12:00 AM

### Board Game Events

Area	Title	Description	Details
A03	Blind Sniper Annual (continued)	Twenty-ninth 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.
A03A	RoboRally B	A killer board and even nastier robots; not for the faint of heart! A challenge for expert RoboRally players.	RoboRally rules. Some experience with specific game assumed. 6 players, Alan Conrad.
ASL	Annual ASL Tournament (continued)	Five-round ASL event, begins Friday at 6 PM and runs through Sunday Afternoon. Opponents pair up according to record. Points awarded for wins and opponent wins. Best point totals from five rounds, or only undefeated player remaining after five rounds, wins the event. Plaques awarded for top three, Close Combat points, and Sportsmanship. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M02	Ninth 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.
M04	Tom's Grab Bag C	In the grab bag: Axis and Allies (1st ed.), Naval War (1st ed.) and Zombies (widescreen ed). Come choose the game you'll play... if we have enough players, we'll run one of each!	Various rules. Younger players welcome. 17 players, Tom Hendricks.
M07	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.
M08	Railroad Tycoon	Revisit the early days of the Age of Steam as you begin with a locomotive and a vision. From there, build your budding railroad network into a vast empire. Connect New York to Chicago, earn the most money, develop bigger and faster locomotives and maybe even span North America and build the Transcontinental Railway!	Railroad Tycoon rules. Newcomers welcome. 5 players, Jenn Rients.
M11	Imperial A	Imperial is a challenging strategy game without any luck of dice or cards. Players take over the role of international financial investors controlling European diplomacy during the Age of Imperialism. Only the investor who gets the best return on his investments, shows the best diplomatic skills and dominates the most powerful nations can win the game!	Imperial rules. Younger players welcome. 6 players, Rick Maurer.
M14	Descent: Journeys in the Dark	You are a member of a group of adventurers that is down on its luck and looking for excitement. You have heard rumors about a dungeon to the south that has not been explored. After two dusty days of travel, you see the town of Amber Falls in the distance. The adventure begins.	Descent variant rules. Some general gaming experience preferred. 6 players, Don Botkin.

Area	Title	Description	Details
M15	Talisman	Come play the new edition of this classic board game. Players control a myriad of characters from a heroic warrior to a powerful sorcerer. In this perilous adventure, play centers around the journey of these gallant heroes to find and claim the Crown of Command, a magical artefact with the power to destroy all rivals and make the bearer the true ruler of the kingdom. Only with strength, courage, and wisdom will players be able to survive the ultimate test and beat their opponents to victory.	Talisman 4th ed. rules. Younger players welcome. 6 players, Leland Black and Charlie Priest.

#### Live Action Events

Area	Title	Description	Details
C05	The Tower of Secrets	Only the King may enter the Tower of Secrets. But now he commands you, his highest nobles, to attend him and witness the "pinnacle of the Summoner's Art". Will it be a miracle or monstrosity? And magic always has a price... what will His Majesty pay?	Cthulhu Live rules. Some general gaming experience preferred. 9 players, Kathleen Fuller & Doug Atkinson.

#### Miniatures Events

Area	Title	Description	Details
A01	Midwest Mayhem! (continued)	Continued from Saturday Afternoon. Calling all WARMACHINE and HORDES players! Gather your armies and go to war to see who's the best of the Midwest! Midwest Mayhem is a mixed WM/Hordes 500 pt. Steamroller Tournament. Players must have their own models and up to 2 army lists for their faction; no proxies allowed.	Warmachine/Hordes Steamroller 3.0 rules. Some experience with specific game assumed. 16 players, Dennis Campbell.
M01	Be Careful What You Wish For!	Chronic Centauri aggression, coupled with certain Centauri officers complaining that they are tired of just bashing Narns and need a new challenge, have been convinced by several of the League of Non-Aligned Worlds to lend assistance to the Narn defense of Quadrant 24.	Babylon 5: A Call to Arms rules. Newcomers welcome. 10 players, Steve Massey and Terrence Haas.
M05	Apocalypse: Waaargh!	Apocalypse organized play set on an Ork homeworld. Players should provide up to 3,000 points of their favorite army--Orks to defend the settlement or foes to eradicate it! No models will be provided by organizers for game play. Participants will be eligible to receive Games Workshop prizes.	Warhammer 40K Apocalypse rules. Regular play of specific game assumed. 8 players, Chad Fauber and Dustin Weir.
M06	Space Hulk	Six squads are sent into the Genestealer lair. How many will return?	Space Hulk rules. Some general gaming experience preferred. 6 players, Ken Vreeman.
M09	Apocalypse: Into the Eye	Apocalypse organized play set on a chaos planet. Players should provide up to 3,000 points of their favorite army--Chaos to revel in the Warp or those who would avenge the deeds of the heretics! No models will be provided by organizers for game play. Participants will be eligible to receive Games Workshop prizes.	Warhammer 40K Apocalypse rules. Regular play of specific game assumed. 8 players, Chad Fauber and Dustin Weir.
M10	Dungeon Lord B	Rule the dungeon, kill adventurers and take their loot! This is a miniatures game featuring a table full of 3D dungeon terrain. Players are dungeon lords trying to control the dungeon. You have had adventurers cleaning out dungeons with a bunch of do-gooders, but can you run it as an evil mastermind?	Dungeon Lord Deluxe! rules. Newcomers welcome. 10 players, Keith Pogue.
M12	Are Ye for King or Parliament? B	10mm English Civil War.	Warmaster Ancients variant rules. Newcomers welcome. 6 players, Dean Spitz.
M13	Battle of Barentu	WW2 Italian East Africa, February 1, 1941: Italian forces hold a key East African crossroad at Barentu. In this forgotten theater of WW2, Italian colonial forces fought desperately to hold off Commonwealth units assembled from every corner of the Empire. This battle occurs just prior to the climatic siege at Keren. No Afrika Korps here - Grenadiers and Askari against the 5th Indian Division.	Command Decision: Test of Battle rules. Newcomers welcome. 8 players, Chris Mikucki.

#### Role-Playing Events

Area	Title	Description	Details
C02	Ptolus, City by the Sea: The Murderer's Trail	You and your friends have just arrived in Ptolus seeking your fortune. You end up playing good samaritan when you see a young woman being attacked... no harm there, right? This adventure is the first in Monte Cook's grand Ptolus campaign; knowledge of Ptolus not required. Characters will be provided.	D&D 3.5 ed. (Ptolus setting) rules. Some experience with specific game assumed. 6 players, Chris Gray.
C03	Fallen Angel	Yesterday, Brath the Lesser led his insectile Ogres in an attack on the village of Elton. The town was plundered, but only one resident was carried off--Arithel. The surviving townsfolk are desperate.	D&D 3.5 ed. rules. Some general gaming experience preferred. 6 players, Brad Trumpinski.

Area	Title	Description	Details
C04	The Terror Underground	Nearly a thousand years before a strange meteorite fell from the skies onto Arkham, there was a similar event in a small town in the British countryside. Come investigate the world of Lovecraft in an original medieval setting.	Call of Cthulhu 6th ed. rules. Some general gaming experience preferred. 10 players, Royce Thigpen and Todd Nilson.
RPGA	VER18-01 Investiture (interactive)	<i>By Greg Hanigan, Ron Lundeen, and Vernon L. Vincent.</i> For too long, Verbobonc has been without a Viscount. Agents of Veluna, anxious to bring some stability to the trouble vassal province, have announced that a new Viscount must be appointed. Heroes of the land are asked to escort Verbobonc's nobles to Castle Greyfist in Verbobonc City for the event. A one-round Verbobonc interactive for character levels 1-15 (APL 2-14). It is recommended that you play this interactive with the character that played VER8-01: Mediation.	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 54 players, CIRCA.

## Session H - Sunday Morning

9:00 AM through 1:00 PM

### Board Game Events

Area	Title	Description	Details
ASL	Annual ASL Tournament (continued)	Five-round ASL event, begins Friday at 6 PM and runs through Sunday Afternoon. Opponents pair up according to record. Points awarded for wins and opponent wins. Best point totals from five rounds, or only undefeated player remaining after five rounds, wins the event. Plaques awarded for top three, Close Combat points, and Sportsmanship. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M02	Arkham Horror: Holmes and the Dark Heralds of Dunwich	Scotland Yard is sponsoring a special history of crime exhibit at the museum. However, all is not well; the mysterious heralds have appeared and chaos follows close behind. Join your fellow investigators in this special twist on a GENCON 2007 scenario featuring a Dunwich Horror herald.	Arkham Horror, Dunwich expansion and variant rules. Some general gaming experience preferred. 8 players, Chris Gray.
M03	Monopoly with MBA Students	Standard rules, but players may form limited partnerships and/or sell insurance. You're never out of the game just because you don't get a monopoly of your own.	Monopoly variant rules. Younger players welcome. 6 players, Alan Dyche.
M04	Tom's Grab Bag D	In the grab bag: Conquest of the Empire (1st ed.), Naval War (1st ed.) and Zombies (widescreen ed). Come choose the game you'll play... if we have enough players, we'll run one of each!	Various rules. Younger players welcome. 18 players, Tom Hendricks.
M12	Alhambra	Compete with other players to build the best gardens to impress the Grand Vizier. Hire the best artisans in Europe and Arabia to Build pavilions, towers, arcades, and seraglios to make your Alhambra the best!	Alhambra rules. Newcomers welcome. 6 players, Jim Ferguson.
M13	Operation Rheinburg	Hunt and sink the Bismarck (and friends?), maybe drag America into WW2 as well! Double-blind search, combat results unknown to enemy unless readily observable.	Avalanche WW2 naval rules. Newcomers welcome. 6 players, Mike Welsh.
M14	Advanced Civilization	Avalon Hill's classic board game of trade and civilization development. Continues through Sunday Afternoon.	Advanced Civilization rules. Some experience with specific game assumed. 8 players, John Satterfield.
M15	Power Grid	Build a network of power lines and stations. You must properly manage your money to acquire the necessary raw materials in the commodities market, to expand your network of supplied communities, and to vie for increasingly efficient and expensive plants in this competitive game.	Power Grid rules. Newcomers welcome. 12 players, Tim Gritten.

### Card Game Events

Area	Title	Description	Details
M11	Ninja Burger	Hungry? Why wait? Have your burgers delivered by ninja in this fast-paced, fun for all ages card game!	Ninja Burger: Sumo Size Me rules. Younger players welcome. 6 players, Royce Thigpen.

### Miniatures Events

Area	Title	Description	Details
A01	Warhammer 40K Tournament	All Day Sunday event, continues through Sunday Afternoon. Bring one force organization consisting of 1850 points. Forgeworld models ok, but no super-heavy vehicles. Players earn points for battle, painting, sportsmanship, and theme scores. Players must bring five copies of their army lists. ADDITIONAL \$10 FEE AT EVENT FOR TOURNAMENT.	Warhammer 40K rules. Regular play of specific game assumed. 16 players, Steve Nelson and Dustin Burger.

Area	Title	Description	Details
A03	Flames of War Late War Tournament	3-round, 1,500-point Late War tournament. Prizes will be awarded for 1-2-3 finishes and best of show. There will be up to 3 Nationals qualifying spots to be awarded in addition to product prizes. Participants should provide their own legal company and an Order of Battle (preferably in advance of the tournament). Registration and setup will begin one hour before the start time. Tournament play will commence promptly at 9 AM. Continues through Sunday Afternoon.	Flames of War rules. Regular play of specific game assumed. 16 players, Chad Fauber and Dustin Weir.
M01	Flashpoint 1957: Fulda Gap	6mm microarmor. What if the dawn of the Space Age caused the Cold War to suddenly heat up? A small American battlegroup is rushed to defend a vital autobahn intersection at the town of Obergeis from lead elements of the Soviet 8th Guards Tank Army, with orders to Hold Until Relieved.	Cold War Commander rules. Newcomers welcome. 8 players, Steve Massey and Terrence Haas.
M05	Pod Racing	Take control of a Star Wars™ pod racer and race against others to the finish.	Home rules. Younger players welcome. 12 players, Kurt Jeffries.
M07	The Russians are Coming!	Seven Years War, East Prussia. Frederick and his Prussians wait for a large Russian army.	Shako rules. Newcomers welcome. 6 players, Ken Vreeman.
M09	Return to Widow Sharpe's	54mm American Civil War. This cruel war in America has gone on for another year and the lads are still out in the field living on salt pork and hardtack. Rumor is that the "Widow Sharpe" has moved on to the home of her latest husband--Greenbriar. The barn is full, the fields and orchards are ready for picking, and several of the Widow's relatives are there with her. It's time to take leave from camp and see what Greenbriar has to offer.	Red Badge of Courage rules. Newcomers welcome. 10 players, Greg Novak.

### Role-Playing Events

Area	Title	Description	Details
RPGA	COR7-20 Murder in the River Quarter B	<i>By Mike McKeown and Steve Yee.</i> Tragedy has struck again in the Free City. With Turrosh Mak on the march, half-orcs are distrusted. Unsolved murders abound in the River Quarter, where tensions are strong. Is there a reason to this madness? Is the Maimed God to blame? An investigative one-round core adventure set in the Domain of Greyhawk for characters level 1-11 (APLs 2-8). Half-orc PCs may encounter some difficulty in this adventure.	RPGA Living Greyhawk/D&D 3.5 ed. rules. Regular play of specific game assumed. 12 players, CIRCA.
RPGA	VERS7-01 In the Hall of the Mountain King A/B	<i>Development Team: Shaun Burton, Richard Gilbert, Gregg Homerding, Nathaniel Mohler, Tom Thowe, Brian Troyon, Vernon L. Vincent, and John Williams.</i> Clan Rockhall have finished occupying Ulthak-Nor and Granite Keep, and have recovered from the losses sustained during the giant war of 595. Now that their home is secure, they look to cleanse the tunnels and surrounding warrens of any remaining infestation of evil. As in times past, they turn to the residents of Verbobonc and their own clansman to help with this quest. A Verbobonc regional special for character levels 1-15 (APL 2-16). Players who have previously played one mission of "In the Halls of the Mountain King" may now play other missions, subject to the following: (1) Each mission must be played with a different PC. (2) Except for the first time the adventure is played, ARs are non-access interactive rewards - XP and GP only.	RPGA Living Greyhawk/D&D 3.5 ed. rules. Regular play of specific game assumed. 18 players, CIRCA.
RPGA	VERSM7-01 The Pilgrimage A	<i>By Tom Thowe.</i> A priestess leaves on a journey of faith to find something thought long lost. It appears that she will need a little help, for somewhere in the Flanaess lies an artifact that could save countless lives. A one-round Verbobonc Special Mission for APLs 6-14. Metaorganizational Focus: Church of Pelor, Elven Enclave of Verbobonc City, Verbobonc Town Project (Cienega Valley), Wrinkle Academy.	RPGA Living Greyhawk/D&D 3.5 ed. rules. Regular play of specific game assumed. 18 players, CIRCA.

## Session J - Sunday Afternoon

2:00 PM through 6:00 PM

### Board Game Events

Area	Title	Description	Details
ASL	Annual ASL Tournament (continued)	Five-round ASL event, begins Friday at 6 PM and runs through Sunday Afternoon. Opponents pair up according to record. Points awarded for wins and opponent wins. Best point totals from five rounds, or only undefeated player remaining after five rounds, wins the event. Plaques awarded for top three, Close Combat points, and Sportsmanship. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Newcomers welcome. 40 players, Brien Martin.
M02	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.
M04	Tom's Grab Bag E	In the grab bag: Fortress America (1st ed.), Naval War (1st ed.) and Zombies (widescreen ed). Come choose the game you'll play... if we have enough players, we'll run one of each!	Various rules. Younger players welcome. 16 players, Tom Hendricks.

Area	Title	Description	Details
M05	Midway Campaign	Double-blind system focusing on operations and strategy. Plenty of unknowns, even possible that the Japanese surprise the Americans!	Victory at Midway/Solomon Seas rules. Newcomers welcome. 6 players, Mike Welsh.
M11	RoboRally C	Try a tougher race. Same old problems. It's a hard (and short) life being a robot.	RoboRally rules. Newcomers welcome. 6 players, Alan Conrad.
M14	Advanced Civilization (continued)	Avalon Hill's classic board game of trade and civilization development. Continued from Sunday Morning.	Advanced Civilization rules. Some experience with specific game assumed. 8 players, John Satterfield.
M15	Puerto Rico	As plantation owners during the Age of Sail, you must efficiently raise, sell and ship crops, while developing the town of San Juan with useful buildings. During every turn, players choose a role, but the other players also use the action associated with that role.	Puerto Rico rules. Newcomers welcome. 5 players, Tim Gritten.
M16	Imperial B	Imperial is a challenging strategy game without any luck of dice or cards. Players take over the role of international financial investors controlling European diplomacy during the Age of Imperialism. Only the investor who gets the best return on his investments, shows the best diplomatic skills and dominates the most powerful nations can win the game!	Imperial rules. Younger players welcome. 6 players, Rick Maurer.

### Miniatures Events

Area	Title	Description	Details
A01	Warhammer 40K Tournament (continued)	All Day Sunday event, continued from Sunday Morning. Bring one force organization consisting of 1850 points. ForgeWorld models ok, but no super-heavy vehicles. Players earn points for battle, painting, sportsmanship, and theme scores. Players must bring five copies of their army lists. ADDITIONAL \$10 FEE AT EVENT FOR TOURNAMENT.	Warhammer 40K rules. Regular play of specific game assumed. 16 players, Steve Nelson and Dustin Burger.
A03	Flames of War Late War Tournament (continued)	3-round, 1,500-point Late War tournament. Prizes will be awarded for 1-2-3 finishes and best of show. There will be up to 3 Nationals qualifying spots to be awarded in addition to product prizes. Participants should provide their own legal company and an Order of Battle (preferably in advance of the tournament). Registration and setup will begin one hour before the start time. Tournament play will commence promptly at 9 AM. Continued from Sunday Morning.	Flames of War rules. Regular play of specific game assumed. 16 players, Chad Fauber and Dustin Weir.

### Role-Playing Events

Area	Title	Description	Details
C02	Pentantastar IV: A New Awakening Voyage	In Zombietown, a blackened heart beats slowly. A flow chart awaits.	Pentantastar MMTCG: v11.4u rules. High degree of experience with specific game assumed. 7 players, Chris Fairfield.
C04	Dragons of Ancient Days II	Set the wayback machine to bygone days and play D&D as it existed 3 decades ago.	Original Dungeons and Dragons rules. Newcomers welcome. 10 players, Jeff Rients.
RPGA	COR7-19 Wrath of the Slavelord B	<i>By Tim Sech.</i> Thanks to the quick thinking of many adventurers, Greyhawk was warned of the impending doom of Safeton months ago. The Greyhawk Militia sent some 200 men to the walled city in hopes to stop this supposed new slavelord and it looks like it may have. Nothing unusual has happened since the troops arrived. Could it be the slavelord decided it best not to contend with the might of Greyhawk, or was he simply biding his time? A one-round Core adventure set in Safeton for characters levels 2-15 (APLs 4 to 12). This is the third and final adventure in the Slavers series.	RPGA Living Greyhawk/D&D 3.5 ed. rules. Regular play of specific game assumed. 6 players, CIRCA.
RPGA	VER7-09 Jinxed B	<i>By Ron Lundeen.</i> One day, years from now, you'll be talking with friends about unlucky times. "I once had a very unlucky day," you'll tell them. "It started right away, first thing in the morning. It might have seemed lucky at first. It certainly did to me. But bad luck comes in many guises." "Well, then," your friends will say, "Tell us all about it." A one-round investigative Verbobonc regional adventure set in Verbobonc City for character levels 1-8 (APLs 2-6). Metaorganizational Focus: Church of Trithereon, the Family, Gentlemen of the Watch.	RPGA Living Greyhawk/D&D 3.5 ed. rules. Regular play of specific game assumed. 24 players, CIRCA.

Area	Title	Description	Details
RPGA	VERS7-01 In the Halls of the Mountain King C (repeat players only)	PLEASE NOTE THIS EVENT IS ONLY FOR THOSE WHO HAVE PREVIOUSLY PLAYED VERS7-01. Players who have previously played one mission of "In the Halls of the Mountain King" may now play other missions, subject to the following: (1) Each mission must be played with a different PC. (2) Except for the first time the adventure is played, ARs are non-access interactive rewards - xp and gp only.	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 6 players, CIRCA.
RPGA	VERSM7-01 The Pilgrimage B	<i>By Tom Thowe.</i> A priestess leaves on a journey of faith to find something thought long lost. It appears that she will need a little help, for somewhere in the Flanaess lies an artifact that could save countless lives. A one-round Verbobonc Special Mission for APLs 6-14. Metaorganizational Focus: Church of Pelor, Elven Enclave of Verbobonc City, Verbobonc Town Project (Cienega Valley), Wrinkle Academy.	RPGA Living Greyhawk/ D&D 3.5 ed. rules. Regular play of specific game assumed. 12 players, CIRCA.

## Demonstration Game Schedule

Time	Code	Title	Description	Details
B	M16	This is Our Sea!	A "What if...?" scenario pitting the navy of the Republic of France against the Royal Italian Navy right after Italy declared war on France. Ships and dice provided.	Mongoose Publishing's Victory at Sea rules. Newcomers welcome. 10 players, Juan Gonzalez.
E	M16	The Dilgar War	Take command of either a ship of the Earth Alliance or a war vessel of the Dilgar Imperium. Ships and Dice provided!	Mongoose Publishing's Babylon 5: A Call to Arms rules. Newcomers welcome. 10 players, Juan Gonzalez.
F	M16	Somewhere in the Sudan	China and the USA are conducting maneuvers in the Sudan. Unfortunately, they didn't tell each other; a little saber rattling, some short-sighted decisions by both sides, and a whole lotta diddly!	Mongoose Publishing's Battlefield: Evolution rules. Newcomers welcome. 8 players, Juan Gonzalez.
H	M16	Where ah you goin' Yankee	A "What if...?" scenario pitting the US Navy's Mississippi River Squadron against the CSA's River Defense Fleet, using variants from MGP's online magazine, "Signs and Portents".	Mongoose Publishing's Victory at Sea rules. Newcomers welcome. 8 players, Juan Gonzalez.



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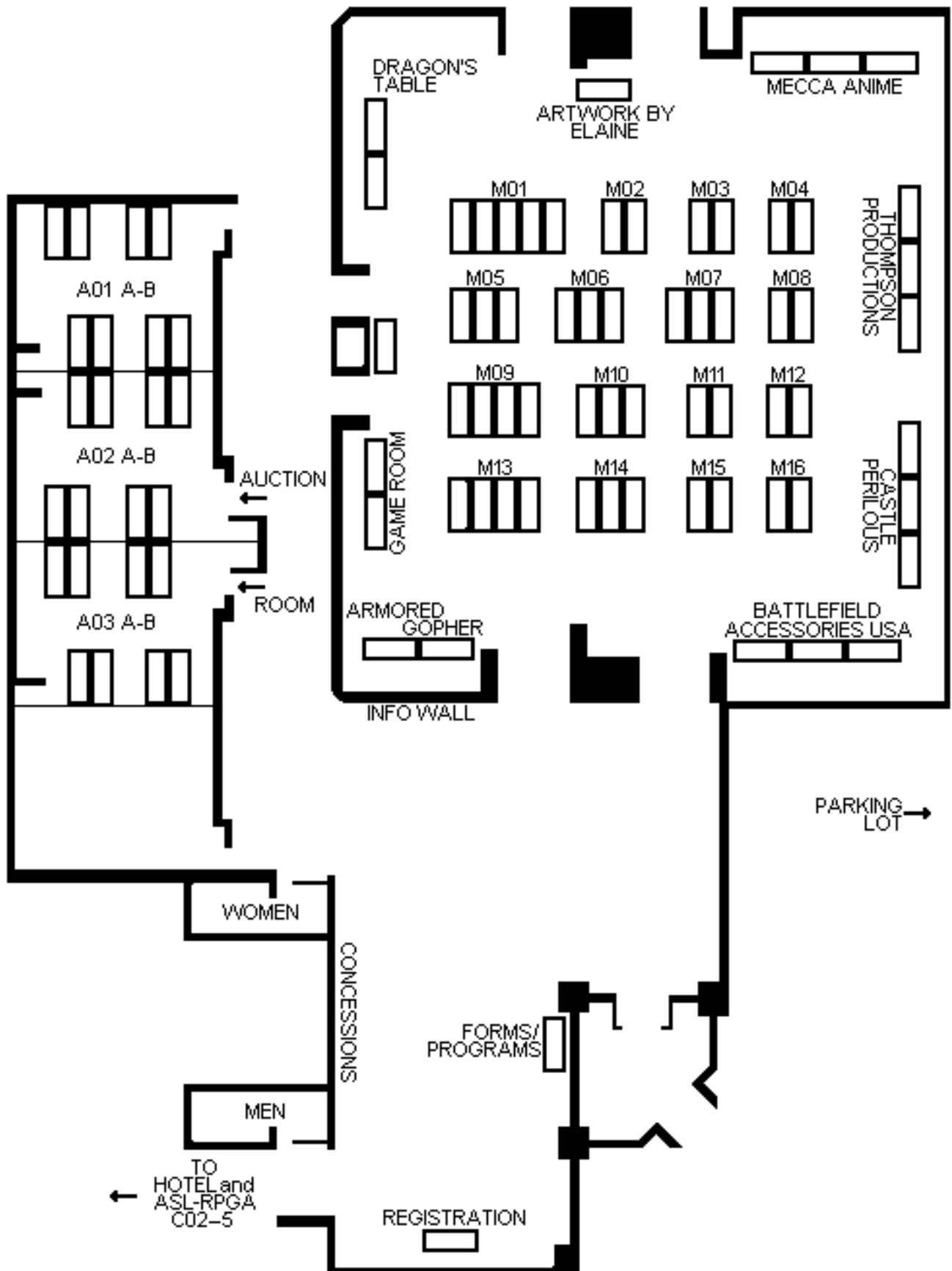
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# TIME TO PLAN!



# Convention Map





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