

# Winter War 39

*Celebrating our Thirty-Ninth Year of Gaming Excellence!*

*Preregistration Schedule—January 27 – 29, 2012*

*Updated January 2, 2012*

The events listed below are those that are scheduled as of this time, but circumstances may require the alteration of events or even their cancellation before the convention. Please complete the preregistration form completely; especially your ADDRESS and PHONE NUMBER, so we can contact you if there are problems. Forms that are received without payment will be rejected. Refunds will only be given for event cancellations. Photocopied forms are perfectly fine, but we cannot handle preregistration via e-mail. The deadline for preregistration is **SATURDAY, JANUARY 21, 2012**.

## Session A - Friday Afternoon, 2:00 PM through 6:00 PM

### Board and Card Game Events

Title	Description	Details
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.
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. Plaques for top three finishers. 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.
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 with expansions rules. Younger players welcome. 6 players, Paul Pomykala.
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.
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.
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.
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.
Circus Maximus	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.

### Miniatures Events

Title	Description	Details
Battle In The Periphery	Clan Jade Falcon his 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.
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.
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.
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.

<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
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.
<b>Role-Playing Events</b>		
<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
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.
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 rules. High degree of experience with specific game assumed. 8 players, Vernon Vincent.
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.
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.
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.
PFS 3-04 The Kortos Envoy A	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.
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.
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. The Edge of Heaven is the first part of The Quest for Perfection campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

<b>Title</b>	<b>Description</b>	<b>Details</b>
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. The Dog Pharaoh's Tomb is the first scenario in the two-part Wonders in the Weave campaign arc. The story concludes in Pathfinder Society Scenario #3-14: Wonders in the Weave-Part II: Snakes in the Fold.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
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

<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
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.
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.
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. Plaques for top three finishers. 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.
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.
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.
Space Hulk	Up to 8 Space Marine players try to achieve the victory conditions against 2 Genestealer players.	Space Hulk 2nd edition rules. Younger players welcome. 10 players, Kenneth Vreeman.
Formula De A	The Grand Prix is on! Race on a giant 4' x 6' Formula D 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.
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.
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

<b>Title</b>	<b>Description</b>	<b>Details</b>
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 up a full team of 4 is highly encouraged, but forming up at the convention is acceptable. Bring your character sheet to the table at least 1 hour before the event begins for rules validation.	4th Edition D&D rules. Some experience with specific game assumed. 8 players, Andrew Hoskins.

<b>Title</b>	<b>Description</b>	<b>Details</b>
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 Alemda while threatening Ciudad Rodrigo.	Volley and Bayonet Road to Glory 15mm rules. Newcomers welcome. 8 players, Tom Harris.
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.
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.
A Day at Clermont en Argonne	An encounter battle of sorts as elements of the 35th Infantry Div and the 321st Tank Bn, among other Allied Units, advance into the Hamlet of Clermont near Nancy, only to find elements of the 1st SS Panzer Division present as well as other German unit moving through. Command a squad or two of men, and a vehicle or two as the two sides stalk each other through the narrow streets of the Hamlet in search of victory.	Iron Ivan's Disposable Heroes rules. Newcomers welcome. 8 players, Greg Novak.
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.
<b>Role-Playing Events</b>		
<b>Title</b>	<b>Description</b>	<b>Details</b>
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 flailsnails compatible PC ( <a href="http://tinyurl.com/flailsnail">http://tinyurl.com/flailsnail</a> ).	1981 Basic/Expert Dungeons & Dragons rules. Younger players welcome. 12 players, Jeff Rients.
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.
VER8-07: Twilight's Last Gleaming (continued)	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. Started Friday Afternoon, continued through Friday Evening.	D&D 3.5 rules. High degree of experience with specific game assumed. 8 players, Vernon Vincent.
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.
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.
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 Golegenna 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.
PFS 2-14 The Chasm of Screams A	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 Pitoness 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.

<b>Title</b>	<b>Description</b>	<b>Details</b>
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 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.
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.
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.
PFS 3-11 The Quest for Perfection II: On Hostile Waters A	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? On Hostile Waters is the second of the three-part Quest for Perfection campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
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 Pathfinders' entire operation on the newly discovered demiplane could be in jeopardy. Snakes in the Fold is the second scenario in the two-part Wonders in the Weave campaign arc. Both parts are intended to be played in order.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
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

<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
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. We Be Goblins! 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.
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.
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.

## Session D - Saturday Morning, 9:00 AM through 1:00 PM

### Board and Card Game Events

Title	Description	Details
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.
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. Plaques for top three finishers. 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.
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.
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.
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

Title	Description	Details
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.
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.
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.
Gunfight at Dry Gulch	rowdy cowboys, bank robbers, local indians, the law, and the womens temperence committee...what more needs to be said?	Desperado rules. Younger players welcome. 8 players, Tom Reed.
A Mere Matter of Marching	As the 200th Anniversary of the war of 1812 nears, join in this refight of one of the opening battles of that long forgotten war. Either join with the Americans as they march into Canada to liberate it from the heel of the British Despot, or stand with the free men of Upper Canada as they attempt to repel the invading forces from overrunning their fair lands. Either way, the results of this engagement at the sleepy hamlet of Queenstown will impact the fate of two great nations.	Volley and Bayonet Wing Scale rules. Newcomers welcome. 8 players, Greg Novak.
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.
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.

### Role-Playing Events

Title	Description	Details
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.
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 flailsnails compatible PC ( <a href="http://tinyurl.com/flailsnail">http://tinyurl.com/flailsnail</a> ).	1981 Basic/Expert Dungeons & Dragons rules. Younger players welcome. 12 players, Jeff Rients.

<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
Illinois Greyhawk by Robert Dieterle	A sequel to last year's Smoulder. Players must bring an appropriate level 14-18 Illinois Greyhawk character to the table in order to play.	D&D 3.5 / Gregghawk rules. Regular play of specific game assumed. 6 players, Robert Dieterle.
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.
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 discovered 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 Chelixa 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.
PFS 2-14 The Chasm of Screams B	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 Phitoness 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.
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.
PFS 3-05 Tide of Twilight B	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.
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.
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, if 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.
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's 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 a powerful cultists who plans 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.
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.

<b>Title</b>	<b>Description</b>	<b>Details</b>
PFS 3-12 Wonders in the Weave II: 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. The Dog Pharaoh's Tomb is the first scenario in the two-part Wonders in the Weave campaign arc. The story concludes in Pathfinder Society Scenario #3-14: Wonders in the Weave-Part II: Snakes in the Fold.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
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. Defenders of Nesting Swallow is the final scenario in the three-part The Quest for Perfection campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
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

<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
Blind Sniper Annual	Thirty-Third Annual Blind Sniper Tournament. See Information Wall for scenario details. Starts at 4 PM, continues through Saturday Twilight until only one remains standing.	Sniper variant rules. Newcomers welcome. 20 players, Bruce Gletty.
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. Plaques for top three finishers. 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.
Imperial	Six imperial nations vie militarily for 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.
James Ernest Galore	Pick from an assortment of Cheap-ss 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.	Kill Doctor Lucky rules. Younger players welcome. 8 players, Clark Barthel.
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.
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.
Formula De B	The Grand Prix is on! Race on a giant 4' x 6' Formula D 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

<b>Title</b>	<b>Description</b>	<b>Details</b>
Flight Zone	It's Aug. 12, 1943 and General K. R. Lawrence is being transported in a C-47 over France. His aircraft has gone off course and was 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.
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 Tom Harris.
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.

<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
Battle of Kagul	July 17 1770: Allied forces of Knanate of crimea/ottoman Empire commanded by Grand Vizier Ivazzade Halil Pasha and 70,000 troops meet Russian First Army commanded by General Pyotr Rumyantsev 35,000 troops. Can the Russian capture the Ottoman general and his encampment. So pick your side and find out who will win this time.	Blackpowder rules. Some general gaming experience preferred. 8 players, Stanley Arbogast.
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.
Escape from the Lost Island!	A party of Victorian adventurers have come across an uncharted Isle, when their ship exits a strange green fog, somewhere in the south Pacific. They have been amazed to discover many supposedly extinct creatures, but the sudden rumblings & thick smoke issuing from the island's volcano puts an end to their dreams of Fame & Fortune & sends them scurrying back to the beach & 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.
<b>Role-Playing Events</b>		
<b>Title</b>	<b>Description</b>	<b>Details</b>
The Obsidian Sands of Synbrates	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 Expeditionary 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.
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.
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 rules. Newcomers welcome. 8 players, Michael Colleen.
Star Wars: Plasteel Chef of Coruscant	An episode of Plasteel Chef of Coruscant is about to be holo-recorded and your best friend is competing, but there's something strange going on at the studio. Could she be in danger? You've got a bad feeling about this... Play in this popular sci-fi universe with an easy to learn d6 based system. Characters will be pre-generated for this event, but there will be several to choose from.	Silhouette rules. Younger players welcome. 6 players, Andrew Hoskins.
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 Cheliax. 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? Fury of the Fiend is the spiritual sequel of Fingerprints of the Fiend, though the scenarios can be played in any order.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
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.
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.
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.
PFS 3-04 The Kortos Envoy B	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.

<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
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's 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 a powerful cultists who plans 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.
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. The Edge of Heaven is the first part of The Quest for Perfection campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
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.
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. Snakes in the Fold is the second scenario in the two-part Wonders in the Weave campaign arc.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
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

<b>Title</b>	<b>Description</b>	<b>Details</b>
Settlers of Catan Tournament RoboRally A	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. Try a tougher race. Same old problems. It's a hard (and short) life being a robot.	Settlers of Catan rules. Younger players welcome. 16 players, Ken Lewandowski. RoboRally rules. Some experience with specific game assumed. 6 players, Alan Conrad.
Blind Sniper Annual (continued)	Thirty-Third Annual Blind Sniper Tournament. See Information Wall for scenario details. Started at 4 PM, continues through Saturday Twilight until only one remains standing.	Sniper variant rules. Newcomers welcome. 20 players, Bruce Gletty.
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. Plaques for top three finishers. 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.
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.
Formula De C	The Grand Prix is on! Race on a giant 4' x 6' Formula D 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.
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.

<b>Title</b>	<b>Description</b>	<b>Details</b>
Agricola	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.
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.
<b>Miniatures Events</b>		
<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
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.
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 peak 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.
<b>Role-Playing Events</b>		
<b>Title</b>	<b>Description</b>	<b>Details</b>
Jumpers RPG B	Somehow you've survived your time spent in the infinite multiverse thusfar...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.
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.
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.
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.
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? Will run into Saturday Twilight.	Mutant Future rules. Newcomers welcome. 6 players, Adam Thornton.
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.
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. 60 players, Robert Jonquet.

## Session H - Sunday Morning, 9:00 AM through 1:00 PM

### Board and Card Game Events

Title	Description	Details
Imps Vs Puppies: Hissy Fits Tournament	Help test the first expansion to Imps Vs Puppies in this tournament. Using the base cards of Fridays 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.
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. Plaques for top three finishers. 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.
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. Starts Sunday Morning, continues through Sunday Afternoon.	Advanced Civilization variant rules. Some general gaming experience preferred. 13 players, Kenneth Vreeman.
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.
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.
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.

### Miniatures Events

Title	Description	Details
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.
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.
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.
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.
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.
Rolling on a River	Join our group of travelers as they sail down the Chattahoochee River as they attempt to leave the Horrors of the American Civil War behind them. However in this month of March, 1865, law and order is disappearing from the Confederate Heartland, and the steamboat DONNA JANE becomes a prize of war to be fought over by the Confederacy, the Union, and even a group of freebooters who are in the market for what every they can acquire. A continuation of the Adventures of the Widow Sharpe. Game may not start until 10 AM.	Red Badge of Courage rules. Newcomers welcome. 10 players, Greg Novak.

## Role-Playing Events

Title	Description	Details
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 “Ghost Story” trilogy which began in “Ghost Town” and continued in “Ghost Ship”. 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. For more information see <a href="http://www.warhorn.net/winter-war-39-circa/">http://www.warhorn.net/winter-war-39-circa/</a> .	D&D 3.5 rules. High degree of experience with specific game assumed. 6 players, Mike Mistele.
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 zombis shift cargo on the docks, and Peril lurks in every crooked trash-strewn alley. All materials provided including pregenerated characters.	Hollow Earth Expedition rules. Younger players welcome. 6 players, Joseph Wolf.
PFS 2-14 The Chasm of Screams C	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 Phitoness 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.
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.
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.
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.
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? On Hostile Waters is the second of the three-part Quest for Perfection campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
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. The Dog Pharaoh’s Tomb is the first scenario in the two-part Wonders in the Weave campaign arc. The story concludes in Pathfinder Society Scenario #3-14: Wonders in the Weave-Part II: Snakes in the Fold.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
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

Title	Description	Details
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.

<b>Title</b>	<b>Description</b>	<b>Details</b>
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. Started Sunday Morning, continues through Sunday Afternoon.	Advanced Civilization variant rules. Some general gaming experience preferred. 13 players, Kenneth Vreeman.
Lancaster	Pre-'War of the Roses' there was Henry the 5th - you maneuver your knights in service to gain the kings 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.
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.
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.

### Miniatures Events

<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
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.
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.
Rolling on a River (continued)	Join our group of travelers as they sail down the Chattahoochee River as they attempt to leave the Horrors of the American Civil War behind them. However in this month of March, 1865, law and order is disappearing from the Confederate Heartland, and the steamboat DONNA JANE becomes a prize of war to be fought over by the Confederacy, the Union, and even a group of freebooters who are in the market for what every they can acquire. A continuation of the Adventures of the Widow Sharpe. Game started around 10 AM, continues through Sunday Afternoon.	Red Badge of Courage rules. Newcomers welcome. 10 players, Greg Novak.

### Role-Playing Events

<b>Title</b>	<b>Description</b>	<b>Details</b>
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.
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 flailsnails compatible PC ( <a href="http://tinyurl.com/flailsnail">http://tinyurl.com/flailsnail</a> ).	1981 Basic/Expert Dungeons & Dragons rules. Younger players welcome. 12 players, Jeff Rients.
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: Never Read Somebody's Diary. Players must bring an appropriate level 5-10 Illinois Greyhawk character to the table in order to play. More information is available at the CIRCA@Winter War 39 site: <a href="http://warhorn.net/winter-war-39-circa/">http://warhorn.net/winter-war-39-circa/</a> .	D&D3.5 / Gregghawk rules. Regular play of specific game assumed. 6 players, Gregg Homerding.
River of Essence	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. Prize support generously pr	High Adventure Roleplay rules. Newcomers welcome. 6 players, Joseph Wolf.
PFS 3-04 The Kortos Envoy C	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.

Title	Description	Details
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.
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.
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's 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 plans 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.
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. Defenders of Nesting Swallow is the final scenario in the three-part The Quest for Perfection campaign arc. All three chapters are intended to be played in order.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
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. Snakes in the Fold is the second scenario in the two-part Wonders in the Weave campaign arc.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.
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.

## Event Changes and Cancellations

While the Winter War convention staff has gone to great lengths to insure the accuracy of the information in this pre-registration schedule, events may be cancelled or changed. The fastest way to get the most up-to-date information about Winter War is by accessing the Winter War convention website, at: <http://www.winterwar.org>. Changes to the schedule will be posted to our website within 24 hours when possible.

## ASL Weekend Registration

If you are registering for the ASL weekend, the weekend fee listed on the form includes all event fees for playing ASL in EVERY timeslot. If you do register for the ASL weekend and then want to play in a non-ASL event, simply sign up for that additional event on the form and pay the single event fee (\$2 pre-reg, \$3 after January 21, 2012) for that event.

## Judges Information

**Judges (including tournament judges):** When registering, please mark "JUDGE" in the time slots your event is running when you register to insure that we credit you with the discount (50% discount on weekend registration for one event, 100% discount on weekend registration for two or more events). Remember that there is only one judge per event (not tournaments) for discount purposes without prior arrangement. All other individuals participating in event will be considered players. The convention cannot supply materials without prior arrangement.

At the convention, the Staff Coordinators will distribute event registration sheets to judges at the beginning of each session and pick them up at the end. Without the event registration sheet, the Coordinators may declare a judge absent. If there are any problems, notify the Registration Desk. In addition, the ASL events require participants to sign in at the event rooms, and may have additional policies.

**Everyone:** We are always looking for additional events for the final program. Please contact Don McKinney if you are interested in running an event at Winter War via e-mail at [dmckinne@winterwar.org](mailto:dmckinne@winterwar.org).

## Auction Information

**Auction Rules:** All items sold by open voice bidding; declined items may be sold at minimum bid at option of staff. Items to be sold in the auction should be taken to the Auction Room (Grand Prairie), to be handled by members of the auction staff. There is no limit on the number of items an individual may place in the auction for sale, but the 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). Each item must be accompanied by a \$0.50 fee, and must be accompanied by a list of all items being sold and your name. Item forms are available at our website and also will be available at the convention. Buyers and sellers must be registered convention attendees (visitors may not buy or sell in the auction).

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

## Hotel Information

The convention site, the Hawthorn Suites, is conveniently located 4 miles from Willard Airport, 3 miles from Interstate 72, and 3-1/2 miles from Interstate 74, in Champaign, IL. The Champaign Hawthorn is a non-smoking facility. All guest suites come with complimentary hot breakfast buffet, coffee maker, microwave, refrigerator, and complimentary high speed internet access, in addition to full cable TV and pay-per-view movies. Indoor pool and hot tub are available. Special Convention Rates of \$89.99 king/\$99.99 double apply from Thursday night, January 26, 2012 through Sunday night, January 29, 2012. As of 12/15/2011, rooms ARE still available. To get the convention rate, you **MUST** contact the Champaign Hawthorn—the national reservation desk does NOT offer the discount; please mention our group code, "Winter War", when you place your reservations. For more reservation information, please contact the Hawthorn Suites, 101 Trade Centre Dr., Champaign, IL 61820, (217) 398-3400.

**Make sure you let the Hawthorn Suites staff know you are coming to WINTER WAR!**

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

Mailing Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_ Phone #: \_\_\_\_\_

E-Mail Address: \_\_\_\_\_

If you wish to be added to our judges list for Winter War 40 (2013), check here:

**FORMS RECEIVED WITHOUT COMPLETE ADDRESS OR PAYMENT IN FULL WILL BE REJECTED**

- Weekend**  
\$15.00 during Preregistration  
\$19.00 after January 21, 2012
- Any Single Day** \$10.00 **CIRCLE DAY DESIRED**  
Friday (27) Saturday (28) Sunday (29)
- ASL Weekend (ASL ONLY)**  
\$25.00 during Pre-Registration  
\$35.00 after January 21, 2012

**WRITE EVENT TITLES REQUESTED IN TIMESLOTS BELOW**

Each event costs \$2.00 to enter (\$3.00 after January 21, 2012); multiple-round events cost one timeslot fee unless otherwise stated.

- A) Friday Afternoon \_\_\_\_\_
- B) Friday Evening \_\_\_\_\_
- C) Friday Twilight \_\_\_\_\_
- D) Saturday Morning \_\_\_\_\_
- E) Saturday Afternoon \_\_\_\_\_
- F) Saturday Evening \_\_\_\_\_
- G) Saturday Twilight \_\_\_\_\_
- H) Sunday Morning \_\_\_\_\_
- J) Sunday Afternoon \_\_\_\_\_

Total Enclosed: \_\_\_\_\_

**MAKE CHECKS PAYABLE TO: WINTER WAR**

**DEADLINE FOR CONVENTION PRE-REGISTRATION: SATURDAY, JANUARY 21, 2012**

Mail Completed Preregistration Forms to:

**Donald McKinney  
PO Box 1012  
St. Joseph, IL 61873**