

# WINTER WAR 39

Celebrating almost Forty Years of Gaming Excellence!  
January 27 – 29, 2012

Welcome to our **thirty-ninth** 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!

## REGISTRATION INFORMATION

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

Registration Desk schedule:

Friday	12:00 pm – 9:00 pm
Saturday	8:00 am – 9:00 pm
Sunday	8:00 am – 2:30 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 salmon (Friday) or yellow (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 responsible for items lost or stolen. Found items should be brought to the Registration Desk.*

## 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
Upper Floor Conference Rooms	Conference – C
Savoy Conference Room	Org. RolePlay – ORP
Champaign/Urbana Conference Rm	Hotel – H
Hotel Skyway	ASL

Open games may be setup on any open table in the Main Room when they do not interfere with scheduled events and with the 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, physically or verbally abusive, or engage in swapping or exchanging badges, or are found participating in events without paying may be asked to leave the convention at the discretion of the Convention Chairman.

## 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.

## 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. If they are not picked up during the session, please return them to the Registration Desk. 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.

## 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.

The convention staff reserves the right to limit the number of items an individual may sell in the auction. 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.

*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 39!**

- Artwork by Elaine, from Champaign, IL
- The Game Room, from Washington, IL
- Castle Perilous, from Carbondale, IL
- Armored Gopher, from Urbana, IL.
- Fortress Games, from Danville, IL.
- RLBS, from Rockford, IL.

## 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.

If you used our Online Registration or Event Submission this year, thank Royce Thigpen, our webmaster.

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

## 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!

## 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 and patience of the CIRCA Judges for their help with our Organized Role Play events to make Winter War 39 a success!

We would also like to thank Mayfair Games and Iron Crown Enterprises for their support of our judges and events!

## FINAL NOTES

Thank you all for coming to our thirty-ninth 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 40

Champaign, IL

January 25 – 27, 2013

URL: <http://winterwar.org>

E-Mail: [dmckinne@winterwar.org](mailto:dmckinne@winterwar.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 members. They worked throughout the year to make this convention possible.

The 2012 Winter War Board of Directors is:

Don McKinney, Convention Chairman  
Alan Conrad, Convention Treasurer  
Susan McKinney, Convention Registrar  
Bruce Gletty  
Paul Pomykala

The 2012 Winter War Convention Committee includes:

Brien Martin, ASL Coordinator  
Royce Thigpen, Convention Webmaster  
Carl Evans  
Jim Ferguson  
James Holzhauer  
Tom Reed  
Rusty Rutherford

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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 and Card Game Events**

Area	Title	Description	Details
A01	Imps Vs Puppies Tournament	A whimsical Trick taking card game where players send an Imp to fight over the right to smash a crate which may or may not contain a puppy. Each Imp has a unique ability but keeping their identity (their strength) a secret is another tactic to winning the round. Players score by smashing puppies, killing opposing imps, and even defusing the ever dangerous crate bombs. Winner of the tournament gets their own copy of Imps Vs Puppies.	Base Game rules. Newcomers welcome. 12 players, David Sheppard.
ASL	Advanced Squad Leader	Weekend-long ASL event starting 6 PM Friday and encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
M01	Caylus	The king wants a new castle; can you be the one to please him the most for the proper rewards? Play this popular board game. Using variant rules for six players.	Caylus variant rules. Some general gaming experience preferred. 6 players, Alan Conrad.
M02	Thunderstone A	For ages the vile Doom Knights have sought to gather the remaining Thunderstones to fulfill a prophecy of corruption over the lands. Now the first Thunderstone has been discovered in the Dungeons of Grimhold and the Doom Knights have sent their minions to claim the relic. The Villagers of Barrowsdale gather brave souls to face the dungeon and keep the Thunderstone out of the hands of the Doom Knights. A fantasy deck building game.	Thunderstone rules. Younger players welcome. 6 players, Paul Pomykala.
M03	Dominion A	If you haven't tried the deckbuilding game that started the current craze, come check it out. If you have, here's your chance to play more. Figure out how the cards in play in each game fit together so you can build a more prosperous kingdom than the other players.	Original rules. Newcomers welcome. 8 players, Phil Parker.
M06	Circus Maximus Tournament	Racing for glory in Imperial Rome. Can your horses and driver stay alive long enough to cross the finish line?	Circus Maximus 2nd edition rules. Younger players welcome. 16 players, Michael Wilson.
M08	Dominant Species	Take the role of species and try to 'take over' the ever changing landscape. Worker placement, expanding board...you can even eat your opponents!. I will try to have two copies available. Rules will be taught.	Dominant Species rules. Younger players welcome. 10 players, Ken Lewandowski.
M11	Betrayal at the House on the Hill	Oh, those young whippersnappers, up running around that old abandoned house on the hill. What could possible go wrong, as you and your friends explore the creepy old house -- the portends add up until..... you are running for your life from one of those fiends. A Board Game RPG with a twist. Followed by The Haunting House which your GM will be thinking up twists to spice up an old macabe maze.	Betrayal at House on the Hill 2004 rules. Younger players welcome. 6 players, James Richards.
M12	Double Tikal	It's Jungle Temple Exploration time! Play either version of Kramer and Kiesling's similarly themed games -- the classic Tikal or the newer Tikal II. Each version takes two hours, so play each one or the same one twice!	Tikal rules. Younger players welcome. 8 players, Clark Barthel.

**Miniatures Events**

Area	Title	Description	Details
M10	Battle In The Periphery	Clan Jade Falcon is expanding its holdings into unexplored space and has encountered rival battlemechs unlike any seen before. Pick a side and try your hand at handling the awesome machines of the 31st Century.	Battletech Classic rules. Some general gaming experience preferred. 20 players, Brad Trumpinski.
M13	Air Raid Pearl Harbor	This is not a drill! A small flight of F4F's reach Pearl Harbor just before the attack begins. F4F's, Zero's and Vals.	Wings of War WWII rules. Younger players welcome. 4 players, Phil Hall.
M14	Caverns of Chaos A	Once again various parties have entered the caves to discover its secrets. Now you're the only one left, but you've seen evidence that others are here. Perhaps they will join you... for the right price. Players start off with only a Warlord and as they progress thru the caves gain the chance to acquire treasure and allies to help them defeat the monsters they encounter. Materials will be provided.	Warlord rules. Newcomers welcome. 6 players, Ronald Ralston.
M15	Massacre at Coyote Creek	The sioux are on the warpath and the stage station at Coyote Creek is in their path.	Desperado rules. Younger players welcome. 8 players, Tom Reed.
M17	Borodino 1812	6mm version of the battle where Marshall Kutuzov finally gave Napoleon exactly what the Frenchman thought he wanted... can you manage events better than the Emperor?	Home rules. Younger players welcome. 8 players, John Baker.

Area	Title	Description	Details
M18	Dungeon Lord A	Not the board game. Rule the dungeon, kill the adventurers and take their loot! This is a miniatures game featuring a table of 3D terrain. You have had adventures cleaning out dungeons with a bunch of do-gooders, but can you run it as an evil mastermind	Home rules. Younger players welcome. 8 players, Keith Pogue.

### Role-Playing Events

Area	Title	Description	Details
C02	Operation SANTA: Mecha-Rudolph's Mega-Revenge	Commander John Blitzen and his team of Reindeer comman-does are the best of the best. They say that revenge is a dish best served cold? Well that's doubly true when one lives in the North Pole! Presumed dead five years ago, Rudolph has been rebuilt and is looking to settle the score! Can you survive his well-laid plans and put him back down in history?	Home rules. Newcomers welcome. 8 players, Christopher Fairfield.
C03	A Lesson in the Divine	Before the Collapse, divine magic did not exist; arcane magic did everything anyone would want. After the Collapse of magic, tales of the devout manifesting magical power began to surface. You are being sent on a diplomatic mission to convince this cult to ally with the Wild Ones of Free Tesaya or to at least find out what you can. This adventure is set in the Dark Golden Age campaign setting from bySwarm. 7th level characters are provided.	Pathfinder Roleplaying Game rules. Newcomers welcome. 6 players, Mike Bohlmann.
C04	VER8-07: Twilight's Last Gleaming	The reign of Estival has come to a close and Viscount Langard moves to restore peace and order throughout the Viscounty. Nowhere is this more crucial than in the town of Twilight Falls, where a confluence of events threatens to return the Viscounty to a state of war at a time when it can least afford it. On one side of the struggle are the Elven Clans of the Gnarley Forest, angered at the sins of the past and blinded from seeing the promise of the future. On the other, the marauding remnants of orcish warbands from the hive at Blackthorn seeking plunder and mayhem and leaving carnage in their wake. And on a third side, the disaffected Druids of the Gnarley, who see despoiling and chaos regardless of reason or cause. Twilight Falls straddles the razor's edge, and one push either way will be enough to see it in ruin. This is a Verbobonc Regional adventure for 6-8 characters at APL 15-20. Players must have an appropriate level 15-20 Illinois Greyhawk character in order to play.	D&D 3.5 / Illinois Greyhawk rules. High degree of experience with specific game assumed. 8 players, Vernon Vincent.
C05	River of Deceit	Vicious rumors about the Sanguinaries of the River Within Enclave are turning the city against the so-called Blood Magi, and the task of clearing their name falls upon a cabal of apprentices investigating unsolved murders in the face of city-wide persecution.	Fantasy Hero: Kamaranthin rules. Some experience with specific game assumed. 6 players, Grady Elliott.
H03	Hunter Becomes the Hunted	The ISC needs you! Hired by a corporate concern, your band of privateers set out to discover who or what is responsible for attacking and waylaying vessels carrying recently geared up Valiesians en route to ISC space. Pirates? Jeronan slavers? Climb into your powered armor and grab your plasma rifle, you're about to find out. All materials provided including pregenerated characters. Prize support generously provided by Iron Crown Enterprises.	Spacemaster: Privateers rules. Some general gaming experience preferred. 6 players, Joseph Wolf.
ORP	PFS 3-01 The Frostfur Captives A	A Pathfinder Society Scenario designed for Levels 1-5. Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but themselves.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-02 Sewer Dragons of Absalom A	A Pathfinder Society Scenario designed for Levels 3-7. Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-07 Echoes of the Overwatched A	A Pathfinder Society Scenario designed for Levels 1-5. When a Pathfinder agent working in the famed Blakros Museum in Absalom falls victim to a terrible, ancient evil, it falls to the PCs to hunt down the released terror before it can retrieve a relic of the mad astronomer Ralzeros the Overwatched.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-09 The Quest for Perfection I: The Edge of Heaven A	A Pathfinder Society Scenario designed for Levels 1-5. In the distant land of Tian Xia, the Pathfinder Society sends you high into the Wall of Heaven Mountains to an abandoned Iroran monastery in search of a powerful relic. Though the monastery has long laid unused, it is not completely devoid of danger, and you soon discover that merely retrieving the ancient artifact is but the beginning of a much larger quest. <i>The Edge of Heaven</i> is the first part of <i>The Quest for Perfection</i> campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

Area	Title	Description	Details
ORP	PFS 3-12 Wonders in the Weave II: The Dog Pharaoh's Tomb A	Pathfinder Society Scenario designed for Levels 5-9. On an isolated demiplane, you explore an Osirian ruin transported from Golarion by a powerful sorcerer centuries ago. Though the Pathfinder Society believes the fruits of your delve to be ripe for the picking, the unnatural landscape surrounding the tomb and a run-in with an unexpected guest make getting out with the treasure a tough task. <i>The Dog Pharaoh's Tomb</i> is the first scenario in the two-part <i>Wonders in the Weave</i> campaign arc. The story concludes in Pathfinder Society Scenario #3-14: Wonders in the Weave-Part II: <i>Snakes in the Fold</i> .	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS Classic A	Join up to five other players for Pathfinder Society Classic Play. The event is chosen by those who attend, selected from all available scenarios. So come on over, pick a scenario, and play! This event is open for Levels 1-9.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS First Steps I: In Service to Lore A	A Pathfinder Society Scenario designed for 1st level characters. In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

## Session B - Friday Evening

7:00 PM through 11:00 PM

### Board and Card Game Events

Area	Title	Description	Details
A01	Seven Player Jamboree	3 easy-to-learn, short, but very fun 7 player games! Play starts with Shadowhunters. Be part of a hidden faction (Shadows, Hunters, or Neutrals) with your own agenda. Next is Citadels. Build your city while stopping the other player's cities from begin built. Assume a different role each round to keep your opponents guessing as you build to victory! Play will end with a few games of Seven Wonders. Lead one of 7 great cities of the Ancient world. Use the resources of your lands, take part in the eternal march of progress, develop your commercial relationships and assert your military might!	Various rules. Newcomers welcome. 7 players, Christopher Fairfield.
A02	Small Game Grab A	Come and play some of the year's new hotness and a few old favorites. Making their premier at this year's Winter War Small Game Grab: Small World Underground, Quarriors, Ahnk-Morpork, NightFall, along with the others and old favorites from years past. Over 20 games available to pick and play in the time allotted!	Various rules. Younger players welcome. 16 players, Royce Thigpen.
A03	Players' Choice AEG Games A	Players choose between several different games from Alderac Entertainment Group's board games: (to name a few) Thunderstone, Nightfall, & Infinite City.	Various AEG rules. Newcomers welcome. 6 players, Julie Wells-Metzler.
ASL	Advanced Squad Leader (continued)	Weekend-long ASL event starting 6 PM Friday and encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
M01	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.
M02	Sword of Stalingrad	The epic battle for the city of Stalingrad during 1942. The big Overlord map and system are used in this scenario along with the Combat Cards expansion.	Memoir '44 plus expansion rules. Some general gaming experience preferred. 8 players, Deane Geiken.
M03	Ninja A	A strategy game of hidden movement. Can the Scorpion Clan intruders find and complete their missions? Will the Lion Clan guards catch them before it is too late?	Ninja: Legend of the Scorpion Clan rules. Newcomers welcome. 4 players, Jeff Wells.
M04	Puerto Rico	Puerto Rico, the hopelessly addictive game of colonization, has many paths to victory. You could grow corn and ship it to Spain--lots of it. You may decide to grow a more addictive substance, sell it for gobs of money, and buy nice buildings, all named after you. You could amass lots of population and build--what else?--a fortress. Perhaps you prefer to be a pest and thwart everyone else's plans. Newcomers welcome: after one or two turn cycles, the game's a snap to play. One thing: please ignore the colour of the colonist pieces.	Puerto Rico rules. Younger players welcome. 5 players, Alan Dyche.
M06	Formula De A	The Grand Prix is on! Race on a giant 4' x 6' Formula De game board with Micro Machines cars. Will you be fast enough on the straights and nimble enough in the corners to take home the winner's trophy? A different track will be used in each session.	Formula De rules. Newcomers welcome. 10 players, Tad Ringo.

Area	Title	Description	Details
M08	Space Hulk	Up to 8 Space Marine players try to achieve the victory conditions against 2 Genestealer players.	Space Hulk 2nd Ed. rules. Younger players welcome. 10 players, Kenneth Vreeman.
M15	Wings of War	Learn to play Wings of War. Two boards will be set up, one for WWI and one for WWII.	Wings of War rules. Newcomers welcome. 10 players, Kurt Jeffries.

### Miniatures Events

Area	Title	Description	Details
H03	4e PvP Arena Tournament	Battle it out with arena style combat in a 4v4 contest to the death! Traps, both mundane and magical, abound in the Coliseum of Glory. Can you survive not only the hazards, but earn eternal glory as well? All entrants must be 4th level D&D characters and built according to RPGA rules. Slain combatants will be resurrected after their bouts. The winners will gain eternal glory. Bringing a full team of 4 is highly encouraged, but forming up at the convention is acceptable. Please bring character sheets to the event early for rules validation.	4th Edition D&D rules. Some experience with specific game assumed. 8 players, Andrew Hoskins.
M05	Death in the Mountains A	25mm Old West skirmish. Claim jumping and wild animals; whose gang will survive or escape with the gold or their hunting trophy?	Desperado rules. Newcomers welcome. 6 players, Warren Burrus.
M11	Fuentes De Orono	May 1811: Wellington's Anglo-Portuguese Army faces multiple French corps under the command of Marshall Messena. The Anglo-Portuguese need to maintain their siege of Almeida while threatening Ciudad Rodrigo.	Volley and Bayonet Road to Glory 15mm rules. Newcomers welcome. 8 players, Tom Harris.
M14	Assault on Christmas! A	The Grinch has recruited the Ice Queen, a laid-off Barney and others to seize the North Pole, destroy Santa's workshop and put a stop to Christmas! Can Santa, with the help of the Sugar-Plum Fairy and Wing Commander Rudolph muster enough loyal forces to stop the evil-doer's nefarious plot?	Chaos on Chronos 28mm rules. Newcomers welcome. 6 players, Steve Massey.
M17	Gearson's Raid	American Civil War with a Victorian science fiction flavor. Can Col. Gearson's raiders destroy the rebel depot with their steam-powered gatling-armed cycles and cavalry mounted on mechanical horses, or will the rebels hold out until the armored train arrives to balance the odds.	G.A.S.L.I.G.H.T. rules. Some general gaming experience preferred. 6 players, Bill Pixley.
M18	Dungeon Lord B	Not the board game. Rule the dungeon, kill the adventurers and take their loot! This is a miniatures game featuring a table of 3D terrain. You have had adventures cleaning out dungeons with a bunch of do-gooders, but can you run it as an evil mastermind?	Home rules. Younger players welcome. 8 players, Keith Pogue.

### Role-Playing Events

Area	Title	Description	Details
C02	Doom of Dundagel A	Old school megadungeon adventuring in Mythic Cornwall circa 1150 AD. Roll up a character on the spot or bring your own <i>FLAILSNAILS</i> compatible PC.	1981 Basic/Expert Dungeons & Dragons rules. Younger players welcome. 12 players, Jeff Rients.
C03	Faceless A	London at Christmas is cold and wet, but usually full of cheer and goodwill. This year, however, a series of disturbing incidents have taken place. People with their faces ripped off have been appearing around town, briefly, before they die of their injuries. A team of police, criminologists and a couple of other associated helpers has been assembled to find out what is going on and what is causing this invasion of what the press are calling "the Faceless".	Call of Cthulhu rules. Some general gaming experience preferred. 6 players, Suzanne Wills.
C05	Time and Temp	Welcome to Browne Chronometric Engineering, Inc., where you'll investigate and fix anomalies in the timestream... all for \$11.50 an hour and a modest health package. As BCE's newest temporary employee, you never know where or when you'll go next. But you need to be careful, or you could threaten the fabric of reality--and that could lead to a negative performance review. Time & Temp's unique game mechanic balances player choice against potential damage to the timestream. You might even get to travel back in time to help your past self! Character creation is included as part of the session.	Time & Temp rules. Some general gaming experience preferred. 6 players, Juliet Youngren.
H01	Jumpers RPG A	You're having a great time at Winter War, until it all hits the fan. Come try this role playing game of inter-dimensional survival in the infinite multiverse...you never know where you might end up. This session is good for those who have never played jumpers in the past.	Jumpers 2.0 rules. Some general gaming experience preferred. 6 players, Ryan Whelan.
H02	Shades on Twilight	Of all the mysteries of the galaxy, none conjure up such powerful images as that of the space hulks, the cast-off debris treasure troves of the warp. When a space hulk broadcasting the call sign of a long lost Inquisitor enters the Gogenna Reach, the expendable Acolytes are sent aboard to see what they can discover before the Imperial Navy destroys the ship -- perhaps with them upon it!	Dark Heresy rules. Some general gaming experience preferred. 7 players, Brad Trumpinski.

Area	Title	Description	Details
ORP	PFS 2-EX The Midnight Mauler A	A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4, and 6-7). The Decemvirate sends members of the Pathfinder Society to the former crown jewel of Ustlav's royal courts, the decaying city of Ardis. Tasked by the Society to look into the fate of Absalom's former Master of Blades, Vonran Vilik, what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Can the PCs stop the rampage of the Midnight Mauler before he kills again? A PFS exclusive event that can only be judged by a 4+-star GM or a Venture-Captain.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-05 Tide of Twilight A	A Pathfinder Society Scenario designed for Levels 1-5. In researching a recently recovered druidic lorestone, the Pathfinder Society learns of a powerful artifact with the power to turn men into bestial abominations. Amid claims of increased werewolf activity in the region, the PCs travel into the heart of the Verduran Forest to retrieve the valuable relic from a cabal of evil druids believed to currently hold it.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-06 Song of the Sea Witch A	A Pathfinder Society Scenario designed for Levels 3-7. When an unlucky historian in Absalom uncovers an infernal book from distant Tian Xia, he unwittingly unleashes a terrible evil into the city--the legions of devils imprisoned within its dusty pages. Only the book's holy counterpart can end the threat, and the Pathfinder Society has been called in to assist. Can the PCs locate and retrieve the key to ending the diabolical invasion of the City at the Center of the World, or will Absalom be drowned in the sea of destruction wrought by the Infernal Incantation?	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-11 The Quest for Perfection II: On Hostile Waters A	A Pathfinder Society Scenario designed for Levels 1-5. With an ancient Iroan relic in hand, you must make a long river voyage to return it to the only person who can reactivate the long-dormant artifact. Whether dangers take the form of goblinoid menaces or the armies of Lingshen, your journey will be anything but a pleasure cruise. Can you survive hostile waters to safely reach your destination, or will you fall victim to the perils of Tian Xia? <i>On Hostile Waters</i> is the second of the three-part <i>Quest for Perfection</i> campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-14 Wonders in the Weave II: Snakes in the Fold A	A Pathfinder Society Scenario designed for Levels 5-9. In a world the Pathfinder Society thought theirs for the exploring, you are sent to retrieve a simple relic and find yourself at odds with an entire lizardfolk village. As if that weren't enough, a longtime rival has allied with the lizardfolk, and if not stopped, the Pathfinder Society's entire operation on the newly discovered demiplane could be in jeopardy. <i>Snakes in the Fold</i> is the second scenario in the two-part <i>Wonders in the Weave</i> campaign arc. Both parts are intended to be played in order.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS Classic B	Join up to five other players for Pathfinder Society Classic Play. The event is chosen by those who attend, selected from all available scenarios. So come on over, pick a scenario, and play! This event is open for Levels 1-9.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS First Steps II: To Delve the Dungeon Deep A	A Pathfinder Society Scenario designed for 1st level characters. You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

## Session C – Friday Twilight

12:00 AM through 4:00 AM

### Role-Playing Events

Area	Title	Description	Details
H01	The New Deal	You're part of a team of Surveyors and Engineers surveying an extremely remote area of Tennessee on behalf of the Tennessee Valley Authority. Those noises you're hearing in the distance are certainly just Cicadas. They're pretty bad around these parts this time of year, yes? Those eyes in the woods you see at night are surely just bobcats. They barely get bigger than a dog, and your guns will protect you? (Mature Themes)	Call of Cthulhu 6th Ed. rules. Some general gaming experience preferred. 8 players, Christopher Fairfield.
H02	We Be Goblins!	The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure-fireworks! His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the fireworks from a derelict ship stranded in the marsh. <i>We Be Goblins!</i> is an adventure for 1st-level characters in which the PCs play a horde of malicious and murderous goblins seeking glory and fame in the Licktoad Clan. Character sheets provided. (This is not a Pathfinder Society event.)	Pathfinder rules. Younger players welcome. 6 players, Chris Manrique.

Area	Title	Description	Details
H03	The Ruins of Dirj	A Satarlan pleasure barge ventures up the River Tyr and disappears, and with it all traces of the Princess Delvinika. Her family offers great riches to any returning their beloved daughter. The steaming gloom of the Qush is home to venomous deodarg and hungry man-trap and bands of vicious Grooth looking to add skulls to their tentpoles. Rumors speak of a dreaded crumbling ruin once home to Dirj the Unseen Tyrant before he met his fate at the hands of rival Sorcerer Kings. All materials provided including pregenerated characters. Prize support generously provided by Beyond Belief Games.	Barbarians of Lemuria: Legendary Edition rules. Newcomers welcome. 6 players, Joseph Wolf.
H04	Dog Food	Recently the Prince's pet escaped, but was found. Something is wrong again. The FBI has now become the enemy, and perhaps something even more evil has begun to stir. Will the players be tossed to the dogs or not? Some mature themes may be involved.	Vampire the Masquerade 3rd Ed. rules. Newcomers welcome. 6 players, Daniel Conner.

## Session D - Saturday Morning

9:00 AM through 1:00 PM

### Board and Card Game Events

Area	Title	Description	Details
A02	Ninja B	A strategy game of hidden movement. Can the Scorpion Clan intruders find and complete their missions? Will the Lion Clan guards catch them before it is too late?	Ninja: Legend of the Scorpion Clan rules. Newcomers welcome. 4 players, Jeff Wells.
A03	Red Dragon Inn All In Tavern Party	Come on down to the tavern and see who can outlast their friends in a night of gambling, trouble-making, and of course, drinking! Using all 3 versions of the popular Red Dragon Inn card game, this will be a 12 player extravaganza you won't want to miss!	Red Dragon Inn 1-2-3 rules. Younger players welcome. 12 players, Royce Thigpen.
ASL	Advanced Squad Leader (continued)	Weekend-long ASL event starting 6 PM Friday and encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
M01	Uwe Rosenberg Favorites: Agricola & LeHavre A	Come play one of two great games by designer Uwe Rosenberg. Starting with a spouse, a plot of land and a wooden shack, develop your farm and raise a family in Agricola. In LeHavre, you and your crew will build, collect, and work around the harbor town to game fame and fortune, but mainly fortune.	Agricola w/E&K decks; LeHavre w/expansion optional bldgs rules. Some general gaming experience preferred. 9 players, Jim Ferguson.
M02	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.
M03	Age of Steam	Starting with nothing but a loan, players compete to deliver goods to different cities and build the most profitable railroad.	Age of Steam rules. Newcomers welcome. 6 players, Steven Canning.
M18	Kingmaker on the Big Board	Avalon Hill's classic game but on a big board with miniatures. AH variant rules plus a few house rules. You WILL enjoy this one!	Avalon Hill Kingmaker variant rules. Some general gaming experience preferred. 7 players, John Satterfield.

### Miniatures Events

Area	Title	Description	Details
M04	Battle of Camden	On August 16th, 1780, Lord Cornwallis deployed his British regulars and Loyalist troops astride the road to Camden, South Carolina. General Horatio Gates, the hero of Saratoga, formed up his army of Continental regulars and militia and attacked. This scenario, using 28mm miniatures, will attempt to recreate that epic battle using a simple, fast paced rules set. Can you do better than General Gates? It would be hard to do worse!	Black Powder rules. Newcomers welcome. 5 players, Kevin Brown.
M05	A Dangerous Frontier	French & Indian War: The French and their allies are sent on a mission to destroy a British settlement.	This Very Ground rules. Newcomers welcome. 6 players, Dean Spitz.
M06	King's Own A	54mm American Revolutionary War. Easy to learn rules.	Home rules. Younger players welcome. 12 players, Rich Nelson.
M08	Farming in Pennsylvania	Rural Pennsylvania, late fall 1777: Lead elements of a column of British troops have camped among two small farms for the night. Sensing an opportunity, the shadowing Colonial force attempts to fall upon them at daybreak before the rest of the column is in motion. Will they succeed? A short, sharp action with little figures (6mm).	Patriots (by The Perfect Captain) rules. Some general gaming experience preferred. 6 players, Bob Swieringa.

Area	Title	Description	Details
M09	Heroscape Battle Royale	6 factions have stumbled across an important relic buried deep beneath a castle. This unholy relic has immense power, but comes at a price. Fight with fantasy and historical factions spanning over time and space in this epic conquest to control the relic and win the day for your faction. Destroy foes over various types of fantastical terrain and seize control of a mighty castle to dominate them. Allys are enemies and enemies allies in this massive game of Heroscape.	Heroscape Master Set 3rd Ed. rules. Younger players welcome. 6 players, Andrew Taylor.
M11	Army Men	The green and tan armies are at it again in a battle to capture each others flag. Command a unit of army men and test your skills in a very unusual setting for a battle.	Home rules. Newcomers welcome. 12 players, Kurt Jeffries.
M14	Caverns of Chaos B	Once again various parties have entered the caves to discover its secrets. Now you're the only one left, but you've seen evidence that others are here. Perhaps they will join you... for the right price. Players start off with only a Warlord and as they progress thru the caves gain the chance to acquire treasure and allies to help them defeat the monsters they encounter. Materials will be provided.	Warlord rules. Newcomers welcome. 6 players, Ronald Ralston.
M15	Gunfight at Dry Gulch	Rowdy cowboys, bank robbers, local indians, the law, and the Women's Temperance Committee...what more needs to be said?	Desperado rules. Younger players welcome. 8 players, Tom Reed.
M17	Assault on Legotown	What could be better than a small unit miniatures game with Lego warbands? Well, maybe a trip to the Bahamas, but this will have to do.	Divine Battle Lust rules. Some general gaming experience preferred. 6 players, Ryan Whelan.

### Role-Playing Events

Area	Title	Description	Details
A01	Deathwatch - Kronus	6 Deathwatch Marines embark on a mission to the planet of Kronus. A beacon is being transmitted from a major city. Who or what is transmitting it is unknown. One thing for sure, others are surely receiving the same transmission. Who will find the prize first? And did I tell you that the planet was recently abandoned by the Tyrannids!	Deathwatch RPG rules. Some experience with specific game assumed. 6 players, Kenneth Vreeman.
C02	Doom of Dundagel B	Old school megadungeon adventuring in Mythic Cornwall circa 1150 AD. Roll up a character on the spot or bring your own <i>FLAILSNAILS</i> compatible PC.	1981 Basic/Expert Dungeons & Dragons rules. Younger players welcome. 12 players, Jeff Rients.
C03	Elementary Watson	Role playing detective game in Victorian England. Your previous client, Bertie Wooster, is in hot water again. Can you restore his good name or at least get his name back to what it was?	Elementary Watson rules. Younger players welcome. 8 players, Michael Wilson.
C04	Illinois Greyhawk by Robert Dieterle	A sequel to last year's <i>Smoulder</i> . Players must bring an appropriate level 14-18 Illinois Greyhawk character to the table in order to play.	D&D 3.5 / Illinois Greyhawk rules. Regular play of specific game assumed. 6 players, Robert Dieterle.
C05	The Missing Currant	An agent of the Red Currant Syndicate has gone missing while investigating a lead on the cause of the Collapse of magic that seems to point to the conjurers of the School of Worlds. Willem Analore has dispatched the PCs to find out what happened to him and what secrets are being kept hidden. This adventure is set in the Dark Golden Age campaign setting from bySwarm. 7th level characters are provided.	Pathfinder Roleplaying Game rules. Newcomers welcome. 6 players, Mike Bohlmann.
ORP	PFS 0-22 Fingerprints of the Fiend	A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7-8 and 10-11). When a retired Pathfinder's nephew goes missing after allegedly discovering the fabled city of Rachikan of the ancient Jistka Imperium, he turns to the Society for help. Now you've been sent to the coast of devil-tainted Cheliox to uncover the missing nephew's whereabouts and to, quite possibly, uncover one of the most sought-after legendary cities on Golarion. The Aspis Consortium is rumored to be racing to the site ahead of you and their involvement could spell disaster for the Pathfinder Society.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 2-EX The Midnight Mauler B	A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4, and 6-7). The Decemvirate sends members of the Pathfinder Society to the former crown jewel of Ustalav's royal courts, the decaying city of Ardis. Tasked by the Society to look into the fate of Absalom's former Master of Blades, Vonran Vilik, what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Can the PCs stop the rampage of the Midnight Mauler before he kills again? A PFS exclusive event that can only be judged by a 4+-star GM or a Venture-Captain.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

Area	Title	Description	Details
ORP	PFS 3-05 Tide of Twilight B	A Pathfinder Society Scenario designed for Levels 1-5. In researching a recently recovered druidic lovestone, the Pathfinder Society learns of a powerful artifact with the power to turn men into bestial abominations. Amid claims of increased werewolf activity in the region, the PCs travel into the heart of the Verduran Forest to retrieve the valuable relic from a cabal of evil druids believed to currently hold it.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-06 Song of the Sea Witch B	A Pathfinder Society Scenario designed for Levels 3-7. When an unlucky historian in Absalom uncovers an infernal book from distant Tian Xia, he unwittingly unleashes a terrible evil into the city--the legions of devils imprisoned within its dusty pages. Only the book's holy counterpart can end the threat, and the Pathfinder Society has been called in to assist. Can the PCs locate and retrieve the key to ending the diabolical invasion of the City at the Center of the World, or will Absalom be drowned in the sea of destruction wrought by the Infernal Incantation?	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-07 Echoes of the Overwatched B	A Pathfinder Society Scenario designed for Levels 1-5. When a Pathfinder agent working in the famed Blakros Museum in Absalom falls victim to a terrible, ancient evil, it falls to the PCs to hunt down the released terror before it can retrieve a relic of the mad astronomer Ralzeros the Overwatched.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-08 Among the Gods A	A Pathfinder Society Scenario designed for Levels 3-7. The Pathfinder Society sends the PCs to the mountaintop mausoleum and monument known as Antios' Crown in search of a long-lost relic believed to be contained there, but all is not as it seems. Can the Pathfinders survive the denizens of the remote mountain complex and the sinister plot of powerful cultists who plan revenge on the Society that has foiled their plans one too many times?	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-09 The Quest for Perfection I: The Edge of Heaven B	A Pathfinder Society Scenario designed for Levels 1-5. In the distant land of Tian Xia, the Pathfinder Society sends you high into the Wall of Heaven Mountains to an abandoned Iroran monastery in search of a powerful relic. Though the monastery has long laid unused, it is not completely devoid of danger, and you soon discover that merely retrieving the ancient artifact is but the beginning of a much larger quest. <i>The Edge of Heaven</i> is the first part of <i>The Quest for Perfection</i> campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-10 The Immortal Conundrum A	A Pathfinder Society Scenario designed for Levels 5-9. In an effort to learn more about the infamous sun orchid elixir of desert-laden Thuvia and past bidders in the annual auction to procure a dose, the Decemvirate sends a team of Pathfinders to a social gathering held by the guardian of this year's six doses. Can the PCs navigate the complex social landscape of Absalom's elite and gain access to the mysterious vault known as the Conundrum, or will they face public ridicule or worse in the face of the steepest competition in the Inner Sea?	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-12 Wonders in the Weave I: The Dog Pharaoh's Tomb B	Pathfinder Society Scenario designed for Levels 5-9. On an isolated demiplane, you explore an Osirian ruin transported from Golarion by a powerful sorcerer centuries ago. Though the Pathfinder Society believes the fruits of your delve to be ripe for the picking, the unnatural landscape surrounding the tomb and a run-in with an unexpected guest make getting out with the treasure a tough task. <i>The Dog Pharaoh's Tomb</i> is the first scenario in the two-part <i>Wonders in the Weave</i> campaign arc. The story concludes in Pathfinder Society Scenario #3-14: Wonders in the Weave-Part II: <i>Snakes in the Fold</i> .	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-13 The Quest for Perfection III: Defenders of the Nesting Swallow A	A Pathfinder Society Scenario designed for Levels 1-5. Approaching the village of Nesting Swallow, you find it besieged by a gang of bandits. Before your contact in the village will aid you in restoring the Iroran relic that brought you to the isolated town, you must repulse the attackers, using every ounce of strategy you possess to train the villagers, augment their defenses, and ultimately face off against the bandits' charge. <i>Defenders of Nesting Swallow</i> is the final scenario in the three-part <i>The Quest for Perfection</i> campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS First Steps III: A Vision of Betrayal A	A Pathfinder Society Scenario designed for 1st level characters. Dispatched on an envoy mission overland from Absalom to port city Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

**Session E – Saturday Afternoon****3:00 PM through 7:00 PM****Board and Card Game Events**

Area	Title	Description	Details
A01	Small Game Grab B	Come and play some of the year's new hotness and a few old favorites. Making their premier at this year's Winter War Small Game Grab: Small World Underground, Quarriors, Ahnk-Morpork, NightFall, along with the others and old favorites from years past. Over 20 games available to pick and play in the time allotted!	Various rules. Younger players welcome. 16 players, Royce Thigpen.
A03	Blind Sniper Annual	Thirty-Third Annual Blind Sniper Tournament. See Information Wall for scenario details. <i>Starts at 4 PM, continues through Saturday Twilight until only one remains standing.</i>	Sniper variant rules. Newcomers welcome. 20 players, Bruce Gletty.
ASL	Advanced Squad Leader (continued)	Weekend-long ASL event starting 6 PM Friday and encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
M01	Player's Choice AEG Games B	Players choose between several different games from Alderac Entertainment Group's board games: (to name a few) Thunderstone, Nightfall, & Infinite City.	Various AEG rules. Younger players welcome. 6 players, Julie Wells-Metzler.
M02	Ninja C	A strategy game of hidden movement. Can the Scorpion Clan intruders find and complete their missions? Will the Lion Clan guards catch them before it is too late?	Ninja: Legend of the Scorpion Clan rules. Newcomers welcome. 4 players, Jeff Wells.
M03	James Ernest Galore	Pick from an assortment of Cheapass games designed by James Ernest. Over fifteen titles available, including Kill Doctor Lucky, Save Doctor Lucky, Give me the Brain!, FreeLoader, Bitin off Headz, Starbase Jeff, Get out!, Spreel to name a few.	Various Cheapass Games rules. Younger players welcome. 8 players, Clark Barthel.
M04	Imperial	Six imperial nations vie for military control of Europe, but players represent international investors whose stakes in and control over the nations shift throughout the game.	Imperial rules. Newcomers welcome. 6 players, David Dubin.
M09	Formula De B	The Grand Prix is on! Race on a giant 4' x 6' Formula De game board with Micro Machines cars. Will you be fast enough on the straights and nimble enough in the corners to take home the winner's trophy? A different track will be used in each session.	Formula De rules. Newcomers welcome. 10 players, Tad Ringo.

**Miniatures Events**

Area	Title	Description	Details
M05	Zeppelin Dawn A	It's late June, 1917, and the German Zeppelin L11 is trying to make it home from a night raid over England. Delays in launch, strong headwinds, and mechanical problems have put the Zeppelin far behind schedule. As dawn breaks, the crew is desperately trying to make it back across the lines as the Dawn Patrols of both sides flock to the fight. Will the L11 make it home?	Wings of War rules. Newcomers welcome. 8 players, Rob Whiting.
M06	Retaking Uranus	40K style game, different rules. Earth has launched an armada to recapture Uranus from the Orks. Will they find survivors and succeed? 4 Ork players and 4 Human players	55 Hours on Uranus rules. Newcomers welcome. 8 players, Kenneth Vreeman.
M11	Flight Zone	Aug. 12, 1943: General K. R. Lawrence is being transported in a C-47 over France. His aircraft has gone off course and is suddenly in the middle of a dog fight between British and German aircraft. The information he carries is vital to the war. Will he survive?	Flight Zone rules. Some general gaming experience preferred. 12 players, Kurt Jeffries.
M14	Further Adventures of the League of Pear-Shaped Gentlemen	A rumor of treasure, a whisper in the club room, a few heated words, a wager, the rush to form an expedition... Join us for a quick trip to Mars in the era of Space 1889 as the League of Pear-Shaped Gentlemen rush for their share of gold, fame and glory on the red planet.	Mars Needs Steam 28mm rules. Newcomers welcome. 12 players, Frank Chadwick and Tom Harris.
M15	Battle of Kagul A	July 17 1770: Allied forces of Khanate of Crimea/Ottoman Empire commanded by Grand Vizier Ivazzade Halil Pasha and 70,000 troops meet the Russian First Army commanded by General Pyotr Rumyantsev 35,000 troops. Can the Russians capture the Ottoman general and his encampment? Pick your side and find out who will win this time.	Black Powder rules. Some general gaming experience preferred. 8 players, Stanley Arbogast.
M17	Stubborn Lady	One Stubborn Lady stands as the prize for whichever warband can take her first. Is it yours? Come try out this small unit miniatures experience and see if you can rule the day.	Divine Battle Lust rules. Some general gaming experience preferred. 6 players, Ryan Whelan.

Area	Title	Description	Details
M18	Escape from the Lost Island!	When their ship exits a strange green fog, a party of Victorian adventurers have come across an uncharted isle somewhere in the South Pacific. They are amazed to discover many supposedly extinct creatures, but the sudden rumblings and thick smoke issuing from the island's volcano puts an end to their dreams of fame and fortune, sending them scurrying back to the beach and the safety of the boat... But it's not quite that simple, as the path is blocked...	Tusk variant rules. Newcomers welcome. 6 players, Terrance Haas.

### Role-Playing Events

Area	Title	Description	Details
C02	The Obsidian Sands of Syncrates	A successful trading voyage to far-away lands turns sour when skies darken and black ash falls like snow on the trip home. Shipwrecked survivors awaken to find their vessel marooned on obsidian sands within an enormous coliseum. Can a party of intermediate-level characters overcome the physical and mental challenges of the arena and return to their world alive? This is a tournament-style Expeditious Retreat Press (XRP) Advanced Adventures Module. Pre-generated characters are provided.	AD&D 1E/OSRIC rules. Some experience with specific game assumed. 8 players, Alex Riedel.
C03	Punching Cthulhu In The Face	The stars are right! Cthulhu awakens, and mankind is doomed! There's only one chance for survival-- fight your way through to the risen city of R'lyeh and defeat the elder gods in personal combat! Mankind now depends on you punching Cthulhu in the face!	Fight! The Fighting Game RPG rules. Some general gaming experience preferred. 8 players, Josh Medin.
C05	Dark Conspiracy	A very large wolf has carried off a young girl. It has fled into the forest. The police need to quickly organize a search party. It is approaching night and rain is not far off. The search parties will have to travel light and move quickly. The forest is very dense. Most of the area will have to be searched on foot.	Dark Conspiracy 1st Ed. rules. Newcomers welcome. 8 players, Michael Colleen.
ORP	PFS 2-10 Fury of the Fiend	By Larry Wilhelm. A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7-8 and 10?11). The Pathfinder Society once again sends a team of agents into the deadly ruins of Rachikan in western Chelax. This time, however, the Pathfinders must infiltrate a Hellknight encampment to gain access to the lost city's lower levels. Can they work their way past the suspicious soldiers and survive the ancient terrors that lurk below? <i>Fury of the Fiend</i> is the spiritual sequel of <i>Fingerprints of the Fiend</i> , though the scenarios can be played in any order.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 2-EX The Midnight Mauler C	A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4, and 6-7). The Decemvirate sends members of the Pathfinder Society to the former crown jewel of Ustalav's royal courts, the decaying city of Ardis. Tasked by the Society to look into the fate of Absalom's former Master of Blades, Vonran Vilik, what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Can the PCs stop the rampage of the Midnight Mauler before he kills again? A PFS exclusive event that can only be judged by a 4+-star GM or a Venture-Captain.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-01 The Frostfur Captives B	A Pathfinder Society Scenario designed for Levels 1-5. Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but themselves.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-02 Sewer Dragons of Absalom B	A Pathfinder Society Scenario designed for Levels 3-7. Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-07 Echoes of the Overwatched C	A Pathfinder Society Scenario designed for Levels 1-5. When a Pathfinder agent working in the famed Blakros Museum in Absalom falls victim to a terrible, ancient evil, it falls to the PCs to hunt down the released terror before it can retrieve a relic of the mad astronomer Ralzeros the Overwatched.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-08 Among the Gods B	A Pathfinder Society Scenario designed for Levels 3-7. The Pathfinder Society sends the PCs to the mountaintop mausoleum and monument known as Antios' Crown in search of a long-lost relic believed to be contained there, but all is not as it seems. Can the Pathfinders survive the denizens of the remote mountain complex and the sinister plot of powerful cultists who plan revenge on the Society that has foiled their plans one too many times?	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.

Area	Title	Description	Details
ORP	PFS 3-09 The Quest for Perfection I: The Edge of Heaven C	A Pathfinder Society Scenario designed for Levels 1-5. In the distant land of Tian Xia, the Pathfinder Society sends you high into the Wall of Heaven Mountains to an abandoned Iroran monastery in search of a powerful relic. Though the monastery has long laid unused, it is not completely devoid of danger, and you soon discover that merely retrieving the ancient artifact is but the beginning of a much larger quest. <i>The Edge of Heaven</i> is the first part of <i>The Quest for Perfection</i> campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-10 The Immortal Conundrum B	A Pathfinder Society Scenario designed for Levels 5-9. In an effort to learn more about the infamous sun orchid elixir of desert-laden Thuvia and past bidders in the annual auction to procure a dose, the Decemvirate sends a team of Pathfinders to a social gathering held by the guardian of this year's six doses. Can the PCs navigate the complex social landscape of Absalom's elite and gain access to the mysterious vault known as the Conundrum, or will they face public ridicule or worse in the face of the steepest competition in the Inner Sea?	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-11 The Quest for Perfection II: On Hostile Waters B	A Pathfinder Society Scenario designed for Levels 1-5. With an ancient Iroran relic in hand, you must make a long river voyage to return it to the only person who can reactivate the long-dormant artifact. Whether dangers take the form of goblinoid menaces or the armies of Lingshen, your journey will be anything but a pleasure cruise. Can you survive hostile waters to safely reach your destination, or will you fall victim to the perils of Tian Xia? <i>On Hostile Waters</i> is the second of the three-part <i>Quest for Perfection</i> campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-14 Wonders in the Weave II: Snakes in the Fold B	A Pathfinder Society Scenario designed for Levels 5-9. In a world the Pathfinder Society thought theirs for the exploring, you are sent to retrieve a simple relic and find yourself at odds with an entire lizardfolk village. As if that weren't enough, a longtime rival has allied with the lizardfolk, and if not stopped, the Pathfinders' entire operation on the newly discovered demiplane could be in jeopardy. <i>Snakes in the Fold</i> is the second scenario in the two-part <i>Wonders in the Weave</i> campaign arc. Both parts are intended to be played in order.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS First Steps I: In Service to Lore B	A Pathfinder Society Scenario designed for 1st level characters. In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

## Session F - Saturday Evening

8:00 PM through 12:00 AM

### Board and Card Game Events

Area	Title	Description	Details
A01	Settlers of Catan Tournament	Elmer is out this year so I will pick up the torch. Plans are in flux right now but we hope to use the various expansion maps for the first 2 rounds. Gentleman Knight and initial city rules will be kept.	Settlers of Catan rules. Younger players welcome. 20 players, Ken Lewandowski.
A02	RoboRally A	Try a tougher race. Same old problems. It's a hard (and short) life being a robot.	RoboRally rules. Some experience with specific game assumed. 6 players, Alan Conrad.
A03	Blind Sniper Annual (continued)	Thirty-Third Annual Blind Sniper Tournament. See Information Wall for scenario details. <i>Started at 4 PM, continues through Saturday Twilight until only one remains standing.</i>	Sniper variant rules. Newcomers welcome. 20 players, Bruce Gletty.
ASL	Advanced Squad Leader (continued)	Weekend-long ASL event starting 6 PM Friday and encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
M03	Agricola A	You're a 17th century farmer. It's just you and your spouse. You've got a two-room wooden house, a bare plot of land, and little else. Compete against your opponents to best develop your land over 14 rounds of play. Plow and sow some fields, fence in your animals, expand your house and have some babies (but don't forget to feed them). Perhaps you'll enlist the help of some local tradesmen and some modern conveniences. Reap the bounty of the harvests and keep your growing family fed as you race to victory!	Agricola rules. Some general gaming experience preferred. 5 players, Phil Bauer.
M04	Dominion B	If you haven't tried the deckbuilding game that started the current craze, come check it out. If you have, here's your chance to play more. Figure out how the cards in play in each game fit together so you can build a more prosperous kingdom than the other players.	Original rules. Newcomers welcome. 8 players, Phil Parker.

Area	Title	Description	Details
M05	Battlestar Galactica	A cooperative game based on the re-imagined BSG TV series. Discover who the hidden Cylons are among you, all the while you try to find the lost colony of Earth. Depending on familiarity with game expansions may be used.	Battlestar Galactica rules. Some general gaming experience preferred. 6 players, Deane Geiken.
M09	Formula De C	The Grand Prix is on! Race on a giant 4' x 6' Formula De game board with Micro Machines cars. Will you be fast enough on the straights and nimble enough in the corners to take home the winner's trophy? A different track will be used in each session.	Formula De rules. Newcomers welcome. 10 players, Tad Ringo.
M11	Hex Hex XL A	Hex Hex is a casual card game that is loads of fun. This event is designed for everyone to be able to come and play the game at Winter War. Beginners to season veteran gamers can enjoy this fast and fun card game. Games will be provided.	Hex Hex XL rules. Newcomers welcome. 12 players, William Board.
M18	Big Board Power Grid	Power Grid on the US board - only bigger with light up houses. Using the 2nd power plant cards and chips for cash. This is an exciting game of resource management, strategic buying and growing your company to meet the electrical demands of the US.	Power Grid rules. Newcomers welcome. 6 players, James Richards.

#### Miniatures Events

Area	Title	Description	Details
M06	Another 55 Hours on Uranus	with Earth's forces back on Uranus, the Orks launch a counter-attack on Gas City. Can the Allies hold. All Players are Humans.	55 Hours on Uranus rules. Newcomers welcome. 10 players, Kenneth Vreeman.
M13	All Hallows Eve	When the Stars are just right, the Moon is full, the Planets are in alignment, etc... It's a special night in the paranormal capital of the world, and nearly everything or anything hostile to humanity is on the prowl... Of course, for the citizens of Rockwood having all sorts of monsters looking to eat them or abduct them is just a normal Saturday night...	FUBAR variant rules. Newcomers welcome. 8 players, Steve Massey.
M15	Battle of Kagul B	July 17 1770: Allied forces of Khanate of Crimea/Ottoman Empire commanded by Grand Vizier Ivazzade Halil Pasha and 70,000 troops meet the Russian First Army commanded by General Pyotr Rumyantsev 35,000 troops. Can the Russians capture the Ottoman general and his encampment? Pick your side and find out who will win this time.	Black Powder rules. Some general gaming experience preferred. 8 players, Stanley Arbogast.
M17	Plum Point	May 10, 1862: Flag Officer Davis has taken over command of the Union river squadron May 9th. Gunboats and mortar boats bombard the heights of Ft. Pillow on the Mississippi. Occasionally, Confederate gunboats peek around the bend, eyeing Union ships warily. Rumors circulate of a fleet of formidable rams at Memphis ready to attack, including the monster Louisiana. Will Davis' 1st full day of command be it? The morning haze lays heavily on the water...	Smoke on the Water variant rules. Some general gaming experience preferred. 8 players, Bob Swieringa.

#### Role-Playing Events

Area	Title	Description	Details
C02	The House of Glass	A mission of mercy to far-flung human colony on a hostile world results in social upheaval which threatens the survival of the entire population. Their alien hosts may have the key to the colony's survival, but can they be trusted in the aftermath of humanity's near-extinction?	Star Hero: Terracide rules. Some experience with specific game assumed. 5 players, Grady Elliott.
C03	Faceless B	London at Christmas is cold and wet, but usually full of cheer and goodwill. This year, however, a series of disturbing incidents have taken place. People with their faces ripped off have been appearing around town, briefly, before they die of their injuries. A team of police, criminologists and a couple of other associated helpers has been assembled to find out what is going on and what is causing this invasion of what the press are calling "the Faceless".	Call of Cthulhu rules. Some general gaming experience preferred. 6 players, Graham Wills.
C04	In The Jailhouse Now	Life in prison is hard, especially when the Warden is an ex-preacher who thinks a good sermon every day is the path to reformation. Even being assigned mess-hall clean up duty offers no relief from the fire and brimstone attitude and gospel music. Life in prison becomes downright impossible when the lights go out and the jailhouse goes silent...	Call of Cthulhu 6th Ed. rules. Younger players welcome. 6 players, Royce Thigpen.
C05	Chains of Wonder	Welcome traveler to D'rd'nah: World of the False Dawn. Indulge your taste for the exotic as you play a Janah: an anthropomorphic animal on an alien world woven from the rich tapestry of Indian & Arabian mythology. All materials provided including pregenerated characters. Prizes generously provided by the fine folks at Shard Studios.	Shard rules. Newcomers welcome. 6 players, Joseph Wolf.
H01	Bring Me The Head Of Frank Sinatra!	Bring Me The Head Of Frank Sinatra! is a gonzo postapocalyptic past-future adventure. It ostensibly concerns the return of the remains of Hoboken's most famous son to his birthplace. It will feature: the Witch-Queen of Hoboken! Toxic Waste! Cheesy political satire! A mentally-addled Boeing 707! The lights of Vega\$! The Rat Pack! Who could ask for more? <i>Will run into Saturday Twilight.</i>	Mutant Future rules. Newcomers welcome. 6 players, Adam Thornton.

Area	Title	Description	Details
H02	Tablet of Bones	A mysterious benefactor has hired the adventurers to acquire an item. Payment was up front, and being the good-natured people they are, they feel obligated to finish the job. They must descend into the city's catacombs for the item.	AD&D 2nd Ed. rules. Newcomers welcome. 6 players, Daniel Conner.
H03	Jumpers RPG B	Somehow you've survived your time spent in the infinite multiverse thus far...can you live again to see another day? New players and returning players of jumpers are welcome.	Jumpers 2.0 rules. Some general gaming experience preferred. 6 players, Ryan Whelan.
ORP	PFS 3-13 The Quest for Perfection III: Defenders of the Nesting Swallow B	A Pathfinder Society Scenario designed for Levels 1-5. Approaching the village of Nesting Swallow, you find it besieged by a gang of bandits. Before your contact in the village will aid you in restoring the Iroran relic that brought you to the isolated town, you must repulse the attackers, using every ounce of strategy you possess to train the villagers, augment their defenses, and ultimately face off against the bandits' charge. <i>Defenders of Nesting Swallow</i> is the final scenario in the three-part <i>The Quest for Perfection</i> campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS Classic C	Join up to five other players for Pathfinder Society Classic Play. The event is chosen by those who attend, selected from all available scenarios. So come on over, pick a scenario, and play! This event is open for Levels 1-9.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS Special: Blood Under Absalom (1-11)	A Pathfinder Society Special designed for Levels 1-11. The Ruby Phoenix Tournament is nigh. Organizations and individuals throughout the Inner Sea are scrambling to secure a spot in the legendary Tian fighting competition. In an underground qualifier event overseen by an enigmatic old monk, the Pathfinders must overcome the opposition to ensure the Society can send representatives to distant Goka and compete in the Ruby Phoenix Tournament itself. Battles will rage and blood will flow under the streets of Absalom, and only the greatest combatants will emerge victorious.	Pathfinder Society rules. Newcomers welcome. 36 players, Robert Jonquet.

## Session G – Saturday Twilight

12:00 AM through 4:00 AM

### Board and Card Game Events

Area	Title	Description	Details
A03	Blind Sniper Annual (continued)	Thirty-Third Annual Blind Sniper Tournament. See Information Wall for scenario details. <i>Started at 4 PM, continues through Saturday Twilight until only one remains standing.</i>	Sniper variant rules. Newcomers welcome. 20 players, Bruce Gletty.

### Role-Playing Events

Area	Title	Description	Details
H01	Bring Me The Head Of Frank Sinatra! (continued)	Bring Me The Head Of Frank Sinatra! is a gonzo postapocalyptic past-future adventure. It ostensibly concerns the return of the remains of Hoboken's most famous son to his birthplace. It will feature: the Witch-Queen of Hoboken! Toxic Waste! Cheesy political satire! A mentally-addled Boeing 707! The lights of Vega\$! The Rat Pack! Who could ask for more? <i>Will run into Saturday Twilight.</i>	Mutant Future rules. Newcomers welcome. 6 players, Adam Thornton.
H02	Welcome to Humbolt	For various reasons you have been drawn to midwestern Missouri where mysterious happenings are occurring and communications have ceased. Set in the late 1940's, you are destined to solve the mystery of Humbolt!	Call of Cthulhu 4th Ed. rules. Some general gaming experience preferred. 6 players, Josh Shumate.
H03	Supply Run	Supplies are running low. If some are not found, the zombies will not be the only thing to worry about. A nearby city has merit to contain the needed supplies, but would also be crawling with undead. The things people do to survive in such a harsh world. Some mature themes may be involved.	D20 Modern rules. Newcomers welcome. 6 players, Daniel Conner.

**Session H - Sunday Morning****9:00 AM through 1:00 PM****Board and Card Game Events**

Area	Title	Description	Details
A01	Imps Vs Puppies: Hissy Fits Tournament	Help test the first expansion to Imps Vs Puppies in this tournament. Using the base cards of Friday's game plus all new imps, prepare for an even deadlier showdown. This will be among the first plays of the expansion, due out early February. Players send an imp to fight over the right to smash a crate which may or may not contain a puppy. Of course it could always be a bomb or a ninja kitten, thus assuring some imps death. The winner of the tournament receives their own copy of Imps Vs Puppies.	Hissy Fits rules. Newcomers welcome. 12 players, David Sheppard.
A03	Uwe Rosenberg Favorites: Agricola & LeHavre B	Come play one of two great games by designer Uwe Rosenberg. Starting with a spouse, a plot of land and a wooden shack, develop your farm and raise a family in Agricola. In LeHavre, you and your crew will build, collect, and work around the harbor town to game fame and fortune, but mainly fortune.	Agricola w/E&K decks; LeHavre w/expansion optional bldgs rules. Some general gaming experience preferred. 9 players, Jim Ferguson.
ASL	Advanced Squad Leader (continued)	Weekend-long ASL event starting 6 PM Friday and encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
M01	Thunderstone Epic	New twist on a standard game. Epic game of Thunderstone. Merging all expansions and more randomization of Monster, Village & Hero cards. Will you beat your fellow Adventures to the Thunderstone?	Thunderstone variant rules. Some general gaming experience preferred. 6 players, Julie Wells-Metzler.
M02	Colossal Arena	Who will win the monster fantasy slugathon? Eight monsters enter the gladiatorial arena, but only three will survive. Place your bets carefully, because one creature is eliminated per round. The players influence the battle with clever card play and even the spectators can jump into the fray.	Colossal Arena rules. Newcomers welcome. 5 players, Phil Bauer.
M06	Civilization	Same ole board game, same ole time slot. Play one of the great ancient civilizations of our past and lead them to become a world power. Expanded game map with expanded advances. <i>Starts Sunday Morning, continues through Sunday Afternoon.</i>	Advanced Civilization variant rules. Some general gaming experience preferred. 13 players, Kenneth Vreeman.
M09	Agricola B	Build your two room wooden hovel into the most impressive farm around. Learn new skills! Raise crops and livestock. Raise a family so you can put them to work on the farm!	Agricola rules. Newcomers welcome. 8 players, Nate Johnson.
M10	163?	One six three? No, Sixteen thirty Something: Martin Wallace's game of political and military maneuvering during the Thirty Years War.	Sixteen Thirty Something rules. Newcomers welcome. 6 players, David Dubin.

**Miniatures Events**

Area	Title	Description	Details
M03	Italy '44	Summer 1944. The breakout from the Gustav Line and the Anzio Beachhead has allowed the Allies to leap up the Italian peninsula. Up until recently the Germans have pretty much been running, but now it appears they are deploying rear guards to slow up the Allied advance. Today's Allied objective is a peaceful valley noted since Roman times for its fine wines. Continues through Sunday Afternoon.	Command Decision Test of Battle 20mm rules. Newcomers welcome. 8 players, Tom Harris.
M11	Battle of Komandori	A small Japanese force of cruisers and destroyers attempt to escort two freighters to the Aleutians. A smaller force of US cruisers and destroyers stand in their way.	Naval Thunder rules. Some general gaming experience preferred. 4 players, Phil Hall.
M13	Death in the Mountains B	25mm old west skirmish. Claim jumping and wild animals; whose gang will survive or escape with the gold or their hunting trophy?	Desperado rules. Newcomers welcome. 6 players, Warren Burrus.
M14	Assault on Christmas! B	The Grinch has recruited the Ice Queen, a laid-off Barney and others to seize the North Pole, destroy Santa's workshop and put a stop to Christmas! Can Santa, with the help of the Sugar-Plum Fairy and Wing Commander Rudolph muster enough loyal forces to stop the evil-doer's nefarious plot?	Chaos on Chronos 28mm rules. Newcomers welcome. 6 players, Steve Massey.
M15	Canvas Eagles	It's Summer of 1917 and the battle still rages in the skies over Europe. Come and fly a Sopwith Camel, Fokker DVII, or a SPAD XIII in a battle to the end.	Canvas Eagles rules. Some general gaming experience preferred. 12 players, Kurt Jeffries.
M17	Snotling Slaughter	It's everyone's favorite festival...The Snotling Slaughter!!! Most kills wins!!! See if you can lead your warband to victory in this small unit miniatures contest.	Divine Battle Lust rules. Some general gaming experience preferred. 6 players, Ryan Whelan.

Area	Title	Description	Details
M18	King's Own B	54mm American Revolutionary War. Easy to learn rules.	Home rules. Younger players welcome. 12 players, Rich Nelson.

### Role-Playing Events

Area	Title	Description	Details
H01	Illinois Greyhawk: Ghost Rider	Adventurers have uncovered a plot to bring the curse of the worm-god Kyuss to Verbobonc. Can they locate the last carrier of the curse before it spreads? The final chapter in the <i>Ghost Story</i> trilogy which began in <i>Ghost Town</i> and continued in <i>Ghost Ship</i> . A D&D 3.5 event for characters of levels 6-10. Players must bring an appropriate level 6-10 Illinois Greyhawk character to the table in order to play.	D&D 3.5 / Illinois Greyhawk rules. High degree of experience with specific game assumed. 6 players, Mike Mistele.
H03	Perils of Blood Bay	Blood Bay: there's no place like it on the Surface or in the Hollow Earth. A seedy port frozen in time where 17th Century pirates swill grog alongside Spanish Conquistadors and Roman Legionaries, where tribal shamans and sinister bokors conjure the voices of the dead, where intrepid relic hunters and soldiers of fortune sell their services to the highest bidder. Nazi agents prowl every dive, shambling mobs of zombies shift cargo on the docks, and Peril lurks in every crooked trash-strewn alley. All materials provided including pregenerated characters. Prizes generously provided by the fine folks at Exile Game Studios.	Hollow Earth Expedition rules. Younger players welcome. 6 players, Joseph Wolf.
ORP	PFS 2-14 The Chasm of Screams	A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7-8 and 10-11). When the Decemvirate sends you to the desolate Mindspin Mountains to retrieve a much-needed alchemical reagent from a hermit known as the Phitonesse of Axioms, you soon find yourself deep in the mythical howling caves commonly referred to as the Chasm of Screams. Can you survive the harsh environment and defeat the demented thralls of the powerful, icy master of the oft-avoided cavern? Or will your cries of pain join the chorus of tormented voices that already echo within the Chasm of Screams?	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 2-EX The Midnight Mauler D	A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4, and 6-7). The Decemvirate sends members of the Pathfinder Society to the former crown jewel of Ustalav's royal courts, the decaying city of Ardis. Tasked by the Society to look into the fate of Absalom's former Master of Blades, Vonran Vilik, what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Can the PCs stop the rampage of the Midnight Mauler before he kills again? A PFS exclusive event that can only be judged by a 4+-star GM or a Venture-Captain.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-01 The Frostfur Captives C	A Pathfinder Society Scenario designed for Levels 1-5. Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but themselves.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-06 Song of the Sea Witch C	A Pathfinder Society Scenario designed for Levels 3-7. When an unlucky historian in Absalom uncovers an infernal book from distant Tian Xia, he unwittingly unleashes a terrible evil into the city--the legions of devils imprisoned within its dusty pages. Only the book's holy counterpart can end the threat, and the Pathfinder Society has been called in to assist. Can the PCs locate and retrieve the key to ending the diabolical invasion of the City at the Center of the World, or will Absalom be drowned in the sea of destruction wrought by the Infernal Incantation?	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-11 The Quest for Perfection II: On Hostile Waters C	A Pathfinder Society Scenario designed for Levels 1-5. With an ancient Iroran relic in hand, you must make a long river voyage to return it to the only person who can reactivate the long-dormant artifact. Whether dangers take the form of goblinoid menaces or the armies of Lingshen, your journey will be anything but a pleasure cruise. Can you survive hostile waters to safely reach your destination, or will you fall victim to the perils of Tian Xia? <i>On Hostile Waters</i> is the second of the three-part <i>Quest for Perfection</i> campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-12 Wonders in the Weave II: The Dog Pharaoh's Tomb C	Pathfinder Society Scenario designed for Levels 5-9. On an isolated demiplane, you explore an Osirian ruin transported from Golarion by a powerful sorcerer centuries ago. Though the Pathfinder Society believes the fruits of your delve to be ripe for the picking, the unnatural landscape surrounding the tomb and a run-in with an unexpected guest make getting out with the treasure a tough task. <i>The Dog Pharaoh's Tomb</i> is the first scenario in the two-part <i>Wonders in the Weave</i> campaign arc. The story concludes in Pathfinder Society Scenario #3-14: Wonders in the Weave-Part II: <i>Snakes in the Fold</i> .	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.

Area	Title	Description	Details
ORP	PFS First Steps II: To Delve the Dungeon Deep B	A Pathfinder Society Scenario designed for 1st level characters. You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

## Session J - Sunday Afternoon

2:00 PM through 6:00 PM

### Board and Card Game Events

Area	Title	Description	Details
M01	Hex Hex XL B	One More Time!!! Hex Hex is a casual card game that is tons of fun. Hot Potato + Simon Says + Jungle Speed. If you missed the Saturday Evening game, this is an excellent chance to experience the chaos that is Hex Hex!	Hex Hex XL rules. Newcomers welcome. 12 players, William Board.
M03	Lancaster	Pre-'War of the Roses' there was Henry V -- you maneuver your knights in service to gain the king's favor. Will that be in fighting the French for their crown or feathering your nest at home? In a short 5 turns a player has many options and few resources to claim the highest honors his king can bestow. Follow up game will be Dominion consisting of Intrigue set with Prosperity, Seaside and Cornucopia.	Lancaster rules. Newcomers welcome. 10 players, James Richards.
M05	Thunderstone B	For ages the vile Doom Knights have sought to gather the remaining Thunderstones to fulfill a prophecy of corruption over the lands. Now the first Thunderstone has been discovered in the Dungeons of Grimhold and the Doom Knights have sent their minions to claim the relic. The Villagers of Barrowsdale gather brave souls to face the dungeon and keep the Thunderstone out of the hands of the Doom Knights. A fantasy deck building game.	Thunderstone with expansions rules. Newcomers welcome. 6 players, Paul Pomykala.
M06	Civilization (continued)	Same ole board game, same ole time slot. Play one of the great ancient civilizations of our past and lead them to become a world power. Expanded game map with expanded advances. <i>Started Sunday Morning, continues through Sunday Afternoon.</i>	Advanced Civilization variant rules. Some general gaming experience preferred. 13 players, Kenneth Vreeman.
M10	RoboRally B	Do the robot dance while you try to win the race without falling into bottomless pits or being shot to pieces by your brother robots. It's a hard (and short) life being a robot.	RoboRally rules. Newcomers welcome. 6 players, Alan Conrad.

### Miniatures Events

Area	Title	Description	Details
M09	Zeppelin Dawn B	It's late June, 1917, and the German Zeppelin L11 is trying to make it home from a night raid over England. Delays in launch, strong headwinds, and mechanical problems have put the Zeppelin far behind schedule. As dawn breaks, the crew is desperately trying to make it back across the lines as the Dawn Patrols of both sides flock to the fight. Will the L11 make it home?	Wings of War rules. Newcomers welcome. 8 players, Rob Whiting.
M13	Aliens	As always Colonial Marines must find the workers on the planet. There are some places in the Universe you don't go alone. Marines look for them in the reactor room . What they find is not good	Leading Edge rules. Newcomers welcome. 6 players, Stanley Arbogast.
M17	Clay-o-Rama	That's right! It's the dragon magazine classic. Create your clay creature and fight other people's clay creatures to see who's the best.	Clay-o-Rama rules. Some general gaming experience preferred. 8 players, Ryan Whelan.

### Role-Playing Events

Area	Title	Description	Details
A01	The Gods Must Be Crazy	Take on the role of a Superhero and help defend Champaign-Urbana! The Greek Gods have possessed local fraternity and sorority members and are wreaking havoc on Champaign-Urbana! It's up to you and your fellow heroes to send the gods back to Olympus before they turn you into Super-gyros!	Mutants and Masterminds 3rd Ed. rules. Newcomers welcome. 6 players, Christopher Fairfield.
A02	Escape From Outbackistan	Thirteen years after the outbreak of a zombie plague, a group of survivors in the Australian outback make one last desperate attempt to escape from earth, or die trying, in a genre mash-up with everything but the kitchen sink.	Hero System: Kazei 5 rules. Some general gaming experience preferred. 5 players, Grady Elliott.
A03	Illinois Greyhawk: Second Dance of Darkness	Adventurers in Verbobonc exposed secret dark elf activity in CY 593, but did they put a stop to it or merely drive it underground for a time? This adventure is a sequel of sorts to VER3-06: <i>Never Read Somebody's Diary</i> . Players must bring an appropriate level 5-10 Illinois Greyhawk character to the table in order to play.	D&D3.5 / Illinois Greyhawk rules. Regular play of specific game assumed. 6 players, Gregg Homerding.
H01	Doom of Dundagel C	Old school megadungeon adventuring in Mythic Cornwall circa 1150 AD. Roll up a character on the spot or bring your own <i>FLAILSNAILS</i> compatible PC.	1981 Basic/Expert Dungeons & Dragons rules. Younger players welcome. 12 players, Jeff Rients.

Area	Title	Description	Details
H03	River of Essaence	While recovering from your previous venture, the silence is broken by violence as primal energies bloom in the sky shaking the ground and charging the air with Essaence, the stuff of magic. In the wake of the storm, a mysterious object of rare wood, glass and arcane alloys falls from the sky and lands in a nearby ravine. Upon inspection a single occupant is found: a wizened old man rendered senseless by his ordeal. Climb aboard, see the ancient wizard to his destination, and reap your reward. All materials provided including pregenerated characters.	High Adventure Roleplay rules. Newcomers welcome. 6 players, Joseph Wolf.
ORP	PFS 3-04 The Kortos Envoy	A Pathfinder Society Scenario designed for Levels 7-11. The centaur tribes of the Isle of Kortos have long been an enigma to the people of Absalom. But the Pathfinder Society needs the help of one of the horsemen's greatest heroes, in it falls to you to negotiate an agreement between the Decemvirate and the centaurs of the plains.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-05 Tide of Twilight C	A Pathfinder Society Scenario designed for Levels 1-5. In researching a recently recovered druidic lorestone, the Pathfinder Society learns of a powerful artifact with the power to turn men into bestial abominations. Amid claims of increased werewolf activity in the region, the PCs travel into the heart of the Verduran Forest to retrieve the valuable relic from a cabal of evil druids believed to currently hold it.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-07 Echoes of the Overwatched D	A Pathfinder Society Scenario designed for Levels 1-5. When a Pathfinder agent working in the famed Blakros Museum in Absalom falls victim to a terrible, ancient evil, it falls to the PCs to hunt down the released terror before it can retrieve a relic of the mad astronomer Ralzeros the Overwatched.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-08 Among the Gods C	A Pathfinder Society Scenario designed for Levels 3-7. The Pathfinder Society sends the PCs to the mountaintop mausoleum and monument known as Antios' Crown in search of a long-lost relic believed to be contained there, but all is not as it seems. Can the Pathfinders survive the denizens of the remote mountain complex and the sinister plot of powerful cultists who plan revenge on the Society that has foiled their plans one too many times?	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS 3-13 The Quest for Perfection III: Defenders of the Nesting Swallow C	A Pathfinder Society Scenario designed for Levels 1-5. Approaching the village of Nesting Swallow, you find it besieged by a gang of bandits. Before your contact in the village will aid you in restoring the Iroran relic that brought you to the isolated town, you must repulse the attackers, using every ounce of strategy you possess to train the villagers, augment their defenses, and ultimately face off against the bandits' charge. <i>Defenders of Nesting Swallow</i> is the final scenario in the three-part <i>The Quest for Perfection</i> campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
ORP	PFS 3-14 Wonders in the Weave II: Snakes in the Fold C	A Pathfinder Society Scenario designed for Levels 5-9. In a world the Pathfinder Society thought theirs for the exploring, you are sent to retrieve a simple relic and find yourself at odds with an entire lizardfolk village. As if that weren't enough, a longtime rival has allied with the lizardfolk, and if not stopped, the Pathfinders' entire operation on the newly discovered demiplane could be in jeopardy. <i>Snakes in the Fold</i> is the second scenario in the two-part <i>Wonders in the Weave</i> campaign arc. Both parts are intended to be played in order.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
ORP	PFS First Steps III: A Vision of Betrayal B	A Pathfinder Society Scenario designed for 1st level characters. Dispatched on an envoy mission overland from Absalom to port city Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

# Convention Map

