

WINTER WAR 42

Celebrating Forty-One Years of Gaming Excellence!

February 6 – 8, 2015

Welcome to our **42nd** 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 yellow (Friday) or blue (Saturday), weekend and Sunday badges are white and convention staff badges are purple. If you have any problems or need assistance, look for someone wearing a purple badge.

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	Adjacent – A
Upper Floor Conference Rooms	Conference – C
Breakfast Room	Breakfast – B
Savoy Conference Room	PFS
Hotel Skyway	ASL

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

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.

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

This schedule reflects the state of the Winter War Convention schedule when it went to press. While we have put as much information into this program as we could, information on any event changes that do occur will be posted on the Information Wall outside the Main Room. In addition, any event special rules will be posted on the Information Wall.

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

AUCTION INFORMATION

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

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

The convention staff reserves the right to limit the number of items an individual may sell in the auction. They also reserve 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 on the Programs and Forms table.

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.

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.

DEALER INFORMATION

Please thank the following dealers for coming to **Winter War 42!**

- Armored Gopher Games, from Urbana, IL.
- Artwork by Elaine, from Champaign, IL
- Gryfalia's Aerie, from Bloomington, IL
- Titan Games, from Champaign, IL
- The Game Room, from Washington, IL
- Dr. G's Brainworks, from Urbana, 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.

The 2015 Winter War Board of Directors is:

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

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

Please thank all the Winter War convention committee members who have worked throughout the year to make this convention possible.

The 2015 Winter War Convention Committee includes:

Brien Martin
Carl Evans
Cody Downes
James Holzhauer
Jim Ferguson
John Pedigo
Michael McKinney
Royce Thigpen
Tom Reed

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

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 Robert Jonquet and his team of judges for their help with our **Pathfinder Society** events to make **Winter War 42** a success!

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

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

FINAL NOTES

Thank you all for coming to our **42nd** Winter War Gaming Convention! We want all of you to come back to Winter War next year – so watch our convention website for more information.

WINTER WAR 43

Champaign, IL
January 29 – 31, 2016
URL: <http://winterwar.org>
E-Mail: 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!

Session A - Friday Afternoon**2:00 PM through 6:00 PM****Board and Card Game Events**

Area	Title	Description	Details
A01	New Games Roundup	Learn/Play some of the hottest news board games from last year. Concordia (5 players-2 hours) will be taught first and then games of Splendor and Istanbul (4 players-1 hour each). There should be time for everyone to play all 3 in the time slot. Concordia-develop cities to acquire goods to build your deck to honor the gods. Splendor - Acquire gem cards to get future discounts for more gem cards and points. First one to 15 wins. Istanbul-move around the marketplace assigning your assistants to get goods to sell/trade for crystals. First one to 5 wins!	Concordia, Splendor, Istanbul rules. Younger players welcome. 9 players, Ken Lewandowski.
M01	Diplomacy - With a Kick	The classic WWI era game of alliances; played with the standard rules, but with a kick to speed up the game.	Diplomacy rules. Some experience with specific game assumed. 7 players, Alan Conrad.
M04	Global Axis & Allies	It's 1942! The world is at war! Germany is knocking at the doors of Moscow and Leningrad! Japan controls the Pacific! The Tri-partite is ready to destroy the free world! For the Allies the future is bleak with only small victories here and there to bolster their morale. As an Axis leader can you finish the job and crush the Allies? As the Allies can you muster enough resources to turn the tide against the tri-partite and be the one to write the history books for our future generations? Buy! Fight! Make the other poor guy die for His country! It's the 1940 Global Axis & Allies board game using the 1942 setup scenario. The game begins Friday Afternoon and continues through Friday Evening.	Axis & Allies 1942 rules. Younger players welcome. 5 players, Robert Roby.
M05	Dominion	Start the weekend with a couple of games of the deck builder that started the craze.	Dominion rules. Newcomers welcome. 8 players, Phil Parker.
M09	Balance Of Power	It is 1815 and the world has been turned upside down. Each Great Power tries to grow by carefully creating and moving Kings, Generals and Bankers as they capture territories and expand their empires to victory and glory.	Balance of Power rules. Younger players welcome. 6 players, John Walther.
M16	Circus Maximus	Racing miniature chariots for the glory of Rome.	Circus Maximus 2nd Ed. rules. Younger players welcome. 16 players, Michael Wilson.
PFS	PFS Pathfinder Adventure Card Game A	Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Each player has a unique character composed of a deck of cards and a set of stats. Roleplayers will find the stats very familiar-characters have classes such as fighter, wizard, and rogue, as well as numbers that define strength, dexterity, intelligence, etc. You'll improve your character by acquiring new items, allies, spells, and weapons as you explore and overcome challenges; over time, you'll be able to customize your deck to better suit your own individual vision of your character.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

Miniatures Events

Area	Title	Description	Details
M03	Battle of Chippewa A	July 5th, 1812: In the morning Maj. Gen. Jacob Brown sent two thousand troops head on to clash with the red coats only a few miles south of Niagara Falls. The audacious Winfield Scott using aggressive offensive tactics met the British and not only stood their ground, but did the unprecedented, and drove them off the field with only equal number of troops with no advantage of terrain. Can you repeat Scott's glory as the American field commander? Or can you change modern history as the British Commander and stem the incursion of American troops in Upper Canada?	Napoleonics simplified rules. Newcomers welcome. 6 players, David Tait.
M13	Incident at Treadwell Tavern A	1759, French and Indian War. French and British scouting parties are both checking the area around Treadwell Tavern on an important trail route. They are likely to clash, and there will be unpleasantness.	Muskets & Tomahawks rules. Some general gaming experience preferred. 8 players, Michael Askins.
M14	12/7/1941	On November 26, 1941, a Japanese task force of seven battleships - Kongo, Hiei, Kirishima, Nagato, Mutsu, Ise, Hyuga, and the newly built super battleship Yamato - departed northern Japan en route to a position southwest of Hawaii, with the intent of commencing naval bombardment to attack Pearl Harbor. The American fleet, caught at anchor and completely off guard will have to come up to steam and meet this force head on.	Naval Thunder rules. Newcomers welcome. 12 players, Brad Trumpinski.

Role-Playing Events

Area	Title	Description	Details
C03	Jadepunk - Vigilance Committee	Protect the disenfranchised of Kausao City. You will fight your way through the streets of the city in an attempt to bring the worst of men to justice. Features character creation using rules based on Fate Accelerated (Roughly 45 Minutes).	Jadepunk: Tales From Kausao City rules. Newcomers welcome. 6 players, Jacob Sweet.
C04	Operation SANTA: The Dystopian Reality of Baby New Year	General John Blitzen and his reindeer Comman-does are the best of the best. Santa is dead. The North Pole is in ruins. Santa's daughter, Victoria, has gone into the Clausrest. Mrs. Claus has disappeared. When all hope seems lost for our cloven-hoofed heroes, when the year is at its darkest, that's when Baby New Year makes his move! No one is safe. Mature Themes.	Operation SANTA rules. Newcomers welcome. 8 players, Christopher Fairfield.
C05	DDEX1-6 The Scroll Thief	Scholars Square is a relatively quiet corner of Phlan, but a series of odd thefts have the headmasters of various schools in the area concerned. The headmasters' pleas for help have gone unanswered by the Black Fist, and the Lord Sage of Phlan decides to reach out to you and your kind to bring those responsible to justice. A four-hour adventure for levels 1-4.	D&D5E rules. Younger players welcome. 6 players, Royce Thigpen.
PFS	PFS 0-24 Decline of Glory A	When the son of a famous Pathfinder gains control of his father's holdings in Taldor, the Pathfinder Society decides to build a new lodge there as a base to explore the many ruins of that crumbling empire. Unfortunately, the Taldan Phalanx has its eye on the holdings and an ancient curse has turned many of the residents into the walking dead. Can you survive the tangled web of Taldor's politics and fight off the echoes of the past or will you, too, see your glory decline? A Pathfinder Society Scenario designed for 1st to 7th level characters.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Rene Duquesnoy.
PFS	PFS 1-50 Fortune's Blight A	You're sent to the wild River Kingdoms to find and kill a green hag who holds the last fragment of a powerful ancient sword called Passion's Edge. Things aren't as simple as they seem: the last creature to control the fabled sword wants it back at any cost, ghosts of the sword's past seek revenge for wrongs committed by former wielders of Passion's Edge, and the Pathfinder Society wants the sword whole again before being returned to Absalom. Madness, murder, and mayhem await you in the River Kingdoms! A Pathfinder Society Scenario designed for 5th to 9th level characters.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Don Shippy.
PFS	PFS 2-06 The Heresy of Man Part 1: The First Heresy A	The First Heresy is the first scenario in The Heresy of Man campaign arc. For more than two millennia, Rahadoum has lived under the Laws of Man that decreed let no man be beholden to a god. This has left the nation devoid of divine healing and magical methods to provide succor to those ravaged by disease or injury. When a new and mysterious plague begins ravaging the coastal villages, you are sent to smuggle a cleric of Sarenrae into the heart of the plague in order to protect a secret Pathfinder research project. A Pathfinder Society Scenario for 5th to 9th level characters.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Jeff Morse.
PFS	PFS 5-08 The Confirmation A	Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Although Confirmation is typically an individual affair, a recently discovered site on the Isle of Kortos serves as a perfect test for initiates but is perhaps too dangerous to handle alone. A Pathfinder Society scenario for level one.	Pathfinder Society rules. Newcomers welcome. 6 players, Ken Keller.
PFS	PFS 5-10 Where Mammoths Dare Not Tread A	Despite several promising developments on the front lines, it's increasingly clear to the Pathfinder Society that fighting its way across the entire Worldwound would prove far more costly than approaching the Sky Citadel Jormurdun from the west. What it might gain in ease of use, the society lacks in an established basecamp, so the PCs must travel to the Realm of the Mammoth Lords to win over the locals and secure a beachhead - all without falling prey to the area's powerful megafauna, savage demons, and relentless barbarian tribes. A Pathfinder Society Scenario designed for levels 7-11.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Alison Ooms.
PFS	PFS 6-02 The Silver Mount Collection A	The esteemed Blakros family - famous for their museum in Absalom - receives a large shipment of artifacts from Numeria but fears that the ever-vigilant Technic League will attack to reclaim its stolen property. When they request the help of Pathfinders to help guard the collection the PCs discover that the Technic League is the least of their worries. A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Eric Ives.
PFS	PFS 6-06 Hall of the Flesheaters A	Shrouded in thick fog, the shifting Gloomspires north of the Shackles have long frustrated explorers. However, a recent discovery by the Pathfinder Society has revealed a brief opportunity to navigate the columns safely and search for the lost treasure of the legendary pirate Sevenfingers. The only problem is that the Pathfinders are not the only visitors to the Gloomspires. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Mike Bohlmann.

Area	Title	Description	Details
PFS	PFS 6-07 Valley of the Veiled Flame A	For years a Pathfinder team has surveyed Qadira's Zho Mountains in an attempt to reconcile its twisting valleys with a series of old maps recovered years ago on the Silken Way. When the team disappears soon after reporting a strange illusory effect in a mountain pass, the Society sends the PCs - funded by an unusual benefactor - to uncover whatever is hidden in those peaks and rescue the agents. A Pathfinder Society Scenario designed for levels 5-9.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Seth Gipson.
PFS	PFS 6-10 The Wounded Wisp A	More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom - and whose prize dates back to the Society's darkest years. The Wounded Wisp is an 'evergreen' replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites. A Pathfinder Society Scenario designed for levels 1-2.	Pathfinder Society rules. Newcomers welcome. 6 players, Megan Jones.
PFS	PFS 6-11 The Slave Master's Mirror A	An elusive enemy of the Society has launched a campaign of espionage and intrigue from Stonespine Island, the homeport of the infamous Okeno pirates. The Society must sneak a team of agents through one of the largest slave markets on the Inner Sea and track the slippery mastermind to her base if they are to successfully capture the villain, and Venture-Captain Ambrus Valsin has just the team of Pathfinders in mind for the task. Can the PCs defeat this remote slave ring without becoming slaves themselves? A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Kristen Gipson.
PFS	PFS 6-12 Scions of the Sky Key, Part 1: On Sharrowsmith's Trail A	Weeks have passed since Venture-Captain Nieford Sharrowsmith departed for the Bandu Hills, and having not heard from him since but learned of an Aspis Consortium expedition bound for the same destination, the Society and local allies have grown worried for the aging explorer's safety. As the PCs travel south on Sharrowsmith's trail, they must track the venture-captain to the ruins he sought while also dealing with the aftermath of his actions. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some general gaming experience preferred. 6 players, Jake Minol.
PFS	PFS 6-13 Of Kirin and Kraken A	When imperial Lung Wa collapsed, it shattered not only the political ties that united the successor states but also the order known as the Way of the Kirin. Today, despite having allied itself with Venture-Captain Amara Li's thriving Lantern Lodge, the Way controls only a handful of its once-extensive web of strongholds. One of its leaders in Kwanlai has decided that it is time for Amara Li to demonstrate her dedication to her allies: by recovering one of the order's most treasured relics lost in the swamps of Wanshou. A Pathfinder Society Scenario designed for levels 7-11.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Harold Ravlin.
PFS	PFS The Silverhex Chronicles A	The Silverhex Chronicles includes six, 30-45 minute mini-adventures that take the PCs to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and the perilous city of Daggermark. Experience the adventures in any order to create a unique story. These Quests are designed for play in Pathfinder Society Organized Play and include a variable chronicle sheet with rewards dependent on how many and which quests you complete.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Chris Ooms.

Session B - Friday Evening

7:00 PM through 11:00 PM

Board and Card Game Events

Area	Title	Description	Details
A01	Settlers of the Stone Age / Settlers of America	Two games guaranteed to play (players switch at the two hour mark to play the other game). Quick Start and Trade rules have been expanded for Settlers of the Stone Age for improved play.	Mayfair rules. Newcomers welcome. 8 players, Elmer Nyberg.
ASL	ASL at Winter War 16	Four rounds of play using the Advanced Squad Leader system by MMP. Players of all experience welcome. Swiss-style scoring system.	Advanced Squad Leader rules. Some experience with specific game assumed. 32 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.

Area	Title	Description	Details
M02	King of... the World???	King of Tokyo has become wildly popular in the last few years. Come find out why! Players get to be mutant monsters who take turns whacking each other in order to become the one and only King of Tokyo. The first person to acquire 20 victory points or eliminate all other monsters (that's a lot of whacking!) wins the prestigious title...and the game. We will play a round or two of Tokyo and then move on to its equally fun and aggressive successor, King of New York. Win a game of each and you will be crowned King of the World (sorry, there is no actual crown).	King of Tokyo, King of New York rules. Younger players welcome. 6 players, Jenn Rients.
M04	Global Axis & Allies (continued)	It's 1942! The world is at war! Germany is knocking at the doors of Moscow and Leningrad! Japan controls the Pacific! The Tri-partite is ready to destroy the free world! For the Allies the future is bleak with only small victories here and there to bolster their morale. As an Axis leader can you finish the job and crush the Allies? As the Allies can you muster enough resources to turn the tide against the tri-partite and be the one to write the history books for our future generations? Buy! Fight! Make the other poor guy die for His country! It's the 1940 Global Axis & Allies board game using the 1942 setup scenario. The game begins Friday Afternoon and continues through Friday Evening.	Axis & Allies 1942 rules. Younger players welcome. 5 players, Robert Roby.
M05	Fly Me to Vegas!	Master the airlines to control the customer base in Air Baron, and then fleece them in the casino you build in Vegas Showdown. Or try not to lose your ticket home, if you play in the other order.	Air Baron / Vegas Showdown rules. Newcomers welcome. 10 players, Phil Parker.
M06	Eclipse	Take control of the galaxy through war, economics and science advances.	Eclipse rules. Some general gaming experience preferred. 6 players, Ken Primer.
M07	Thunder Alley	Draft, bump, and otherwise guide your NASCAR stable of cars through two or three races (on different tracks) to become the top team on the circuit. Team managers have to balance making aggressive moves on the track with the wear that results on the cars that make the big move. Get your cars into a draft line or risk having the locomotive may leave you behind. Make the tough decision on whether or not to pit your cars under the green flag or have them limp along awhile longer while hoping for a yellow to come out. Great new card-driven game from GMT.	Thunder Alley rules. Younger players welcome. 6 players, Jim Ferguson.
M09	Quartermaster General	A card-driven game where you as the quartermaster set up the grand strategic options of the warring nations in WWII. Card play is simple with a few card types but the options covering direct actions by your forces and production to the cunning traps laid with reaction cards.	Quartermaster General rules. Newcomers welcome. 6 players, James Richards.
M14	Warhammer Game of Thrones	It's a normal Game of Thrones, but on the Old World Warhammer map. Players choose between the Empire, Bretonia, Tilea, Kislev, Estella, Dwarves or Orcs. First player to reach the allotted city requirements or most by game end wins.	Game of Thrones rules. Some general gaming experience preferred. 7 players, Kenneth Vreeman.
M15	Formula De: British GP	The Grand Prix is on! Race on a giant 5' x 7' Formula De game board with MicroMachines cars. Trophies will be awarded to the top three finishers in the race. Also, players participating in two or more of the weekend's races (British GP on Friday evening, Monaco on Saturday morning, Belgian GP on Saturday afternoon, and Italian GP on Saturday evening) can compete for the weekend's championship trophy!	Formula De rules. Newcomers welcome. 10 players, Tad Ringo.
PFS	PFS Pathfinder Adventure Card Game B	Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Each player has a unique character composed of a deck of cards and a set of stats. Roleplayers will find the stats very familiar?characters have classes such as fighter, wizard, and rogue, as well as numbers that define strength, dexterity, intelligence, etc. You'll improve your character by acquiring new items, allies, spells, and weapons as you explore and overcome challenges; over time, you'll be able to customize your deck to better suit your own individual vision of your character.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

Miniatures Events

Area	Title	Description	Details
M03	Federation vs Klingons	The Klingons have launched an assault into the Federation. Can the Federation defeat them or will the Klingons destroy the Federation? Colonial Battlefleet is a fast and easy to learn game system designed to support any sci-fi setting.	Colonial Battlefleet rules. Younger players welcome. 6 players, Ronald Ralston.
M08	Bombs Away	Bombers are on their way to hit various targets, can your fighters stop them in time?	Wings of Glory rules. Younger players welcome. 10 players, Bob Starr.
M10	Temple of the Beastmen A	Ten adventurers seek fame, fortune, lost relatives, Martian treasure and glory. In this Victorian era out-of-print GDW sci-fi game from the Space 1889 series. Cards, tiles, miniatures & dice!	Temple of the Beastmen rules. Newcomers welcome. 10 players, Warren Burrus.

Area	Title	Description	Details
M11	Battle Royale!	A Night of fun! Bid on your units and fight for the ultimate win!	Song of Blades and Heroes rules. Newcomers welcome. 8 players, Ryan Whelan.
M12	Cape Helles	June, 1915: British, Commonwealth & French troops had landed on Cape Helles of the Gallipoli Peninsula to help open the Dardanelles, but stalemate settled in. The previous two attempts to break through the Turkish defenses and reach the town of Krithia (and the high ground of Achi Baba) have failed. But this third time is sure to succeed... Divisional size action of supported infantry battalions wrestling in the gullies of Helles.	Square Bashing 2012 (2nd ed of SB) rules. Some general gaming experience preferred. 6 players, Bob Swieringa.
M13	Midnight in the Underhive	Inquisitor Tyrus and his kill team track down his arch-nemesis, the rogue radical inquisitor Thorne, to his secret lab in the Underhive. Can he and his team battle through Thorne's thugs on this 3' high game board to reach his objective?	Necromunda rules. Younger players welcome. 6 players, Dustin Burger.
M16	The Battle of Queenston Heights	The Yanks are coming! It's October 1812 and Ontario beckons. Cross the Niagara with the Yankee hoard or Stand for King and Colony with our Canadian Friends. Either way come fight in the War we all forgot...	Regimental Fire & Fury rules. Newcomers welcome. 6 players, Thomas Wirsing and Chris Trimble.
M17	Miniature Painting Basics	Come learn to paint miniatures with award winning miniature painter Shoshie! She will teach you all the steps to painting a miniature. Get hands on experience learning about shading, highlighting and tools of the trade.	N/A rules. Newcomers welcome. 6 players, Shoshanna Bauer.

Role-Playing Events

Area	Title	Description	Details
A06	Tears of Death	With the defeat of Morgandos, and the destruction of the Orb of Apparations at the Obelisk of Shelok, things should be getting a bit more peaceful. But the Elves don't think so. What do the Elves know that the rest of the world does not?	AD&D 2e rules. Newcomers welcome. 8 players, Daniel Conner.
A09	Terracide: Echoes of War	The Siege of Marathon Free Station is long over, but somewhere in the asteroid colony's darkest tunnels, a mysterious killer is still fighting the war, and veterans of the Battle of Marathon are dying. Station Security never goes down there, except to clean up the mess. And the criminals who hide in the Warrens don't care about a few murdered vets. It's up to the Station's bounty hunters this time, but putting a stop to the bloodshed won't be easy.	Savage Worlds: Terracide rules. Newcomers welcome. 7 players, Grady Elliott.
B01	The Tower of Madness	Come experience Dungeons & Dragons as it was played 20 years BEFORE WotC, raw, deadly and with heroes of average abilities. Memnok the Terrible has locked himself in the top of the dreaded Tower of Madness. Rumor is that he has constructed a sort of arcane doomsday device, and he plans to unleash its power on the kingdom. It's up to you and your fellow adventures to ascend the tower and defeat the evil wizard. Can you survive his gauntlet of traps and deadly obstacles to save the kingdom?	Basic D&D: Rules Cyclopedia rules. Newcomers welcome. 8 players, Scott Smith.
C02	Operation Cave-In	Nowhere, California is not a quiet little town. In the past month, several teenagers were eaten by mutant monsters living in an abandoned mine. The mayor has ordered all mine entrances and caves to be blasted shut. Grab a flashlight, shotgun, and a handful of TNT. A tunnel of terror awaits.	Dark Conspiracy 3 rules. Newcomers welcome. 8 players, Michael Colleen.
C03	Illi-Knights Assemble!	Play as Champaign-Urbana's premier super hero team the Illi-Knights and face their fearsome and fiendish foes.	Supers! Revised Ed. rules. Newcomers welcome. 6 players, Jacob Sweet.
C04	Adventure in the Clouds	Hop aboard a dirigible bound for Her Majesty's Flying Steam City Atlantis, hovering above the Atlantic Ocean like a proud, floating galleon. Here, goggle-eyed tourists stop off on their way to the New World, diplomats cement international relationships...and skullduggery is afoot. Choose a pre-generated character or make your own. Cogs, Cakes & Swordsticks is a game of steampunk adventure designed to be played in the comfort of your favorite teashop and requiring nothing more than your imagination, a pen, napkins, and a sugar cube (should a 6-sided die not be available).	Cogs, Cakes & Swordsticks rules. Younger players welcome. 6 players, Juliet Youngren.
C05	DDEX1-2 Secrets of Sokol Keep	Decades have passed since Sokol Keep was reclaimed, and a small garrison placed there along with a beacon to help guide ships. Now, that beacon has gone dark, and the garrison has disappeared. In Phlan, rumors circulate that something ancient was discovered in the grounds beneath the keep, dating to before the clerics of Tyr built the small fortress. Uncover the secrets of Sokol Keep! A four-hour adventure for levels 1-4.	D&D5E rules. Younger players welcome. 6 players, Royce Thigpen.
PFS	PFS 1-55 The Infernal Vault A	A decade ago, the Decklands family, a house of Chelish nobles, were exiled from Absalom for treason. Their fate made for an interesting story and when a Pathfinder agent in Chelias studying the family's long history and exile from the City at the Center of the World ends up murdered, the Society sends you to the recently discovered Deckland Vaults in Absalom to see what connection their old home might have to your murdered colleague. A Pathfinder Society Scenario designed for 1st to 7th level characters.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Megan Jones.

Area	Title	Description	Details
PFS	PFS 2-07 The Heresy of Man Part 2: Where Dark Things Sleep A	Where Dark Things Sleep is the second scenario in The Heresy of Man campaign arc. When a Pathfinder team in the godless nation of Rahadoun disappears, the Pathfinder Society sends the PCs to investigate. Deep beneath the sands of the small village of Wadi al-Hesr, a long imprisoned evil, responsible in part for the destruction of an ancient empire, now stirs and threatens the entire region with a deadly plague. Can the Pathfinders survive a sinister game of cat-and-mouse and escape with their lives? A Pathfinder Society Scenario designed for 5th to 9th level characters.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Jeff Morse.
PFS	PFS 3-08 Among the Gods A	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 plan revenge on the Society that has foiled their plans one too many times? A Pathfinder Society Scenario designed for Levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Bruce Rabe.
PFS	PFS 5-05 The Elven Entanglement A	Nearly every nation has contributed to the Mendevian Crusade, but few are willing to send additional aid to assist the Pathfinder Society directly. Owed a favor the elves cannot refuse, Pathfinders travel to Kyonin to secure a force of some of the finest demon-hunters in Avistan only to find that the hunters are missing in action. Can the Pathfinders extract the lost elves from the depths of Tanglebriar, or will they become the latest casualties of Treerazer's domain? A Pathfinder Society Scenarios for levels 7-11.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Joe Kirner.
PFS	PFS 5-14 Day of the Demon A	The Blakros family, long an ally of the Pathfinder Society, has come into possession of a manor house in the imperial nation of Cheliox, where a once prominent noble family was known to practice diabolism before the Age of Lost Omens. The Pathfinders' task is simple: clear the abandoned manor of any remaining threats before the Blakroses move in. Unfortunately, the estate hasn't sat empty as long as the Blakroses think it has, and its recent inhabitants were anything but the devil-worshippers who originally built the manor. A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Rene Duquesnoy.
PFS	PFS 6-01 Trial by Machine A	More than a millennium has passed since the machine mage Karamoss's failed siege of Absalom and for years the Pathfinder Society has used the upper reaches of his subterranean siege tower as a training ground for initiates. During a routine drill the once-dormant dungeon springs to life and it will take all the PC's resourcefulness and skill to make it out alive. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, James Holzhauser.
PFS	PFS 6-04 Beacon Below A	Thousands of years ago, a defeated order of Osirian sages sought refuge in the perilous Pillars of the Sun in central Osirian. Until recently they were presumed lost, but recent exploration has uncovered the fortress sanctum they left behind. When the PCs delve into one of its sealed halls, they find the sages' millennia-old projects dormant but not dead. A Pathfinder Society Scenario designed for levels 7-11.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Kate Cecce.
PFS	PFS 6-08 The Segang Expedition A	Rumors of a lost shrine in the Segang Jungle draw the Pathfinder Society's attention, but the prohibitive cost of sending a team into the wilds of Jalmeray threatens to shut down the expedition before it even begins. Fortunately, a wealthy patron has offered to fund the PCs travel expenses in return for their help in his decades-old quest. Can the Pathfinders balance this new obligation with their exploration of the archaeological site? A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Norman Lowrey.
PFS	PFS 6-09 By Way of Bloodcove A	For centuries the city of Bloodcove has controlled access to the invaluable Vanji River, and for nearly as long, the Aspis Consortium has controlled Bloodcove. If the Pathfinder Society is to move the equipment and personnel it needs into the Mwangi Expanse, it needs a reliable means of smuggling resources through this unforgiving settlement operated by its enemies. It's up to the PCs to establish a backdoor through Bloodcove - all without being caught by Aspis agents. A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Jake Minol.
PFS	PFS 6-10 The Wounded Wisp B	More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom - and whose prize dates back to the Society's darkest years. The Wounded Wisp is an 'evergreen' replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites. A Pathfinder Society Scenario designed for levels 1-2.	Pathfinder Society rules. Newcomers welcome. 6 players, David Frahm.

Area	Title	Description	Details
PFS	PFS The Silverhex Chronicles B	The Silverhex Chronicles includes six, 30-45 minute mini-adventures that take the PCs to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and the perilous city of Daggermark. Experience the adventures in any order to create a unique story. These Quests are designed for play in Pathfinder Society Organized Play and include a variable chronicle sheet with rewards dependent on how many and which quests you complete.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.

Session C – Friday Twilight

12:00 AM through 4:00 AM

Role-Playing Events

Area	Title	Description	Details
B01	Tremulus: The Terror of the Void	In Space, everyone will hear you scream. Your choices will seal your fate, as your vessel drifts deep in space. Tremulus is a Horror RPG based off of the increasingly popular Apocalypse World Rules (with dashes of Fiasco and Fate thrown in for good measure). With a focus on storytelling, the play is fast and easy.	Tremulus rules. Newcomers welcome. 8 players, Christopher Fairfield and Matthew Seibert.

Session D - Saturday Morning

9:00 AM through 1:00 PM

Board and Card Game Events

Area	Title	Description	Details
A01	Alhambra	Employ the most talented teams of builders to construct your Alhambra. Hire stonemasons from the north and gardeners from the south, who all want a fair wage and insist on being paid with their native currency. With their help, towers can be constructed, gardens designed, pavilions and mezzanines erected, and manors and royal chambers built. Compete against your opponents to build the greatest and most impressive Alhambra. Will play two separate games Saturday Morning.	Alhambra with Thief's Turn & Treasure Chamber rules. Newcomers welcome. 12 players, Elmer Nyberg.
A03	AEG Grab Bag A	Several AEG games including Trains, Sail to India, Smash Up, Mai Star, and a few more. Players will choose the games they wish to play.	AEG various rules. Newcomers welcome. 4 players, Jeff Wells.
A06	Zombicide!! A	Find weapons, kill zombies. The more zombies you kill, the more skilled you get; the more skilled you get, the more zombies appear. The only way out is zombicide!	Zombicide rules. Newcomers welcome. 6 players, Julie Wells-Metzler.
A08	Lords of Waterdeep with Skullport	A Worker Placement game with both the scoundrels of Skullport and Undermountain expansions. The players send agents throughout the famous city of Waterdeep from the forgotten realms world to recruit adventurers to accomplish missions that only their lord can understand.	Lords of Waterdeep rules. Newcomers welcome. 6 players, James Richards.
A10	Conquest of Nerath	Board Game a Rick/Dungeons and Dragons type game.	Conquest of Nerath rules. Newcomers welcome. 4 players, Robert Weagly.
ASL	ASL at Winter War 16 (continued)	Four rounds of play using the Advanced Squad Leader system by MMP. Players of all experience welcome. Swiss-style scoring system.	Advanced Squad Leader rules. Some experience with specific game assumed. 32 players, Brien Martin.
M13	Lord of The Rings The Big Game	This is a home rules game that is under development for publication. Each power has their own special units and cards and gain resources to use turn after turn to build troops or build intrigue. Think 'Wizard Kings' from Columbia Games but card driven. You can recruit elite troops, wizards and heroes to your cause or search for gold, gems and the 'One Ring'. Start in an alliance or break off on your own for the ultimate power grab. Large 4x6 map and player aids, fun, fast and friendly.	Home rules. Newcomers welcome. 6 players, Jeffrey Lewis.
M14	Warlords of Europe	It's the 12th Century and kingdoms rise and fall throughout Europe. Players will choose a kingdom and try to conquer as much territory and build an empire by game end. But watch out for those Arab and Mongol hordes that try to take over Europe.	Warlords of Europe rules. Younger players welcome. 7 players, Kenneth Vreeman.
M15	Formula De: Monaco GP	The Grand Prix is on! Race on a giant 5' x 7' Formula De game board with MicroMachines cars. Trophies will be awarded to the top three finishers in the race. Also, players participating in two or more of the weekend's races (British GP on Friday evening, Monaco on Saturday morning, Belgian GP on Saturday afternoon, and Italian GP on Saturday evening) can compete for the weekend's championship trophy!	Formula De rules. Newcomers welcome. 10 players, Patrick Ralph.

Area	Title	Description	Details
M16	Kingmaker on the Big Board	Avalon Hill's classic game of The War of the Roses with the variants and a few House Rules added in all on a 4' x 6' board with painted miniatures. Players are encouraged to role play during the game and especially in parliamentary sessions.	Kingmaker rules. Newcomers welcome. 7 players, John Satterfield.
PFS	PFS Pathfinder Adventure Card Game C	Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Each player has a unique character composed of a deck of cards and a set of stats. Roleplayers will find the stats very familiar?characters have classes such as fighter, wizard, and rogue, as well as numbers that define strength, dexterity, intelligence, etc. You'll improve your character by acquiring new items, allies, spells, and weapons as you explore and overcome challenges; over time, you'll be able to customize your deck to better suit your own individual vision of your character.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

Miniatures Events

Area	Title	Description	Details
M01	X-Wing 100pt tournament	Break out your starfighters and test your skills. 100 point builds will be used and standard FFG X-wing Miniatures tournament rules will govern this tournament.	Standard FFG X-Wing rules. Some experience with specific game assumed. 32 players, Nick Jones.
M03	A Wolf has come Down from the North	Vasyl and his Koborlas troops have come to Taltos tracking a group of Overlords. The village they have come to appears to be deserted but is it? Players will control one of several factions as they explore the town and learn its secrets. Warlord is an easy to learn fantasy skirmish game materials will be provided.	Warlord 2nd Ed. rules. Newcomers welcome. 6 players, Ronald Ralston.
M04	Battle of Chippewa B	July 5th, 1812: In the morning Maj. Gen. Jacob Brown sent two thousand troops head on to clash with the red coats only a few miles south of Niagara Falls. The audacious Winfield Scott using aggressive offensive tactics met the British and not only stood their ground, but did the unprecedented, and drove them off the field with only equal number of troops with no advantage of terrain. Can you repeat Scott's glory as the American field commander? Or can you change modern history as the British Commander and stem the incursion of American troops in Upper Canada?	Napoleonics simplified rules. Newcomers welcome. 6 players, David Tait.
M06	Marines vs Zombies A	25mm skirmish City Fight. It has been 5 days since the Zombie outbreak. Radio message from a group of survivor was received. You and other marines are being sent in to rescue them. The helicopter is waiting. You have guns and lot of ammo. Kill lots of zombies and rescue the survivors. NO skulking and hiding in alleys. Freeform rules. Each person decides what they want to do.	The Dead Walk Again rules. Newcomers welcome. 9 players, Carl Vandevender.
M07	Russian Assault in the North A	After a successful initial attack, the Russians follow up with continued pressure to cripple the French Allies before additional forces can arrive. The Russians have MASS, but the French Allies have good terrain. Tactics and leadership will decide the day.	Bonaparte rules. Some general gaming experience preferred. 8 players, Mark Johnson.
M08	Army Men vs. Army Men	On the planet Gammon, the tan army has launched an attack on a rebel outpost, by using an AT-AT to destroy the shield generator. Lord Venom and the rest of the tan army will commence their attack when the shields are down. Meanwhile, the rebel green army is trying to hold them off until they can evacuate from the surface. One of the transports is the Millennium Falcon and they're having engine problems. Can the AT-AT destroy the shield generator? Will the rebel green army evacuate in time? Will the Millennium Falcon get off the ground?	Home rules. Newcomers welcome. 10 players, Kurt Jeffries.
M09	Going on a Sunday Drive A	Want to go for a Sunday Drive into the Waste? What could be more fun than fast cars with guns? We will be playing a variety of fast paced scenarios with these easy to learn vehicle combat rules.	Axles & Alloys 2 rules. Newcomers welcome. 8 players, Dean Spitz.
M11	Castle of the Dead	Six mighty armies march upon a large castle across various fantastical terrain, but the castle is not unoccupied. The dead have set up a strong position in the keep, and they must be expelled. But only one can claim the castle once the dead are done. Fight with factions spanning time and space in this epic game of Heroscape.	Heroscape Master Set 3ed. rules. Younger players welcome. 6 players, Andrew Taylor.
M12	To Capture a Leviathan	Armored Landships, while a Terror of the Battlefield, were notoriously mechanically unreliable. If a General was lucky 50% of his Landships actually made it into battle. Broke down and abandoned Landships were often captured and used by the other side (more often with the South than the North, Confederate Landships were even less reliable the Yankee ones). A Union Leviathan, the USLS Union, has broken down and been captured by the Confederates. A force of Union soldiers has made it around the lines to recapture or destroy the USLS Union. Can the Confederates hold off the Northern raiders, until help arrives, or will the Union recover or destroy their own Leviathan.	GASLIGHT rules. Some general gaming experience preferred. 6 players, Bill Pixley.

Role-Playing Events

Area	Title	Description	Details
A04	Elementary Watson	Role-playing game set in Victorian London. Your client has been arrested by Inspector Lestrade. Can you find the real culprit?	Elementary Watson rules. Younger players welcome. 12 players, Michael Wilson.
A05	Super Magical Fighter Girls Plus	Your city is under attack by strange creatures that seem to thrive off of eating the life energy of the common people! But you aren't common. In fact, you're far from it and have been ever since you made that contract with the strange creature who granted you amazing magical powers in exchange for a promise to fight back against the beings that are terrifying your world. That's all well and good, but these powers also have side-effects that threaten to disrupt your normal, everyday high school life as well. Whatever is a Magical Girl to do?	Magical Burst 4.0 rules. Newcomers welcome. 6 players, Royce Thigpen.
A07	DDEX1-4 Dues for the Dead	Dungeons & Dragons Adventurer's League Expeditions - For years, the Most Solemn Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance. A four-hour adventure for levels 1-4. Pre-gens available.	D&D5E rules. Younger players welcome. 6 players, Christopher James.
A09	The Heart of Darkstone Forest	Come experience Dungeons & Dragons as it was played 20 years BEFORE WotC, raw, deadly and with heroes of average abilities. Deep in the heart of Darkstone Forest lies the fabled Sunwell, a source of magical energy that feeds the land. But something terrible has happened to the Sunwell, and it is now a source of poison and evil. It's up to you and your fellow adventurers to enter the forest, survive its perils, and save the Sunwell. The problem is, no one in the party has a map or any idea where it is.	Basic D&D: Rules Cyclopedia rules. Newcomers welcome. 8 players, Scott Smith.
C02	The Zeppelin That Time Forgot!	The year is 1942, and the action begins on the German airship, Nachtflodermaus, but not all of the 'passengers' are German...	Savage Worlds rules. Newcomers welcome. 6 players, Dave Hoover.
C03	Fort Norris Part 1	Fort Norris is a closed Army base that sits in the middle of the dessert. It was whispered that the Nuclear Biological Chemical lab was used for secret projects. Your job is to enter the base during a massive storm and break into bunker number 6. Grab hard drives, samples and get out.	Dark Conspiracy 3 rules. Newcomers welcome. 8 players, Michael Colleen.
C04	D&D 5th Edition Homebrew A	A game of High Adventure! Come be a part of one of Joshua Sawlaw's 5th Edition D&D Sessions - Taking place in a homebrew world where you will have the chance to play a character at 3rd, 8th, and 14th levels! Come to each event and follow your character through all three adventures as a story arc, OR feel free to treat each adventure as a stand-alone chance to play!	D&D5E rules. Some general gaming experience preferred. 8 players, Joshua Sawlaw.
C05	Gregghawk 600s Part 3	Getting into the Underdark was the easy part. 'Escape From Erelhei-Cinlu' is continuation of last year's Gregghawk 600s event 'Spiders in the Moathouse'. This event continues in Gregghawk 600s Part 4 on Saturday afternoon.	Illinois Greyhawk rules. High degree of experience with specific game assumed. 6 players, Gregg Homering.
PFS	PFS 0-01 Silent Tide A	When strange reports of misty undead spread through Absalom, you and your fellow Pathfinders are dispatched to the half-drowned district of Puddles. Notoriously rough, the drooling addicts, flesh panderers, and quick-handed knifers of Puddles are the least of your worries. The night's tide brings with it an ancient armada of some long-forgotten war and you are the only thing between their mist-shrouded ghost fleet and Absalom's utter oblivion. A Pathfinder Society Scenario designed for 1st to 5th level characters.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Bruce Rabe.
PFS	PFS 0-24 Decline of Glory B	When the son of a famous Pathfinder gains control of his father's holdings in Taldor, the Pathfinder Society decides to build a new lodge there as a base to explore the many ruins of that crumbling empire. Unfortunately, the Taldan Phalanx has its eye on the holdings and an ancient curse has turned many of the residents into the walking dead. Can you survive the tangled web of Taldor's politics and fight off the echoes of the past or will you, too, see your glory decline? A Pathfinder Society Scenario designed for 1st to 7th level characters.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Don Shippy.
PFS	PFS 1-56 The Jester's Fraud A	Life in Taldor is fraught with peril, especially for the crumbling noble houses of the Taldan countryside. One such house has fallen on hard times and informed the Pathfinder Society that, in exchange for a small sum of money, they'd be willing to part with a treasure trove of lore about Qadira's Grand Campaign, the 300-year invasion of Taldor. Things quickly turn for the worse and instead of evaluating a few scraps of historical paper, you must instead retrieve one of the most dangerous artifacts in the empire. A Pathfinder Society Scenario designed for 5th to 9th level characters.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Seth Gipson.

Area	Title	Description	Details
PFS	PFS 2-09 The Heresy of Man Part 3: Beneath Forgotten Sands A	Beneath Forgotten Sands is the final scenario in The Heresy of Man campaign arc. Beneath the desolate deserts of godless Rahadoum, the Pathfinder Society races against time to beat the traitorous Shadow Lodge to an ancient Jistkan citadel. But their rivals aren't the only obstacle in the PCs' way: the long-lost ruins teem with terrible outsiders set on manipulation and destruction, including a self-proclaimed avatar of the div god Ahriman. Beneath Forgotten Sands brings the three-part Heresy of Man series to a stunning conclusion. A Pathfinder Society Scenario for 5th to 9th level characters.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Jeff Morse.
PFS	PFS 5-05 The Elven Entanglement B	Nearly every nation has contributed to the Mendevian Crusade, but few are willing to send additional aid to assist the Pathfinder Society directly. Owed a favor the elves cannot refuse, Pathfinders travel to Kyonin to secure a force of some of the finest demon-hunters in Avistan only to find that the hunters are missing in action. Can the Pathfinders extract the lost elves from the depths of Tanglebriar, or will they become the latest casualties of Treerazer's domain? A Pathfinder Society Scenarios for levels 7-11.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Joe Kirner.
PFS	PFS 6-02 The Silver Mount Collection B	The esteemed Blakros family - famous for their museum in Absalom - receives a large shipment of artifacts from Numeria but fears that the ever-vigilant Technic League will attack to reclaim its stolen property. When they request the help of Pathfinders to help guard the collection the PCs discover that the Technic League is the least of their worries. A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Eric Ives.
PFS	PFS 6-05 Slave Ships of Absalom A	The metropolis of Absalom promotes commerce in its many forms, and although slavery is legal, it is increasingly common for citizens to frown on the institution. The practice becomes more questionable when an ally of the Pathfinder Society traces an attempt at supernatural surveillance through a slave. Sent as independent sleuths, the PCs must track down the source of this espionage, which takes them deep into underbelly of one of Absalom's darkest industries. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Eric Jackson.
PFS	PFS 6-06 Hall of the Flesheaters B	Shrouded in thick fog, the shifting Gloomspires north of the Shackles have long frustrated explorers. However, a recent discovery by the Pathfinder Society has revealed a brief opportunity to navigate the columns safely and search for the lost treasure of the legendary pirate Sevenfingers. The only problem is that the Pathfinders are not the only visitors to the Gloomspires. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Mike Bohlmann.
PFS	PFS 6-07 Valley of the Veiled Flame B	For years a Pathfinder team has surveyed Qadira's Zho Mountains in an attempt to reconcile its twisting valleys with a series of old maps recovered years ago on the Silken Way. When the team disappears soon after reporting a strange illusory effect in a mountain pass, the Society sends the PCs - funded by an unusual benefactor - to uncover whatever is hidden in those peaks and rescue the agents. A Pathfinder Society Scenario designed for levels 5-9.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Chris Rathunde.
PFS	PFS 6-10 The Wounded Wisp C	More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom - and whose prize dates back to the Society's darkest years. The Wounded Wisp is an 'evergreen' replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites. A Pathfinder Society Scenario designed for levels 1-2.	Pathfinder Society rules. Newcomers welcome. 6 players, Alison Ooms.
PFS	PFS 6-11 The Slave Master's Mirror B	An elusive enemy of the Society has launched a campaign of espionage and intrigue from Stonespine Island, the homeport of the infamous Okeno pirates. The Society must sneak a team of agents through one of the largest slave markets on the Inner Sea and track the slippery mastermind to her base if they are to successfully capture the villain, and Venture-Captain Ambrus Valsin has just the team of Pathfinders in mind for the task. Can the PCs defeat this remote slave ring without becoming slaves themselves? A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Kristen Gipson.
PFS	PFS 6-12 Scions of the Sky Key, Part 1: On Sharrowsmith's Trail B	Weeks have passed since Venture-Captain Nieford Sharrowsmith departed for the Bandu Hills, and having not heard from him since but learned of an Aspis Consortium expedition bound for the same destination, the Society and local allies have grown worried for the aging explorer's safety. As the PCs travel south on Sharrowsmith's trail, they must track the venture-captain to the ruins he sought while also dealing with the aftermath of his actions. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some general gaming experience preferred. 6 players, Harold Ravlin.

Area	Title	Description	Details
PFS	PFS 6-13 Of Kirin and Kraken B	When imperial Lung Wa collapsed, it shattered not only the political ties that united the successor states but also the order known as the Way of the Kirin. Today, despite having allied itself with Venture-Captain Amara Li's thriving Lantern Lodge, the Way controls only a handful of its once-extensive web of strongholds. One of its leaders in Kwanlai has decided that it is time for Amara Li to demonstrate her dedication to her allies: by recovering one of the order's most treasured relics lost in the swamps of Wanshou. A Pathfinder Society Scenario designed for levels 7-11.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, James Holzhauer.
PFS	PFS The Silverhex Chronicles C	The Silverhex Chronicles includes six, 30-45 minute mini-adventures that take the PCs to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and the perilous city of Daggermark. Experience the adventures in any order to create a unique story. These Quests are designed for play in Pathfinder Society Organized Play and include a variable chronicle sheet with rewards dependent on how many and which quests you complete.	Pathfinder Society rules. Some experience with specific game assumed. 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	Warfighter: The Tactical Special Forces Card Game	A cooperative game in which players buy their soldiers, weapons, skills, and equipment. Then the team attempts to complete the mission given to them by moving through various terrain cards to reach the objective. Each terrain card has varying numbers of hostiles present and a cost to enter the terrain. Eliminating hostiles can give the players XP points, which can be used later to upgun certain action cards. Game will be played using painted metal figs for the U.S. soldiers. If 4 - 6 players sign up, I will run 2 games of Warfighter at the same time (I have 2 copies of the game).	Standard (w/ a few added cards from Expansion 1) rules. Newcomers welcome. 6 players, Don T Botkin.
A03	AEG Grab Bag B	Several AEG games including Trains, Sail to India, Smash Up, Mai Star, and a few more. Players will choose the games they wish to play.	AEG various rules. Newcomers welcome. 4 players, Jeff Wells.
A05	Caverna	Similar to Agricola (many people think better) - use your Dwarves to develop your cave/meadows to earn resources and furnish your rooms.	Caverna rules. Newcomers welcome. 6 players, Ken Lewandowski.
A06	Zombicide!! B	Find weapons, kill zombies. The more zombies you kill, the more skilled you get; the more skilled you get, the more zombies appear. The only way out is zombicide!	Zombicide rules. Newcomers welcome. 6 players, Julie Wells-Metzler.
A09	Thirty-Fifth Annual Blind Sniper Tournament	See Information Wall for scenario details. Starts at 4 PM Saturday Afternoon, continues through Saturday Twilight until only one remains standing.	Sniper modified rules. Newcomers welcome. 20 players, Bruce Gletty.
ASL	ASL at Winter War 16 (continued)	Four rounds of play using the Advanced Squad Leader system by MMP. Players of all experience welcome. Swiss-style scoring system.	Advanced Squad Leader rules. Some experience with specific game assumed. 32 players, Brien Martin.
M14	Battle of Prokhorovka	WW2 Eastern front. Southern flank of the Battle of Kursk. 3 SS Panzer Grenadier divisions try to break through the Soviet 5th Guards Tank Corp. Using Breakthrough rules.	Memoir 44 rules. Some experience with specific game assumed. 6 players, Kenneth Vreeman.
M15	Formula De: Belgian GP	The Grand Prix is on! Race on a giant 5' x 7' Formula De game board with MicroMachines cars. Trophies will be awarded to the top three finishers in the race. Also, players participating in two or more of the weekend's races (British GP on Friday evening, Monaco on Saturday morning, Belgian GP on Saturday afternoon, and Italian GP on Saturday evening) can compete for the weekend's championship trophy!	Formula De rules. Newcomers welcome. 10 players, Tad Ringo.
M18	George's Giant 3-D Robo Rally	It's RoboRally played on a huge 3-D grid 14 squares long x 5 squares wide x 6 squares high. Robots can move up and down as well as normally. Robots shoot forward and down. 3-D conveyer belts circle black and white holes. All is run with a special deck of cards.	RoboRally rules. Younger players welcome. 8 players, George Marino.

Collectible Card Game Events

Area	Title	Description	Details
B01	Battlegrounds of the Sentinels	Baron Blade's Lunar Impulsion Beam threatens the Earth! Unstoppable crime wave brings the Rook City Police Department to its knees! Mysterious Aliens assault Megalopolis! Can Legacy, The Wraith, Absolute Zero, and the rest of the Sentinels of the Multiverse protect us from these villainous threats? That will be up to you in this four-color action-packed cooperative card game. We will be running multiple games with one set of cards including all current expansions, so come and take the role of your favorite hero before someone else does.	Sentinels of the Multiverse rules. Newcomers welcome. 12 players, Brian Snowden.
B02	Harry Potter: The Card Game Mini-Tournament	Do you like to have fun? Of course you do. Come take a spot in the Harry Potter Trading Card Game Tournament. We provide the cards if you need them. Easy to learn and fun if you've never played!	Harry Potter Trading Card Game rules. Newcomers welcome. 12 players, Ryan Whelan.

Miniatures Events

Area	Title	Description	Details
M01	X-Wing 100pt Tournament (continued)	Break out your starfighters and test your skills. 100 point builds will be used and standard FFG X-wing Miniatures tournament rules will govern this tournament.	Standard FFG X-Wing rules. Some experience with specific game assumed. 32 players, Nick Jones.
M03	A Wolf has come Down from the North (continued)	Vasyl and his Koborlas troops have come to Taltos tracking a group of Overlords. The village they have come to appears to be deserted but is it? Players will control one of several factions as they explore the town and learn its secrets. Warlord is an easy to learn fantasy skirmish game materials will be provided.	Warlord 2nd Ed. rules. Newcomers welcome. 6 players, Ronald Ralston.
M04	The Battle of Mollwitz: 1742 Prussian vs Austrians	1742, Silesian War: Frederick the Great battles the Austrians at Mollwitz. It was Frederick's first major battle.	Black Powder rules. Some general gaming experience preferred. 6 players, Stanley Arbogast.
M06	Marines vs Zombies B	25mm Skirmish City fight. It is 5 days after the Zombie Outbreak. Your base has received a radio message from a group of survivors. You and a group of fellow marines have been picked to rescue them. The helicopter is waiting. Go in, Kill lots of Zombies and Rescue the Survivors. You have guns and lots of Ammo. No hiding and skulking around in Alleys. Freeform rules. Each person decides what they want to do.	The Dead Walk Again rules. Newcomers welcome. 9 players, Carl Vandevender.
M07	Russian Assault in the North B	After a successful initial attack, the Russians follow up with continued pressure to cripple the French Allies before additional forces can arrive. The Russians have MASS, but the French Allies have good terrain. Tactics and leadership will decide the day.	Bonaparte rules. Some general gaming experience preferred. 8 players, Mark Johnson.
M08	Pirates & Skeletons A	Inspired by Army Men vs. Army Men; A new game where pirates and skeletons conduct ship to ship combat with boarding party action in an attempt to steal treasures from one another, while also digging up treasures on islands and improving the quality of their ships. Come and sail the high seas in an attempt to bank the most gold at Pirates Cove to win the game.	Home rules. Newcomers welcome. 8 players, Kurt Jeffries.
M09	Going on a Sunday Drive B	Want to go for a Sunday Drive into the Waste? What could be more fun than fast cars with guns? We will be playing a variety of fast paced scenarios with these easy to learn vehicle combat rules.	Axles & Alloys 2 rules. Newcomers welcome. 8 players, Dean Spitz.
M10	Incident at Treadwell Tavern B	1759, French and Indian War. French and British scouting parties are both checking the area around Treadwell Tavern on an important trail route. They are likely to clash, and there will be unpleasantness.	Muskets & Tomahawks rules. Some general gaming experience preferred. 8 players, Michael Askins.
M11	Heroscape Battle Royale	Six 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. Allies are enemies and enemies allies in this massive game of Heroscape.	Heroscape Master Set 3ed. rules. Younger players welcome. 6 players, Andrew Taylor.
M12	All is Not Quiet on the Eastern Front A	Join us in fighting two separate WW2 battles on Russia's hellacious Eastern Front (Berlin Saturday Afternoon and Kursk Saturday Evening). Easy to learn, fast paced and enjoyable Kameraden rules for 12mm miniatures.	Kameraden rules. Newcomers welcome. 6 players, Tony Guido.
M13	Astro Smash	A free for all every man for himself battle with escalating difficulty.	Silent Death rules. Younger players welcome. 10 players, Bob Starr.
M16	Charge of the Panthers!	Arracourt, France September 1944. As Third Army rumbles to a halt the Krauts sally forth to blunt the American drive. Join us as the 113th Panzer Brigade collides with CCA of the 4th Armored. Panzers and Panthers and Hellcats! Oh, my!	Rapid Fire 2nd Ed. rules. Newcomers welcome. 8 players, Chris Trimble and Thomas Wirsing.

Area	Title	Description	Details
M17	Miniature Painting - Studio Hour	Bring your miniatures and brushes and get tips and tutorials on how to make your miniatures look great with Shoshie. Shoshie will have paints available but you should plan on bringing your own miniatures and brushes. Get advice and explanation of techniques in order to improve your mini painting skills!	N/A rules. Newcomers welcome. 12 players, Shoshanna Bauer.

Role-Playing Events

Area	Title	Description	Details
A04	DDEX1-5 The Courting of Fire	Dungeons & Dragons Adventurer's League Expeditions - An exiled cultist and his kobold minions are spotted searching long-forgotten ruins in the Dragonspire Mountains. Rumors say he looks for a precious gift to give to a fearsome dragon that dwells there. What he hopes to attain with his gift is unknown, but can't be good for the citizens of Phlan. A four-hour adventure for levels 1-4. Pre-Gens available.	D&D5E rules. Younger players welcome. 6 players, Christopher James.
B03	Zombies vs Plants	In a mad world, your peaceful village of zombies is a haven of peace and tranquility - but the peace is shattered as rogue plants, seeking nutrients in your decaying flesh, attack. Can you save your home?	Gamma World 7th ed rules. Newcomers welcome. 8 players, Josh Medin.
C02	To the Aid of Falx	For decades the silver dragon, Falx, has protected nearby lands from the dark powers residing in a network of nearby caves. But, the dragon recently discovered the powers lurking therein have stolen five potions of silver dragon control. Now it is Falx's turn to call for aid. Can a party of adventurers act quickly enough to find and destroy the potions before sundown? This is a classic AD&D tournament module. Pre-generated characters of levels 5 - 9 will be provided.	AD&D 1e / OSRIC rules. Some experience with specific game assumed. 8 players, Alex Riedel.
C03	Fort Norris Part 2	Your job started out transporting Top Secret material to a civilian lab. During the drive your team is ordered to investigate a break-in at a closed Army base. You are the closest response team. Fort Norris sits in the middle of the desert. It was whispered that the Nuclear Biological Chemical lab was used for secret projects.	Dark Conspiracy 3 rules. Newcomers welcome. 8 players, Michael Colleen.
C04	D&D 5th Edition Homebrew B	A game of High Adventure! Come be a part of one of Joshua Sawlaw's 5th Edition D&D Sessions - Taking place in a homebrew world where you will have the chance to play a character at 3rd, 8th, and 14th levels! Come to each event and follow your character through all three adventures as a story arc, OR feel free to treat each adventure as a stand-alone chance to play!	D&D5E rules. Some general gaming experience preferred. 8 players, Joshua Sawlaw.
C05	Gregghawk 600s Part 4	Getting into the Underdark was the easy part. 'Escape From Erelhei-Cinlu' is continuation of last year's Gregghawk 600s event 'Spiders in the Moathouse'. This event continues from Gregghawk 600s Part 3 on Saturday morning.	Illinois Greyhawk rules. High degree of experience with specific game assumed. 6 players, Gregg Homerding.
PFS	PFS 6-00 Legacy of the Stonelords *SPECIAL*	At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within. If they succeed, the Pathfinders may discover that the greatest prize is not the mountain fortress itself but the treasure that lies at its heart. The adventure concludes Season 5, Year of the Demon. A Pathfinder Society Scenario designed for levels 1-11.	Pathfinder Society rules. Some experience with specific game assumed. 60 players, Robert Jonquet.
PFS	PFS 6-03 The Technic Siege A	When the Pathfinder Society acquires a copy of A Thread of Silver, a written survey of some of Numeria's most closely guarded sites, the Technic League dispatches its own agents to the Pathfinder lodge in Nantambu to recover the text and make an example of those who would investigate Numeria's otherworldly secrets. Can the PCs prevent the League from stealing this valuable tome and destroying the Society's foothold in the Mwangi Expanse? A Pathfinder Society Scenario designed for levels 5-9.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Bruce Rabe.
PFS	PFS 6-04 Beacon Below B	Thousands of years ago, a defeated order of Osirian sages sought refuge in the perilous Pillars of the Sun in central Osirian. Until recently they were presumed lost, but recent exploration has uncovered the fortress sanctum they left behind. When the PCs delve into one of its sealed halls, they find the sages' millennia-old projects dormant but not dead. A Pathfinder Society Scenario designed for levels 7-11.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Seth Brummond.
PFS	PFS 6-10 The Wounded Wisp D	More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom - and whose prize dates back to the Society's darkest years. The Wounded Wisp is an 'evergreen' replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites. A Pathfinder Society Scenario designed for levels 1-2.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Churchwell.

Area	Title	Description	Details
PFS	PFS 6-11 The Slave Master's Mirror C	An elusive enemy of the Society has launched a campaign of espionage and intrigue from Stonespine Island, the homeport of the infamous Okeno pirates. The Society must sneak a team of agents through one of the largest slave markets on the Inner Sea and track the slippery mastermind to her base if they are to successfully capture the villain, and Venture-Captain Ambrus Valsin has just the team of Pathfinders in mind for the task. Can the PCs defeat this remote slave ring without becoming slaves themselves? A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, James Holzhauser.
PFS	PFS 6-12 Scions of the Sky Key, Part 1: On Sharrowsmith's Trail C	Weeks have passed since Venture-Captain Nieford Sharrowsmith departed for the Bandu Hills, and having not heard from him since but learned of an Aspis Consortium expedition bound for the same destination, the Society and local allies have grown worried for the aging explorer's safety. As the PCs travel south on Sharrowsmith's trail, they must track the venture-captain to the ruins he sought while also dealing with the aftermath of his actions. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some general gaming experience preferred. 6 players, Royce Thigpen.

Session F - Saturday Evening

8:00 PM through 12:00 AM

Board and Card Game Events

Area	Title	Description	Details
A03	Settlers of Catan Tournament	Individual players vie for control of the island of Catan, using Resource Start and Knight's Choice options. Top two point winners of each game play against each other, losers battle for consolation round; all players will play three games during the event, total score for all games determines winners.	Mayfair rules. Some experience with specific game assumed. 20 players, Elmer Nyberg.
A08	RoboRally A	Try a tougher race. Same old problems. It's a hard (and short) life being a robot.	RoboRally rules. Younger players welcome. 6 players, Alan Conrad.
A09	Thirty-Fifth Annual Blind Sniper Tournament (continued)	See Information Wall for scenario details. Starts at 4 PM Saturday Afternoon, continues through Saturday Twilight until only one remains standing.	Sniper modified rules. Newcomers welcome. 20 players, Bruce Gletty.
ASL	ASL at Winter War 16 (continued)	Four rounds of play using the Advanced Squad Leader system by MMP. Players of all experience welcome. Swiss-style scoring system.	Advanced Squad Leader rules. Some experience with specific game assumed. 32 players, Brien Martin.
M02	Operation Catapult	3 July 1940: Mediterranean Theater/Off French Algeria. France has surrendered to the Germans and the British Admiralty is alarmed at the possibility of French ships being seized by the Axis (despite the treaty agreement). Desperate to avoid letting the French ships fall into German hands, the Admiralty authorizes a preemptive strike against the French fleet at Mers-el-Kebir if they refuse to surrender.	Naval Thunder rules. Newcomers welcome. 6 players, Brad Trumpinski.
M14	Aegon the Conqueror	The Age of the First Men is over. The Andals now rule the South of Westeros. But Aegon Targaryen is about to release his dragons upon Westeros. Draw swords and fight for the Andals, men of the North or Aegon the Conqueror. Addition of combat cards and new units.	Game of Thrones variant rules. Some experience with specific game assumed. 8 players, Kenneth Vreeman.
M15	Formula De: Italian GP	The Grand Prix is on! Race on a giant 5' x 7' Formula De game board with MicroMachines cars. Trophies will be awarded to the top three finishers in the race. Also, players participating in two or more of the weekend's races (British GP on Friday evening, Monaco on Saturday morning, Belgian GP on Saturday afternoon, and Italian GP on Saturday evening) can compete for the weekend's championship trophy!	Formula De rules. Newcomers welcome. 10 players, Tad Ringo.

Miniatures Events

Area	Title	Description	Details
M04	Battle of Chippewa C	July 5th, 1812: In the morning Maj. Gen. Jacob Brown sent two thousand troops head on to clash with the red coats only a few miles south of Niagara Falls. The audacious Winfield Scott using aggressive offensive tactics met the British and not only stood their ground, but did the unprecedented, and drove them off the field with only equal number of troops with no advantage of terrain. Can you repeat Scott's glory as the American field commander? Or can you change modern history as the British Commander and stem the incursion of American troops in Upper Canada?	Napoleonics simplified rules. Newcomers welcome. 6 players, David Tait.
M07	Russian Assault in the North C	After a successful initial attack, the Russians follow up with continued pressure to cripple the French Allies before additional forces can arrive. The Russians have MASS, but the French Allies have good terrain. Tactics and leadership will decide the day.	Bonaparte rules. Some general gaming experience preferred. 8 players, Mark Johnson.

Area	Title	Description	Details
M08	Pirates & Skeletons B	Inspired by Army Men vs. Army Men; A new game where pirates and skeletons conduct ship to ship combat with boarding party action in an attempt to steal treasures from one another, while also digging up treasures on islands and improving the quality of their ships. Come and sail the high seas in an attempt to bank the most gold at Bandits Cove to win the game.	Home rules. Newcomers welcome. 8 players, Kurt Jeffries.
M09	Last Stand at Clark Field	Philippines, December 1942: Imperial Japanese forces are advancing on Clark Air Field. U.S. forces are in full retreat but General MacArthur has managed to build a line of defense near San Fernando. This will be the last line of defense before the Japanese reach Manila and the Bataan Peninsula. Outnumbered and outgunned, can the U.S. forces hold the line against the Japanese onslaught? This game will use Warlord Games' Bolt Action rules for WWII squad-level combat with 15mm figures.	Bolt Action rules. Younger players welcome. 6 players, Henry Gabb.
M12	All is Not Quiet on the Eastern Front B	Join us in fighting two separate WW2 battles on Russia's hellacious Eastern Front (Berlin Saturday Afternoon and Kursk Saturday Evening). Easy to learn, fast paced and enjoyable Kameraden rules for 12mm miniatures.	Kameraden rules. Newcomers welcome. 6 players, Tony Guido.
M13	Suvla Bay	August, 1915: Commonwealth troops had landed at Anzac Cove; British have landed at Suvla Bay. It's now time to push back the Turkish army on the surrounding hills and heights above, and link the two landings. The final drive from Suvla Bay... A divisional action of supported infantry battalions grappling across the hills.	Square Bashing 2012 (2nd ed of SB) rules. Some general gaming experience preferred. 6 players, Bob Swieringa.

Role-Playing Events

Area	Title	Description	Details
B01	The Secret of Dungalrath Keep	Come experience Dungeons & Dragons as it was played 20 years BEFORE WotC, raw, deadly and with heroes of average abilities. King Eric has gone missing! When his long lost brother mysteriously returns to the kingdom and claims the throne, conditions in the realm go from bad to worse. What's worse? Monsters have now started invading local villages. It's time for a group of brave adventurers to step forward and get to the bottom of the kingdom's crisis before there is no longer a kingdom left worth saving.	Basic D&D: Rules Cyclopeda rules. Newcomers welcome. 8 players, Scott Smith.
B02	The Wrath of Balendock	A tough decision was made, whether to release the Anorians or not. At the price of setting the ancient race of Anorians free, a great evil was released: Balendok, and he must be stopped. Can the adventurers stop him before it is too late?	AD&D 2e rules. Newcomers welcome. 8 players, Daniel Conner.
C02	Escape!	After a rough night on the town, you wake up in a bad, bad place. Can you escape?	Advanced Dungeons and Dragons 2nd Ed. rules. Newcomers welcome. 6 players, Ryan Whelan.
C03	Mary's Rest: Return to the Beginning	After thirteen years of quiet in the darkness, all roads lead to a small town in Kansas...	Savage Worlds rules. Newcomers welcome. 6 players, Dave Hoover.
C04	D&D 5th Edition Homebrew C	A game of High Adventure! Come be a part of one of Joshua Sawlaw's 5th Edition D&D Sessions - Taking place in a homebrew world where you will have the chance to play a character at 3rd, 8th, and 14th levels! Come to each event and follow your character through all three adventures as a story arc, OR feel free to treat each adventure as a stand-alone chance to play!	D&D5E rules. Some general gaming experience preferred. 8 players, Joshua Sawlaw.
C05	Dockside Dogs	This was supposed to be a simple heist. A group of well-dressed criminals arrive at a warehouse to rendezvous after pulling off an extraordinary crime. They know each other only by their pseudonyms - Mister Black, Mister Red, Mister Green, Mister Purple, Mister Beige, Mister Silver, Mister Grey. The plan is simply to sit tight until midnight when someone will arrive to ferry them - and the loot - across the bay to make a final delivery to the boss. Sounds easy, right?	Call of Cthulhu 6th Ed. rules. Newcomers welcome. 6 players, Royce Thigpen.
PFS	PFS 0-10 Blood at Dralkard Manor	Join us for a special one-time event! This scenario has been retired for a number of years meaning it is not normally eligible for sanctioned play. However, it is being resurrected for winter war. We will be raffling tickets for the seats at this table at the con with all proceeds being donated to charity. You get to play a great event and help the American Cancer Society at the same time! Oh, and did we mention the GM is a special guest? This scenario has been updated for the Pathfinder ruleset, is designed for 4th & 5th level characters and will award a sanctioned chronicle.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Mike Brock.

Area	Title	Description	Details
PFS	PFS 0-17 Perils of the Pirate Pact A	When the Black Marquis lost all of the men he could trust on a failed treasure hunt, he did the only thing he could: turned to the Pathfinder Society for help. Offering an ancient lost text in return for assistance, the Black Marquis of Deadbridge sends you deep into the spider-haunted Echo Wood of the River Kingdoms to track down his missing pirates and recover an ancient treasure for the Society. You'll face brigands, pirates, spiders and more - but will you survive the perils of the Pirate Pact? A Pathfinder Society Scenario designed for 1st to 7th level characters.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Norman Lowrey.
PFS	PFS 2-06 The Heresy of Man Part 1: The First Heresy B	The First Heresy is the first scenario in The Heresy of Man campaign arc. For more than two millennia, Rahadoum has lived under the Laws of Man that decreed let no man be beholden to a god. This has left the nation devoid of divine healing and magical methods to provide succor to those ravaged by disease or injury. When a new and mysterious plague begins ravaging the coastal villages, you are sent to smuggle a cleric of Sarenrae into the heart of the plague in order to protect a secret Pathfinder research project. A Pathfinder Society Scenario for 5th to 9th level characters.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Chris Lane.
PFS	PFS 2-18 The Forbidden Furnace of Forgotten Koor A	When a Qadiran Pathfinder known for her knowledge of genie-kind fails to report back to the Katheer Lodge, the PCs are sent into the long-abandoned ruins of Koor, a former forge city high in the Zho Mountains. In their effort to find the lost agent, the Pathfinders may find themselves facing a foe long locked in a secure vault by the city's former occupants - guardians whose departure weakened their defenses, paving the way for a terrible escape. A Pathfinder Society Scenario designed for 7th to 11th level characters.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Robert Weagly.
PFS	PFS 6-06 Hall of the Flesheaters C	Shrouded in thick fog, the shifting Gloomspires north of the Shackles have long frustrated explorers. However, a recent discovery by the Pathfinder Society has revealed a brief opportunity to navigate the columns safely and search for the lost treasure of the legendary pirate Sevenfingers. The only problem is that the Pathfinders are not the only visitors to the Gloomspires. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Mike Bohlmann.
PFS	PFS 6-07 Valley of the Veiled Flame C	For years a Pathfinder team has surveyed Qadira's Zho Mountains in an attempt to reconcile its twisting valleys with a series of old maps recovered years ago on the Silken Way. When the team disappears soon after reporting a strange illusory effect in a mountain pass, the Society sends the PCs - funded by an unusual benefactor - to uncover whatever is hidden in those peaks and rescue the agents. A Pathfinder Society Scenario designed for levels 5-9.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Seth Gipson.
PFS	PFS 6-09 By Way of Bloodcove B	For centuries the city of Bloodcove has controlled access to the invaluable Vanji River, and for nearly as long, the Aspis Consortium has controlled Bloodcove. If the Pathfinder Society is to move the equipment and personnel it needs into the Mwangi Expanse, it needs a reliable means of smuggling resources through this unforgiving settlement operated by its enemies. It's up to the PCs to establish a backdoor through Bloodcove - all without being caught by Aspis agents. A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Kate Cecce.
PFS	PFS 6-10 The Wounded Wisp E	More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom - and whose prize dates back to the Society's darkest years. The Wounded Wisp is an 'evergreen' replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites. A Pathfinder Society Scenario designed for levels 1-2.	Pathfinder Society rules. Newcomers welcome. 6 players, Sam King.
PFS	PFS 6-12 Scions of the Sky Key, Part 1: On Sharrowsmith's Trail D	Weeks have passed since Venture-Captain Nieford Sharrowsmith departed for the Bandu Hills, and having not heard from him since but learned of an Aspis Consortium expedition bound for the same destination, the Society and local allies have grown worried for the aging explorer's safety. As the PCs travel south on Sharrowsmith's trail, they must track the venture-captain to the ruins he sought while also dealing with the aftermath of his actions. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Kristen Gipson.
PFS	PFS 6-13 Of Kirin and Kraken C	When imperial Lung Wa collapsed, it shattered not only the political ties that united the successor states but also the order known as the Way of the Kirin. Today, despite having allied itself with Venture-Captain Amara Li's thriving Lantern Lodge, the Way controls only a handful of its once-extensive web of strongholds. One of its leaders in Kwanlai has decided that it is time for Amara Li to demonstrate her dedication to her allies: by recovering one of the order's most treasured relics lost in the swamps of Wanshou. A Pathfinder Society Scenario designed for levels 7-11.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Garrett Gottschalk.

Area	Title	Description	Details
PFS	PFS The Silverhex Chronicles D	The Silverhex Chronicles includes six, 30-45 minute mini-adventures that take the PCs to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and the perilous city of Daggermark. Experience the adventures in any order to create a unique story. These Quests are designed for play in Pathfinder Society Organized Play and include a variable chronicle sheet with rewards dependent on how many and which quests you complete.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.

Session G – Saturday Twilight

12:00 AM through 4:00 AM

Board and Card Game Events

Area	Title	Description	Details
A09	Thirty-Fifth Annual Blind Sniper Tournament (continued)	See Information Wall for scenario details. Starts at 4 PM Saturday Afternoon, continues through Saturday Twilight until only one remains standing.	Sniper modified rules. Newcomers welcome. 20 players, Bruce Gletty.

Session H - Sunday Morning

9:00 AM through 1:00 PM

Board and Card Game Events

Area	Title	Description	Details
M01	Let's Play Board Games! A	I'll bring some of my favorite board games, you pick some to play. 4 hours should give us time for 3 games. I will definitely bring: 7 Wonders, Kingsburg, Alien Frontiers, RoboRally, World without End, Sunrise City, and Succession: Intrigue in the Royal Court. Contact me via the Winter War Facebook group to request others.	Various rules. Newcomers welcome. 7 players, Matthew Burack.
M02	Martian Rails	Build rails across Mars in a John Carter of Mars style of world. A Mayfair Games crayon game.	Martian Rails rules. Newcomers welcome. 6 players, Ken Primer.
M05	Cuba	In 8 turns players may ship cargo on ships, develop building strategies or work the wheels of congress to score the maximum points in the game. 2 boards to play.	Cuba rules. Newcomers welcome. 8 players, James Richards.
M11	Rail Baron Express	All players start with an express train, superchief costs \$30,000, total assets are counted towards victory, and game victory total is \$250,000.	Rail Baron variant rules. Younger players welcome. 15 players, Elmer Nyberg.
M12	Advanced Civilization - Greece	The map is Greece with the Aegean Sea and Western Anatolia. Players will choose from Sparta, Athens, Troy, Crete, etc. and try to dominate the region with the most advanced civilization by game end. Newcomers are welcome; the system is easy to pick up after a couple of turns.	Advanced Civilization variant rules. Newcomers welcome. 8 players, Kenneth Vreeman.
PFS	PFS Pathfinder Adventure Card Game E	Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Each player has a unique character composed of a deck of cards and a set of stats. Roleplayers will find the stats very familiar-characters have classes such as fighter, wizard, and rogue, as well as numbers that define strength, dexterity, intelligence, etc. You'll improve your character by acquiring new items, allies, spells, and weapons as you explore and overcome challenges; over time, you'll be able to customize your deck to better suit your own individual vision of your character.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.

Miniatures Events

Area	Title	Description	Details
M04	Battle of Chippewa D	July 5th, 1812: In the morning Maj. Gen. Jacob Brown sent two thousand troops head on to clash with the red coats only a few miles south of Niagara Falls. The audacious Winfield Scott using aggressive offensive tactics met the British and not only stood their ground, but did the unprecedented, and drove them off the field with only equal number of troops with no advantage of terrain. Can you repeat Scott's glory as the American field commander? Or can you change modern history as the British Commander and stem the incursion of American troops in Upper Canada?	Napoleonics simplified rules. Newcomers welcome. 6 players, David Tait.
M07	Russian Assault in the North D	After a successful initial attack, the Russians follow up with continued pressure to cripple the French Allies before additional forces can arrive. The Russians have MASS, but the French Allies have good terrain. Tactics and leadership will decide the day.	Bonaparte rules. Some general gaming experience preferred. 8 players, Mark Johnson.
M09	Canvas Eagles	Summer 1917. The battle over Europe's skies still rages on. Many good pilots have gone down and only the best have survived. How good are you?	Canvas Eagles rules rules. Some general gaming experience preferred. 8 players, Kurt Jeffries.

Area	Title	Description	Details
M13	Temple of the Beastmen B	Ten adventurers seek fame, fortune, lost relatives, Martian treasure and glory. In this Victorian era out-of-print GDW sci-fi game from the Space 1889 series. Cards, tiles, miniatures & dice!	Temple of the Beastmen rules. Newcomers welcome. 10 players, Warren Burrus.
M14	Ork's Drift	The Praetorian 117th Support Company suddenly finds itself on the front lines when all forward combat units are overwhelmed by a surging Ork horde. Can the pith helmeted Guardsmen defend the mission station at Ork's Drift from the horde of greenskins?	Warhammer 40,000 rules. Younger players welcome. 6 players, Dustin Burger.

Role-Playing Events

Area	Title	Description	Details
A01	ARTEMIS: Starship Bridge Simulator A	Artemis simulates a spaceship bridge by networking several computers together. Players serve on duty stations for the normal jobs a bridge officer might do, like Captain, Science, Helm, Communication, Engineering, and Weapons Control. Artemis is a social game where players work together on bridge in order to win. Role play is encouraged for the game!	Artemis rules. Newcomers welcome. 6 players, Deane Geiken.
M17	Bullets, Fists, and Dynamite II: Electric Boom-A-Lo!	Whitlock's Warriors are as rough a bunch of mercenaries as one will find, and there isn't much they wouldn't do for money. This time, though, money be damned... It's personal!	Feng Shui rules. Newcomers welcome. 6 players, Dave Hoover.
M18	DDEX1-8 Tales Trees Tell	Despite the shaky alliance that exists with the elves of the Quivering Forest, they do not suffer trespass in their realm lightly, especially from common folk from nearby Phlan. A woodworker's recent blunder into the forest might set off a diplomatic incident. Can you help find him and mollify the aggravated elves? A four-hour adventure for levels 1-4.	D&D5E rules. Younger players welcome. 6 players, Royce Thigpen.
PFS	PFS 0-01 Silent Tide B	When strange reports of misty undead spread through Absalom, you and your fellow Pathfinders are dispatched to the half-drowned district of Puddles. Notoriously rough, the drooling addicts, flesh panderers, and quick-handed knifers of Puddles are the least of your worries. The night's tide brings with it an ancient armada of some long-forgotten war and you are the only thing between their mist-shrouded ghost fleet and Absalom's utter oblivion. A Pathfinder Society Scenario designed for 1st to 5th level characters.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Howard Black.
PFS	PFS 0-24 Decline of Glory C	When the son of a famous Pathfinder gains control of his father's holdings in Taldor, the Pathfinder Society decides to build a new lodge there as a base to explore the many ruins of that crumbling empire. Unfortunately, the Taldan Phalanx has its eye on the holdings and an ancient curse has turned many of the residents into the walking dead. Can you survive the tangled web of Taldor's politics and fight off the echoes of the past or will you, too, see your glory decline? A Pathfinder Society Scenario designed for 1st to 7th level characters.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Kate Cecce.
PFS	PFS 1-50 Fortune's Blight B	You're sent to the wild River Kingdoms to find and kill a green hag who holds the last fragment of a powerful ancient sword called Passion's Edge. Things aren't as simple as they seem: the last creature to control the fabled sword wants it back at any cost, ghosts of the sword's past seek revenge for wrongs committed by former wielders of Passion's Edge, and the Pathfinder Society wants the sword whole again before being returned to Absalom. Madness, murder, and mayhem await you in the River Kingdoms! A Pathfinder Society Scenario designed for 5th to 9th level characters.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Don Shippy.
PFS	PFS 2-07 The Heresy of Man Part 2: Where Dark Things Sleep B	Where Dark Things Sleep is the second scenario in The Heresy of Man campaign arc. When a Pathfinder team in the godless nation of Rahadoum disappears, the Pathfinder Society sends the PCs to investigate. Deep beneath the sands of the small village of Wadi al-Hesr, a long imprisoned evil, responsible in part for the destruction of an ancient empire, now stirs and threatens the entire region with a deadly plague. Can the Pathfinders survive a sinister game of cat-and-mouse and escape with their lives? A Pathfinder Society Scenario designed for 5th to 9th level characters.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Chris Lane.
PFS	PFS 5-99 The Paths We Choose	The failure of Mendev's wardstones set in motion not only a new crusade but also catalyzed a change in the Pathfinder Society's various factions. As the Pathfinders prepare to march on the Sky Citadel Jormurdun, members of the various factions scramble to consolidate their gains and neutralize their enemies. 'The Paths We Choose' is a special event designed to highlight the changes in each faction over the course of Season 5 'The Year of the Demon', and the adventure is different for each group depending on which factions are represented. A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 24 players, Robert Jonquet.

Area	Title	Description	Details
PFS	PFS 6-04 Beacon Below C	Thousands of years ago, a defeated order of Osirian sages sought refuge in the perilous Pillars of the Sun in central Osirian. Until recently they were presumed lost, but recent exploration has uncovered the fortress sanctum they left behind. When the PCs delve into one of its sealed halls, they find the sages' millennia-old projects dormant but not dead. A Pathfinder Society Scenario designed for levels 7-11.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Seth Brummond.
PFS	PFS 6-05 Slave Ships of Absalom B	The metropolis of Absalom promotes commerce in its many forms, and although slavery is legal, it is increasingly common for citizens to frown on the institution. The practice becomes more questionable when an ally of the Pathfinder Society traces an attempt at supernatural surveillance through a slave. Sent as independent sleuths, the PCs must track down the source of this espionage, which takes them deep into underbelly of one of Absalom's darkest industries. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Eric Jackson.
PFS	PFS 6-08 The Segang Expedition B	Rumors of a lost shrine in the Segang Jungle draw the Pathfinder Society's attention, but the prohibitive cost of sending a team into the wilds of Jalmeray threatens to shut down the expedition before it even begins. Fortunately, a wealthy patron has offered to fund the PCs travel expenses in return for their help in his decades-old quest. Can the Pathfinders balance this new obligation with their exploration of the archaeological site? A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Andrew Hoskins.
PFS	PFS 6-10 The Wounded Wisp F	More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom - and whose prize dates back to the Society's darkest years. The Wounded Wisp is an 'evergreen' replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites. A Pathfinder Society Scenario designed for levels 1-2.	Pathfinder Society rules. Newcomers welcome. 6 players, Alison Ooms.
PFS	PFS The Silverhex Chronicles E	The Silverhex Chronicles includes six, 30-45 minute mini-adventures that take the PCs to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and the perilous city of Daggermark. Experience the adventures in any order to create a unique story. These Quests are designed for play in Pathfinder Society Organized Play and include a variable chronicle sheet with rewards dependent on how many and which quests you complete.	Pathfinder Society rules. Some experience with specific game assumed. 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	Card Game Box Free-for-all	Get together with your fellow gamers and play any of a wide selection of card games. Control the world in Illuminati, deliver the best burger you'll never see coming in Ninja Burger, win and lose a fortune in gold pieces at Three Dragon Ante, or choose from many more fantastic games to enjoy.	Various Card Games rules. Newcomers welcome. 12 players, Brian Snowden.
M03	Let's Play Board Games! B	I'll bring some of my favorite board games, you pick some to play. 4 hours should give us time for 3 games. I will definitely bring: 7 Wonders, Kingsburg, Alien Frontiers, RoboRally, World without End, Sunrise City, and Succession: Intrigue in the Royal Court. Contact me via the Winter War Facebook group to request others.	Various rules. Newcomers welcome. 7 players, Matthew Burack.
M05	Bonanza	Join Ben, Adam, Hoss and Little Joe as they have a contest to see who can become the richest raising beans out on the Ponderosa Ranch.	Bohnanza rules. Newcomers welcome. 7 players, Paul Pomykala.
M06	PFS Pathfinder Adventure Card Game F	Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Each player has a unique character composed of a deck of cards and a set of stats. Roleplayers will find the stats very familiar?characters have classes such as fighter, wizard, and rogue, as well as numbers that define strength, dexterity, intelligence, etc. You'll improve your character by acquiring new items, allies, spells, and weapons as you explore and overcome challenges; over time, you'll be able to customize your deck to better suit your own individual vision of your character.	Pathfinder Society rules. Newcomers welcome. 6 players, Robert Jonquet.
M09	Acquire	Become the wealthiest player by forming hotel chains, obtaining blocks of stock, merging chains to obtain capital, and adding onto chains you control to increase their value.	Acquire rules. Some general gaming experience preferred. 8 players, Kurt Jeffries.

Area	Title	Description	Details
M12	Advanced Civilization - Greece (continued)	The map is Greece with the Aegean Sea and Western Anatolia. Players will choose from Sparta, Athens, Troy, Crete, etc. and try to dominate the region with the most advanced civilization by game end. Newcomers are welcome; the system is easy to pick up after a couple of turns.	Advanced Civilization variant rules. Newcomers welcome. 8 players, Kenneth Vreeman.
M13	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
M04	Battle of Chippewa E	July 5th, 1812: In the morning Maj. Gen. Jacob Brown sent two thousand troops head on to clash with the red coats only a few miles south of Niagara Falls. The audacious Winfield Scott using aggressive offensive tactics met the British and not only stood their ground, but did the unprecedented, and drove them off the field with only equal number of troops with no advantage of terrain. Can you repeat Scott's glory as the American field commander? Or can you change modern history as the British Commander and stem the incursion of American troops in Upper Canada?	Napoleonics simplified rules. Newcomers welcome. 6 players, David Tait.

Role-Playing Events

Area	Title	Description	Details
A01	ARTEMIS: Starship Bridge Simulator B	Artemis simulates a spaceship bridge by networking several computers together. Players serve on duty stations for the normal jobs a bridge officer might do, like Captain, Science, Helm, Communication, Engineering, and Weapons Control. Artemis is a social game where players work together on bridge in order to win. <u>Role play is encouraged for the game!</u>	Artemis rules. Newcomers welcome. 6 players, Deane Geiken.
M17	Carolina Death Crawl	At the height of the American Civil War, your characters have been abandoned deep behind Confederate lines. Can they fight their way through enemy territory and treacherous terrain back to safety? For all but one, the answer is no, but the dark story you tell in trying will be memorable and thrilling. FIASCO is an award-winning storytelling game. During a game you will engineer and play out stupid disastrous situations usually at the intersection of greed, fear and lust. Mature Themes.	Fiasco rules. Newcomers welcome. 7 players, Christopher Fairfield.
M18	A Taste for Murder	The guests gather at an English country house for a weekend house party. Passions will flare, dark secrets will be revealed, and someone will be murdered! Using rules-light role-play in a system similar to Fiasco, this game simulates a classic 1930s Agatha Christie-style murder mystery. Who will be the victim? The investigator? The murderer? It could be you!	A Taste for Murder rules. Newcomers welcome. 6 players, Juliet Youngren.
PFS	PFS 0-25 Hands of the Muted God	Join us for a special one-time event! This scenario has been retired for a number of years meaning it is not normally eligible for sanctioned play. However, it is being resurrected for Winter War. We will be raffling tickets for the seats at this table at the con with all proceeds being donated to charity. You get to play a great event and help the American Cancer Society at the same time! Oh, and did we mention the GM is a special guest? This scenario has been updated for the Pathfinder ruleset, is being offered for 7th to 9th level characters and will award a sanctioned chronicle.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Mike Brock.
PFS	PFS 2-09 The Heresy of Man Part 3: Beneath Forgotten Sands B	Beneath Forgotten Sands is the final scenario in The Heresy of Man campaign arc. Beneath the desolate deserts of godless Rahadoum, the Pathfinder Society races against time to beat the traitorous Shadow Lodge to an ancient Jistkan citadel. But their rivals aren't the only obstacle in the PCs' way: the long-lost ruins teem with terrible outsiders set on manipulation and destruction, including a self-proclaimed avatar of the div god Ahriman. Beneath Forgotten Sands brings the three-part Heresy of Man series to a stunning conclusion. A Pathfinder Society Scenario for 5th to 9th level characters.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Chris Lane.
PFS	PFS 2-18 The Forbidden Furnace of Forgotten Koor B	When a Qadiran Pathfinder known for her knowledge of genie-kind fails to report back to the Katheer Lodge, the PCs are sent into the long-abandoned ruins of Koor, a former forge city high in the Zho Mountains. In their effort to find the lost agent, the Pathfinders may find themselves facing a foe long locked in a secure vault by the city's former occupants - guardians whose departure weakened their defenses, paving the way for a terrible escape. A Pathfinder Society Scenario designed for 7th to 11th level characters.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Robert Weagly.
PFS	PFS 6-06 Hall of the Flesheaters D	Shrouded in thick fog, the shifting Gloomspires north of the Shackles have long frustrated explorers. However, a recent discovery by the Pathfinder Society has revealed a brief opportunity to navigate the columns safely and search for the lost treasure of the legendary pirate Sevenfingers. The only problem is that the Pathfinders are not the only visitors to the Gloomspires. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Mike Bohlmann.

Area	Title	Description	Details
PFS	PFS 6-09 By Way of Bloodcove C	For centuries the city of Bloodcove has controlled access to the invaluable Vanji River, and for nearly as long, the Aspis Consortium has controlled Bloodcove. If the Pathfinder Society is to move the equipment and personnel it needs into the Mwangi Expanse, it needs a reliable means of smuggling resources through this unforgiving settlement operated by its enemies. It's up to the PCs to establish a backdoor through Bloodcove - all without being caught by Aspis agents. A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, James Holzhauer.
PFS	PFS 6-10 The Wounded Wisp G	More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom - and whose prize dates back to the Society's darkest years. The Wounded Wisp is an 'evergreen' replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites. A Pathfinder Society Scenario designed for levels 1-2.	Pathfinder Society rules. Newcomers welcome. 6 players, Alison Ooms.
PFS	PFS 6-11 The Slave Master's Mirror D	An elusive enemy of the Society has launched a campaign of espionage and intrigue from Stonespine Island, the homeport of the infamous Okeno pirates. The Society must sneak a team of agents through one of the largest slave markets on the Inner Sea and track the slippery mastermind to her base if they are to successfully capture the villain, and Venture-Captain Ambrus Valsin has just the team of Pathfinders in mind for the task. Can the PCs defeat this remote slave ring without becoming slaves themselves? A Pathfinder Society Scenario designed for levels 3-7.	Pathfinder Society rules. Regular play of specific game assumed. 6 players, Shaun Burton.
PFS	PFS 6-12 Scions of the Sky Key, Part 1: On Sharrowsmith's Trail E	Weeks have passed since Venture-Captain Nieford Sharrowsmith departed for the Bandu Hills, and having not heard from him since but learned of an Aspis Consortium expedition bound for the same destination, the Society and local allies have grown worried for the aging explorer's safety. As the PCs travel south on Sharrowsmith's trail, they must track the venture-captain to the ruins he sought while also dealing with the aftermath of his actions. A Pathfinder Society Scenario designed for levels 1-5.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Ken Keller.
PFS	PFS 6-13 Of Kirin and Kraken D	When imperial Lung Wa collapsed, it shattered not only the political ties that united the successor states but also the order known as the Way of the Kirin. Today, despite having allied itself with Venture-Captain Amara Li's thriving Lantern Lodge, the Way controls only a handful of its once-extensive web of strongholds. One of its leaders in Kwanlai has decided that it is time for Amara Li to demonstrate her dedication to her allies: by recovering one of the order's most treasured relics lost in the swamps of Wanshou. A Pathfinder Society Scenario designed for levels 7-11.	Pathfinder Society rules. High degree of experience with specific game assumed. 6 players, Guy Martelle.
PFS	PFS The Silverhex Chronicles F	The Silverhex Chronicles includes six, 30-45 minute mini-adventures that take the PCs to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and the perilous city of Daggermark. Experience the adventures in any order to create a unique story. These Quests are designed for play in Pathfinder Society Organized Play and include a variable chronicle sheet with rewards dependent on how many and which quests you complete.	Pathfinder Society rules. Some experience with specific game assumed. 6 players, Robert Jonquet.

Special Events

Area	Title	Description	Details
A10	CUDO Plays	CUDO Plays is a board game design competition with the aim of showcasing creative talent in the Champaign-Urbana area. 11 teams of local Makers, Gamers and Designers have produced 13 unique and innovative board games that they would like to showcase to the community. With genres ranging from monster horror to space faring adventure, there is something for everybody to enjoy. Stop by and try these great games out!	Check out our games and get more information at www.cudoplays.com !

CONVENTION MAP

