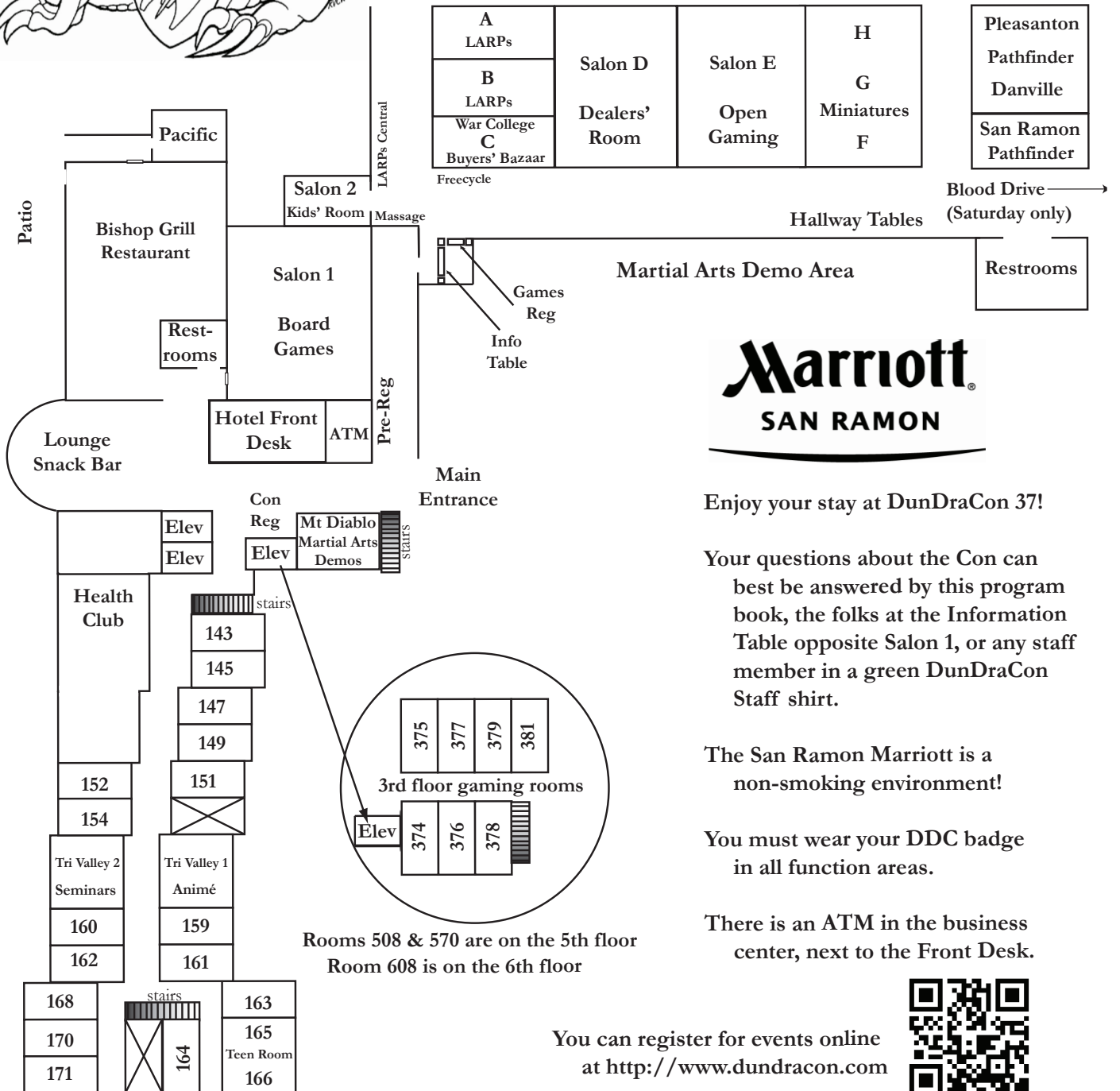




DunDraCon

37 February 15-18, 2013



Enjoy your stay at DunDraCon 37!

Your questions about the Con can best be answered by this program book, the folks at the Information Table opposite Salon 1, or any staff member in a green DunDraCon Staff shirt.

The San Ramon Marriott is a non-smoking environment!

You must wear your DDC badge in all function areas.

There is an ATM in the business center, next to the Front Desk.

You can register for events online at <http://www.dundracon.com>



DunDraCon Rules & Survival Tips

Convention Rules

- **Wear your Con badge.** Wear your Con badge where it can be seen. You cannot enter the Dealers' Room or a scheduled game without it, and we will be looking for badges in other spaces, including open gaming and the board games room. There is no "public" function space in the hotel; we've rented it all!
- **Leave weapons in your room.** A weapon is, by definition, anything the Committee thinks is a weapon - please don't argue. This is for your safety (any weapon, real or fake, may startle someone into taking action against you) and the safety of your companions. You may mean no harm, but most things that look like weapons are a real hazard in crowded halls. Even the martial arts demo people keep everything in their room except *en route* to and from scheduled demos. And it is never appropriate to wield a weapon outside of a planned martial arts demo, even in jest. This in particular is so serious a safety violation that DunDraCon reserves the right to kick the violator out of the Con.
- **Smoke only where allowed—that is: in the smoking areas outside.** The Marriott is a 100% non-smoking hotel. Smoking anywhere in the hotel (including the room balconies, which are considered part of the interior) can get you kicked out of the Con, and the hotel may levy a hefty charge against your room bill as well.
- **Health and Safety:** Anyone who endangers the health and safety of others, or causes others to feel unsafe, is subject to expulsion from the Con, though in minor cases they might just get a stern talking-to. Most everyone behaves very well for such a large Con, but because it is large and sometimes crowded, we have to take potentially hazardous situations seriously. In particular, any threat of physical violence or unwanted physical contact, use of controlled substances, use of fire in any way (even a candle), or any inappropriate use of alcohol in public are grounds for kicking the offending party out of the Con.
- **Individual selling in the Buyers' Bazaar only.**

Hotel Tips

- **Don't cook in your rooms!** It's a hazard that might set off extinguishers, cause fires, or just get you thrown out of the hotel...
- If you choose to go out and get food (or have it delivered) please don't leave the carcasses lying around—it annoys the hotel staff, which makes it harder for us to work with them next year.
- **Please keep your rooms relatively neat.** Especially keep sleeping bags, ice chests, etc. safely stowed away.
- **No gaming in the restaurant... and tips are expected!**
- **Lost and Found** is with the hotel front desk. DunDraCon staff will turn in all lost and found items to the hotel, so check there.
- The Health Club and Pool are for the use of **registered hotel guests only.**

General Good Sense

- **Sleep some of the time.** Your body needs rest, even with non-stop distractions. If you start a game at 2 AM, you'll probably be too wasted to play in your official game at 8 AM next day.
- **Eat something besides potato chips and candy.** Your endurance and concentration will improve amazingly.
- **Drink a lot—of water.** Hotel air is very dry; use the water stations. Try to avoid sugar & alcohol as much as you can.
- **Alcohol is allowed only for those of age.** Ignore this rule and you can be asked to leave the Con.
- **Tell people where you are.** Make sure your family and anyone else who might need to reach you know you're at the Marriott, and what your room number is. Give us a number where we can reach your family or friends.
- **We cannot page people at the Con,** nor can we guarantee to reach or find anyone. You can leave a note on the DunDraCon message board, and so can your friends, so check the board for messages a few times a day. Ask at the front desk, too; they may have something that hasn't been posted.
- **Watch your step.** Don't run in the halls or otherwise endanger yourself or others. It's hard to move figures when you're in traction.
- **Use the trash cans.** Garbage left for someone else to pick up is a major social blunder.
- **Keep your temper.** The Committee is trying to make the con run as smoothly as possible. If something goes wrong, we'll get it fixed faster if we can just work on the cure - without stopping to swear that we didn't foul things up on purpose.
- **Know where your children are,** and make sure they know where you are. Set a specific time and place to meet whenever you and your children are going to be in different places for even a few minutes. **Ultimate responsibility for your children's safety lies with you;** DunDraCon and the San Ramon Marriott will do the best we can to support you in that goal. Should any crisis arise, children or adults should contact our staff or the hotel at once.
- **Do not play in the stairwells or elevators.** This is both a courtesy and a safety issue. During peak times the elevators are full to capacity and the stairwells are often busy with folks carrying large amounts of stuff to and from game rooms. It is also essential that hotel and convention staff be able to move between floors in order to run the convention smoothly. Unfortunately, teleporting is not yet an option.

Enjoy your stay at DunDraCon!



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Red Cross Blood Drive

Outside the Hotel Side Entrance

Saturday, Noon - 6:00 PM

DunDraCon is proud to host our fourth annual Blood Drive. The Red Cross Bloodmobile will be parked at the side of the hotel on Saturday from Noon - 6:00 PM. Information is available at the American Red Cross website: www.redcross-blood.org. Before Friday midnight, register online via find a blood drive via the “Enter a Sponsor Code” button, and type “DunDraCon”. Sign up on Saturday at the Bloodmobile. Help us make this drive a huge success and give the gift of life!

Special Event: DunDraCon Pajama Party

Join us on Saturday night at Hall Tables 1, 2, and 3 at 8 PM for a mini pajama party! In a game? Just pop down for a few. Stop by in your jammies for pictures, socializing, and maybe some delicious! With so much whimsy in the air, who knows what could happen?

Convention Registration

Hotel Lobby, next to Mt. Diablo Room

Convention Registration Hours

Friday	10:00 AM — 10:00 PM
Saturday	9:30 AM — 7:00 PM
Sunday	9:30 AM — 7:00 PM
Monday*	9:30 AM — Noon

*Open for refunds and DunDraCon 38 memberships only

FULL MEMBERSHIP IS \$60
ONE-DAY MEMBERSHIP IS \$30

Keep Your Badge! You'll have to show ID and pay a fee to replace your lost badge.

Hotel Information

Convention Food Service

The Marriott will have a convention snack bar set up in the lobby lounge area again—the usual special menu, with low prices for good, quick meals and soft drinks. Please, **NO GAMING** in this area; the space is just for eating and visiting.

The full-service restaurant plans to have some special items on the menu just for us, and there will be a breakfast buffet (but no dinner buffet) this year. No gaming there, either, and the restaurant staff DO expect tips.

Need Help with the Hotel?

Let DunDraCon help settle disagreements, get rooms re-arranged, and unsnarl questions about room rates. Do *not* ask the hotel to move furniture or air walls—ask a Committee member, and we'll ask the hotel.

See Hilary Powers if possible—she's the one the hotel people are most used to working with, and can usually be found in Salon 1—or any Committee member in a pinch if you need something. We will back the hotel staff in anything they need to do to maintain the health and safety of the people here, but we want you to have a good time and will do what we can to help!

Tables for Rent!

Want a private gaming table for your hotel room? As long as any are left, the Marriott is offering to deliver a table and chairs from the extra stock for a flat price of \$75 for the weekend or any part of it. Just pick up a house phone and call Catherine Douglas Frank at extension 6130; if she's not there, ask the front desk to arrange a table for you.

NOTE: All the tables and chairs in the gaming rooms and the halls are for the use of the convention. Do not “borrow” them. If any wandering furniture is found in your room, a charge of \$100 will be added to your hotel bill—and the items will be removed if they are essential to the operation of the convention.

What to Do at the Convention

Entertainment at DunDraCon comes in many different forms. First of all are the Convention-sponsored games. These include LARPs, board games, card games, miniatures games, and RPGs (p. 20-55). All games with numbers are registered for through the Games Registration program (p. 12). The Pathfinder Society Organized Play games (p. 10) are registered at the San Ramon Room. See the DDC Games Standards on p. 9 for a description of DunDraCon game ratings.

Demonstration and Drop-in games (p. 18) do not use the Games Reg system - just drop by and see if there is room. You also don't need to sign up for the Seminars (p. 6) or the War College (p. 8) or the martial arts demonstrations (p. 11); just show up at the stated times. The Dealers' Room and Buyers' Bazaar (p. 5) are open only at certain hours. Open Gaming and the Animé Room are open 24 hours a day. Finally, we have a schedule for the younger crowd (and those with young hearts) on p. 14-17. If you have a question or need help, ask a member of the DunDraCon Committee (Green Shirts).

Animé Room

Tri Valley 1

The Bay Area Animation Society, under Rob Miles, will host a Convention-long festival of animation features in Tri Valley 1. Come enjoy the show whenever you have time.

Check the schedule posted outside the Animé Room for final times and features.

Open Gaming

Board and Card Games in Salon 1

All Games in Salon E

Salon FG will be available for Open Gaming from Saturday 7:00 PM until Sunday 6:00 AM

Open Gaming is non-stop through 5:00 PM Monday. By special arrangement, Salon 1 will open for general gaming at 5:00 PM Thursday and stay open thereafter. Salon 1 is focused on board games of all kinds, with Salon E available for *all* open games. Salon FG will be available for any games on Saturday night.

Open Game Signup sheets are available around the doors of the two salons and at the Information Table if you want to plan ahead. Post them on the salon doors so people can sign up to join you in your game. Note that some tables are reserved for official games, demos, or events.

We ask you to be courteous to others in the Open Gaming areas and to pay attention to any announcements. All tables are first-come, first-served, with actual gaming having priority (with any officially scheduled events in Salon 1 having highest priority).

No sales are allowed in Open Gaming.

Please remember to put trash in the trash containers. If the trash can is full, please inform hotel staff or a member of the Committee.

Games Lending Library

This year DunDraCon again provides the Games Lending Library service. The games in the Kids' Room (Salon 2) can be checked out from Randy Kreidt for playing outside the room. See page 16 for details.

Volunteers

There's still a chance to sign up and help!

Get an inside view of the Con and get a chance to register for a game with *priority* by working for four hours; or put in eight hours with the volunteer crew and get your membership fee refunded *as well as* a game priority slip. Talk to the people at the **Info Table** if you'd like to sign up to wear the Volunteer ribbon and help out.

Mike Nebeker Memorial Freecycle Table

DunDraCon 37 is continuing the Mike Nebeker Memorial Game and Game Component Freecycling Table. This will be a table in the ballroom lobby next to Salon C and across from Games Reg. Anyone may place unwanted but usable games and game components there, free for the taking by anyone else. Junk, antique, or collectible—it's all in the eye of the beholder, so this is your chance to dispose of an unloved or superseded gaming item that someone else might cherish, subject to the limitations listed below.

By leaving any item on the table, you relinquish ownership of it, and may not dispute its appropriation by anyone else. DunDraCon's staff members will periodically police the table, and reserve the right to remove any item or items and dispose of them for any reason.

Please do not leave any of the following; DunDraCon will dispose of these items forthwith:

- Food or food-like substances.
- Liquids, powders or aerosols, including hobby paints, solvents, fillers, or glues.
- Other toxic or dangerous materials, such as moldy game components, anything that smells of second-hand smoke, broken items with sharp edges, or weapons.
- Books, magazines, comics, CDs, DVDs, tapes or other material not related directly to playing games.
- Pets, including dragons who have not been paper-trained.
- Power tools, explosives, carnivorous houseplants, broken bits, Yugo automobiles, etc.

DunDraCon Staff

Convention Chairman
Blood Drive, Publicity
Board Games Coordinator
Buyers' Bazaar Coordinator
Convention Registration

Pre-Convention Registration
Dealers' Room Coordinator
Games & Events Scheduler
–Games & Events Deputy
Games Registration
–Games Registration Deputy
Hotel Liaison
In Charge of "That"
Internet Liaison/Webmaster
Kids' Room
LARPs Liaison
Martial Arts Coordinator
Organized Play Coordinator
Program Book
Seminars Scheduler
–Bay Area Animation Society
–War College Seminars
Signage
Social Media
Special Events Coordinator
Teen Room
Volunteers Wrangler

Bill Keyes
June Delane
Hilary Powers
Gordon Monson
Hal Heydt
Dorothy Heydt
Meg Creelman
Chad Martens
Mark Schynert
Ariel Petersen
June Delane
Kendra Schynert
Hilary Powers
Roderick Robertson
Roderick Robertson
Randy Kreidt
Ariel Petersen
Meg Creelman
Tony Hughes
Bill Keyes
Steve Perrin
Rob Miles
Dana Lombardy
Gigi Henderson
Kendra Schynert
Ariel Petersen
Becky Thomas
Ellen Robertson

Buyers' Bazaar

Salon C

Friday Noon — 5:00 PM

Saturday 9:00 AM — 2:00 PM

NOTE: Personal sales only—no retail sales

Fee per table per 1-hour session: \$10.00

You may rent a table for up to three 1-hour sessions to sell your gaming items. Tables are available on a first-come, first-served basis. See Gordon Monson in Salon C starting a half hour before the Bazaar opens. No advertising.

The Bazaar is the only location at DunDraCon where individual sales are allowed. See posted Bazaar Rules.

Flying Hands Massage

Flying Hands Massage will be outside Salon 2 for those with sore backs and feet.

Hours

Saturday 8:30 AM — 6:30 PM
Sunday 8:30 AM — 6:30 PM
Monday 8:30 AM — 1:00 PM

10, 15, or 20 minute sets.



Dealers' Room

Salon D

Salon D will have dealers for all of your gaming needs. Note that the room closes early on Monday, so get your last-minute buying done in the morning.

You MAY NOT eat, drink, or smoke inside. You must have your own Con badge to enter the Dealers' Room, not someone else's. Security will be firm on both points.

Dealers' Room Hours

Friday	Closed (Dealer set up only)
Saturday	9:30 AM – 5:30 PM
Sunday	9:30 AM – 5:30 PM
Monday	9:30 AM – Noon

Vendors:

(You can find their logos throughout the program book.)

Black Diamond Games – A wide selection of new & used role-playing games & board games.
BlackWyrn Games – HERO System, M&M, ICONS, True20, etc., and a line of sci-fi & fantasy novels.
Chaosium – Lovecraft and Chaosium game products.
Chessex – Dice, figure cases, and gaming mats.
Crafty Games – Makers of Spycraft, Fantasy Craft, the Mistborn Adventure Game & others.
Creepy Town Miniatures – Original, and scratch-built tabletop terrain features and models painted and ready to go!
Dragon's Perch – Dragon toys and accessories.
EndGame – General games and accessories.
Flotsam's and Jetsam's Emporium – Re-fabricated Finery for the Fashionable Adventurer
Flying Buffalo – Nuclear War, Pizza Dice, Box Bands, Lost Worlds, Tunnels & Trolls, & ACE OF ACES!
Games of Berkeley – General games and accessories.
Good Luck Games – New and vintage Board Games of all kinds.
Impressions – A game distribution service that handles over 60 game publishers.
KnitNut by JL – Handwoven nerdcraftian items. From the very geek to the very chic.
Moonmajick Creations – 9th Stitch – Costume, Re-enactment clothing and Accessories.
Parody Gnomes, Inc. – Gnomes inspired by comics etc.
Q. R. Zed Engraving – Engraved name badges and specialty products.
Studio Denmark - Card games, art books and RPGs.
West Coast Chainmail – All things chainmail: expertly crafted armor, dice bags, jewelry & accessories.
Zombie Smith – Makers of This Quar's War and many Zombie miniatures.

Seminars

Tri Valley 2

FRIDAY

Learn the Basic Knit and Purl Stitches

Friday, 1:00 PM for 1 hour

Presenter: Donnamarie Fuller

Hours of sitting in a chair can leave a person itching for something to fiddle with. Ever thought about learning how to knit? Needles and yarn will be provided.

Kicking Up the Computer RPG Industry

Friday, 2:00 PM for 1 hour

Presenters: Corey Cole, Lori Ann Cole

2012 is the Year of the Kickstarter for gamers. It started with Tim Shafer's appeal to adventure gamers to make their presence known. Since then, multiple games have raised impressive budgets through crowdfunding. Lori and Corey Cole - creators of Quest for Glory, Shannara, and Castle of Dr. Brain - jumped into the fray with their own project, Hero-U: Rogue to Redemption. Before posting on Kickstarter, we spent several months researching other projects, assembling our development team, and planning the best way to make both a great game and a successful Kickstarter funding drive. In this seminar, we will share what we learned.

Rogues - Underworld

Friday 3:00 PM for 1 hour

Presenters: Randy Angle, Bruce Harlick

Third in the series of multi-media roguish seminars by Randy Angle. This one covers the streetwise skills, gangs, guilds and secret societies of rogues and how player characters and game masters can interact with them during adventures.

How to Get into the RPG Business

Friday, 4:00 PM for 1 hour

Presenters: Chris Rutkowski, Ken Hite, Jason Walters, John Post, Charlie Krank

Presentation and Q&A with game publishers on getting into the RPG business. This seminar repeats Sunday afternoon.

Magehaven - The Web Series Screening

Friday 5:00 PM for 1 hour

Presenters: Thomas Koch, Chuck Marshall

See the first episodes of the Magehaven web series followed by Q&A. Magehaven is the story of an apprentice wizard who is thrust into a battle between elves and wizards when he is entrusted with a spellbook containing the secrets to elven magic.

SATURDAY

Kids and Gaming - Tools, Tips, Tricks, and Resources

Saturday, 9:00 AM for 1 hour

Presenters: Louis Contreras, Michelle Contreras, Alicia Contreras, Snev Ar

Insight into gaming for fun and educational values from the family that plays together. Special Guest member from the Kids' Room.

What's New With Hero Games

Saturday, 10:00 AM for 1 hour

Presenter: Jason Walters

Hero Games general manager Jason Walters talks about Hero Games' plans for 2013.

Chainmail Fabrication - Basic Techniques

Saturday 11:00 AM for 1.5 hours

Presenters: Andre Miron

A 1.5-hour seminar on the basics of making chainmail. Topics will include historical construction and use of mail, modern uses of mail, tools, materials, winding, cutting, and assembly. You will have an opportunity to make your very own piece of chainmail to take home. All tools and materials will be provided free of charge. Come and learn how to get started in the art of chainmail!

DM Tricks and Tools for the Endless Campaign

Saturday, 12:30 PM for 1.5 hours

Presenter: Robert L. Anderson

There are simple tricks to building an amazing D&D or RPG game without having to work all weekend long to create it. From Flow Chart games to quick Challenges and Rewards, there are over a half a dozen tricks used by the dungeon masters and writers of present gaming universes. I feel that, even though many of these secrets have come out with the new gaming guides, the simplest and most effective are still hidden in obvious mystery:

- 1) Don't get caught reading your module at the table.
- 2) Create Challenges and Rewards with a standard deviation of reasonableness.

How to Get Started Writing

Saturday 2:00 PM for 1 hour

Presenter: Doc Cross

OK, so everybody wants to be an author or game designer, but staring at a blank piece of paper or a monitor until your eyes bleed isn't working out. You have to get into the habit of writing something creative every day. And we aren't talking about Twitter or Facebook, folks. By the time the Con rolls around, I will have written well over 1,000 bits of fiction and other creative writing, most of it in the last couple of years and on a daily basis. I'll give you some ideas on how you can do it, too. We'll also touch on dealing with writer's block, the guilt attack on days you can't write, how you can use writing tiny bits of stuff every day to get a novel up & running and what you might do with all the stuff you've written every day. I'll read some of my stuff, most of which runs less than 500 words and answer any questions you have.

City Building - Public Accommodations and Other Subjects

Saturday, 3:00 PM for 2 hours

Presenters: Anders Swenson, Mike Blum, Ken Hite

City Building is the seminar where we explore the urban experience as it is translated for the many times and cultures found in our RPGs. This year, we will address a number of issues, including these possible topics listed below.

* Criminals and Enforcement: how does the city find criminals and catch them? What escalation happens when criminals (player-characters, heh) become too tough for the lowest level of public-order enforcers to handle? What are some criminal groups besides the usual "Thieves' Guild"?

* Public Accommodations: probably 75% of RPG encounters happen in places where the public can gather and have a conversation - taverns, bars, and so forth. What sort of places might these have been in various past cultures - how large, what do they offer besides shelter from the weather and a place to talk?

* Transport: so you're in a city -- how do you get around? Are there buses, sedan chairs, magical carpets? In a future city with routine teleportation or antigravity, will there even be roads that we would recognize?

* Declining and Dead Cities: The seeds of many adventures lie in the past, and many cities and even dungeons are built of layers of outdated past construction. Why do neighborhoods and cities decline? What are the effects and consequences?

Kickstarter 101 for Tabletop RPGs

Saturday, 5:00 PM for 1 hour

Presenter: John Post

Practical advice on starting, running, and concluding a successful Kickstarter campaign for your tabletop RP game.

How to Get into the RPG Business

Saturday 6:00 PM for 1 hour

Presenters: Chris Rutkowski, Jason Walters, John Post, Charlie Krank

Presentation and Q&A with game publishers on getting into the RPG business. This seminar repeats the seminar presented on Friday afternoon.

SUNDAY

What's crawling out of the depths of Chaosium

Sunday, 9:00 AM for 1 hour

Presenters: Charlie Krank, Ben Monroe

Chaosium's mastermind reveals sanity-bending glimpses into the nefarious plots of Those Whom Cthulhu Favors. And Ben Monroe reveals the secrets of BRP: Magic World!

What's Cool

Sunday 10 AM for 1 hour

Presenters: Bruce Harlick, Ken Hite

Long time Grogards Ken Hite and Bruce Harlick talk about all the cool games on the shelves right now!

What's New with Pelgrane Press?

Sunday, 11:00 AM for 1 hour

Presenter: Ken Hite

Permanent Pelgrane contractor Ken Hite lays out the projected publications of Pelgrane Press for products like the Dying Earth, Gumshoe, and more

The Future of Computer RPG Gaming

Sunday Noon for 1 hour

Presenters: Randy Angle, Bruce Harlick, Corey Cole, Michael Blum, Andrew Sipotz

Five long-time computer gaming producers discuss what works in modern computer gaming.

Kicking Up the Computer RPG Industry

Sunday, 1:00 PM for 1 hour

Presenters: Corey Cole, Lori Ann Cole

2012 is the Year of the Kickstarter for gamers. It started with Tim Shafer's appeal to adventure gamers to make their presence known. Since then, multiple games have raised impressive budgets through crowdfunding. Lori and Corey Cole - creators of Quest for Glory, Shannara, and Castle of Dr. Brain - jumped into the fray with their own project, Hero-U: Rogue to Redemption. Before posting on Kickstarter, we spent several months researching other projects, assembling our development team, and planning the best way to make both a great game and a successful Kickstarter funding drive. In this seminar, we will share what we learned.

What's New With Blackwyrn Games

Sunday, 2:00 PM for 1 hour

Presenters: Jason Walters, Dave Mattingly

Blackwyrn Books and Games owners Dave Mattingly and Jason Walters talk about their publishing plans for 2013.

Rogues - Underworld

Sunday 3:00 PM for 1 hour

Presenters: Bruce Harlick, Randy Angle

Explore the dark side of role-playing with seedy locations, nefarious factions, intrigue, and corruption. Many scenarios involve crossing the law, but few player characters are prepared for what they find when they go there. Third in the series of multi-media roguish seminars by Randy Angle. This one covers the streetwise skills, gangs, guilds and secret societies of rogues and how player characters and game masters can interact with them during adventures.

What's New with Indie Gaming?

Sunday, 4:00 PM for 1 hour

Presenters: Ken Hite, Carl Rigney, Jason Walters

Ken Hite, Carl Rigney, and Jason Walters discuss what is new in the world of micro-published and self-published tabletop games.

Magehaven - The Web Series Screening

Sunday, 5:00 PM for 1 hour

Presenters: Thomas Koch, Chuck Marshall

Magehaven is the story of Arrin, an apprentice Wizard who is thrust into a battle between elves and wizards when he is entrusted with a spellbook containing the secrets to elven magic.

State of the Gaming Industry

Sunday, 6:00 PM for 1 hour

Presenters: Aldo Ghiozzi, Dave Mattingly, Jason Walters

Tabletop game industry veterans Aldo Ghiozzi, Dave Mattingly, and Jason Walters chat with each other and you about the state of the gaming industry.

MONDAY

Kids and Gaming - Tools, Tips, Tricks, and Resources

Monday, 10:00 AM for 1.5 hours

Presenters: Louis Contreras, Michelle Contreras, Alicia Contreras, Snev Ar

Insight to gaming for fun and educational values from the family that plays together. Special Guest member from the Kids' Room.

Learn the Basic Knit and Purl Stitches

Monday, 11:30 AM for 1.5 hours

Presenter: Donnamarie Fuller

Hours of sitting in a chair can leave a person itching for something to fiddle with. Ever thought about learning how to knit? Needles and yarn will be provided.

Acknowledgement

DunDraCon wishes to thank and acknowledge StoryWeaver.com for the donation of prizes.



War College Seminars

Salon C

Dana Lombardy – historian, author, editor, game designer – brings his War College of fascinating seminars and presentations to DunDraCon! Here is the schedule of speakers and topics:

War College Schedule

Saturday, February 16

3:00 PM - 4:30 PM Fear God and Dreadnought
4:30 PM - 6:00 PM The Long Arm of Mr. Lincoln's Army
6:00 PM - 7:30 PM Alternate Histories

Sunday, February 17

10:00 AM - 11:30 AM A Hard Way to Learn
11:30 AM - 1:00 PM From Biplanes to Drones
1:00 PM - 2:30 PM LUNCH BREAK
2:30 PM - 4:00 PM Big Guns, Big Changes
4:00 PM - 5:30 PM The Waterloo Myth
5:30 PM - 7:00 PM Holding The Line

Monday, February 18

10:00 AM - 11:30 AM Secret Turning Points of World War II

Fear God and Dreadnought

The Development of Tactics in the Royal Navy, ca. 1900-1916
Saturday 3 PM in Salon C for 1.5 hours
Presenter: Stephen McLaughlin

Although oceans of ink have been spilled over the Battle of Jutland, few historians have examined the development of tactics in the Royal Navy in the years leading up to the battle, which forms an essential background to how the battle was fought. This presentation will attempt to outline the evolution of tactical thinking in the HMRN and its effects on the greatest dreadnought engagement in history.

The Long Arm of Mr. Lincoln's Army

The Evolution of Artillery in the American Civil War
Saturday 4:30 PM in Salon C for 1.5 hours
Presenter: Dana Lombardy
Diagrams and data will be presented to show how the artillery evolved in the Union Army of the Potomac during the American Civil War, and compares its effectiveness to the guns used by their primary opponent, Robert E. Lee's Confederate Army of Northern Virginia. Gun types, numbers and organization, plus a look back at Napoleon's artillery at Waterloo, will also be covered.

Alternate Histories

Saturday 6 PM in Salon C for 1.5 hours
Presenters: Dana Lombardy, Ken Hite
A panel discussion with authors and game designers Dana Lombardy and Ken Hite, who look at possible alternate histories and what their impact might have been. Audience participation is encouraged.

A Hard Way to Learn

The American Army's Introduction to 20th Century War
Sunday 10 AM in Salon C for 1.5 hours
Presenter: Terrence J. Finnegan
When America declared war on the Triple Alliance in April 1917, the Army was experienced only in guerrilla fighting. Its learning curve to become an effective fighting partner with the hardened but exhausted French and British armies was a straight vertical line. A German surprise attack introduced the green Americans to modern warfare.

The trials & tribulations of America's fighting forces are introduced, with an in-depth discussion of the first major battle the Americans fought in the war – the Battle of Seicheprey in April 1918.

From Biplanes to Drones

The 1st Aero Squadron – A Window to 21st Century Drone Operations
Sunday 11:30 AM in Salon C for 1.5 hours
Presenter: Terrence J. Finnegan
1918 saw the American military's first encounter with the realities of 20th-century reconnaissance over the battlefield. The Great War was a learning experience in how to determine enemy capabilities and intentions on the Western Front – an experience that served as a foundation for today's mission served by the squadron at Beale AFB, California. Additional insight into modern-day reconnaissance through applications such as blue-force tracking also has its roots in 1918. The 1st Aero Squadron's aeroplanes, their aerial cameras, and their cartographic methods were in many ways similar to today's Predator drones.

Big Guns, Big Changes

The Evolution of Artillery in the Modern Era
Sunday 2:30 PM in Salon C for 1.5 hours
Presenter: George Young
World War I saw drastic changes in the power, accuracy, and complexity of artillery. Starting as direct-fire weapons over open sights, artillery evolved into indirect fire by massive-sized guns over longer ranges using complex computational methods. The machine gun may be more famous, but artillery became the biggest killer on the battlefield starting with the Great War.

The Waterloo Myth

How Napoleon Nearly Won the 1815 Campaign
Sunday 4 PM in Salon C for 1.5 hours
Presenter: Dana Lombardy
Many historians discount the Waterloo campaign as irrelevant – a French victory in Belgium could not prevent an eventual Allied triumph due to overwhelming numbers, the same way it happened in 1813 and 1814. Was Napoleon desperate and out of touch with reality? Or was the entire 1815 campaign, not just the battle on 18 June, more of a “close-run thing” than assumed?

Holding The Line

How America's Fighter Pilots Stopped the Japanese in 1942
Sunday 5:30 PM in Salon C for 1.5 hours
Presenter: Ron Darcey
Aviation artist and military aviation historian Ron Darcey tells the story in words and pictures about how America's outnumbered and inexperienced combat pilots helped stopped the advancing tide of Japanese expansion in the Pacific after Pearl Harbor while flying state-of-the-art fighter planes – although obsolete for the war they were thrust into.

Secret Turning Points of World War II

Monday 10 AM in Salon C for 1.5 hours
Presenter: Dana Lombardy
Famous, decisive World War II battles such as El Alamein, Kursk, etc., have been the subject of numerous books and even movies. Less well-known but equally critical decisions and events also took place that had significant impact on the course of the war. Dana Lombardy presents one of his most popular seminars examining these “secret” turning points that led to strategic advantages or fatal errors. Audience participation is encouraged.

War College Speakers:

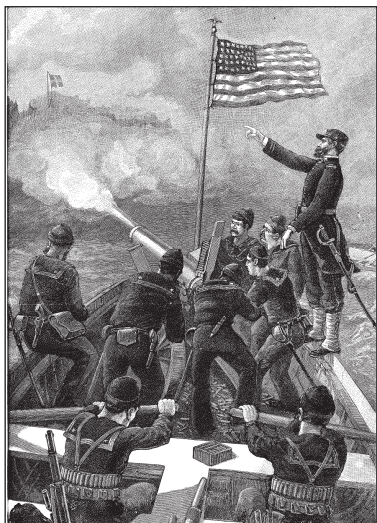
Ron Darcey is a military historian, author, and aviation artist who concentrates on air combat and tactics of World War II, and the Korean and Vietnam wars. He served two years in the California Air National Guard, four in the U.S. Marine Corps, and since 9/11 as a pilot and aviation training officer in U.S. Coast Guard Auxiliary Air Squadron 11 Northern District.

Terrence J. Finnegan is a veteran with 40 years of military and government service. His career primarily covered military intelligence in a number of theaters, including NATO, Pacific Command, and Central Command during Desert Storm. In the past seven years, Colonel Finnegan has served as a senior advisor to National Guard headquarters supporting states in the western United States. The second, expanded edition of his latest book, *Shooting the Front - Allied Aerial Reconnaissance in the First World War*, was published by **The History Press** in the United Kingdom. A second book entitled *An Affair on the Western Front - The American Military Learns the Art of Modern Warfare* is scheduled for publication by **The History Press** in the Fall.

Dana Lombardy was an Associate Online Editor for Armchair General and now does research, writing, and design through Lombardy Studios. Dana is best known for his multiple award-winning Streets of Stalingrad board wargame (three separate editions since first released in 1979), and for his nearly twenty television appearances, including multiple episodes of The History Channel's "Tales of the Gun" series. He has contributed as an editor, cartographer, graphic artist and designer on many books, games and magazines, and was Publisher of **Napoleon Journal** from 1996-2000.

Stephen McLaughlin works as a librarian for the San Francisco Public Library. Although his main interest is the Imperial Russian Navy, he became interested in British naval tactics several years ago and has been researching this topic in British archives whenever he gets a chance. He has published numerous articles on the Russian navy, as well as the book *Russian and Soviet Battleships* (Naval Institute Press, 2003). His tactical researches resulted in the article "Equal Speed Charlie London: Jellicoe's Deployment at Jutland," which appeared in **Warship 2010** (London: Conway, 2010).

George Young graduated from West Point in 1956. A Vietnam War veteran, George retired after 21 years in U.S. Army. Most of his military career was as a field artillery officer. George's father served in the coast artillery.



DDC Game Standards

or

Will my child enjoy this game?

DunDraCon defines all games according to a set of consistent guidelines *as applied by the GM*. DunDraCon does not review GM scripts and cannot guarantee that GMs will always conform to the standard they specify, though DunDraCon *does* expect this of all GMs. These standards speak to content in the same way that MPAA® movie ratings do, but we do not use the same labels or definitions. We hope these standards will be helpful to adults, children, and the parents of children in selecting games they are most likely to enjoy.

Family: Family games will have no profanity, very little or no sexual innuendo, and violence will be limited. Such violence as there is will be brief, stylized, remote, or cartoonish, and never graphic. There are no themes of an intense nature. The game may be simple, but if it is at all complex, the GM will be sure to ease play for children as needed.

Mainstream: Mainstream games may have moderate, limited use of profanity; limited non-explicit references to sexuality; and may contain violent elements. Graphic violence will be limited but may be present. There may be themes of intense nature, but they will not constitute the primary focus of the game. GMs are expected to use their judgment to adjust their game as they deem sensible if children are present, but children and parents are warned that there may be objectionable moments in games of this category. These games are usually moderately to very complex, and the GM may offer help to children as needed. This is the standard to which most role-playing games are written.

Mature Themes: These games may include profanity or references to sexuality, and may contain violent elements. Graphic violence will be limited but may be present. There will be themes of intense nature, which may dominate the game, and role-playing may be so intense that younger players will be confused by the lack of an apparent boundary between character and player. GMs are expected to use their judgment to adjust their game as they deem sensible if children are present, but parents and children are warned that there are likely to be objectionable moments in games in this category, and that children should be comfortable acting in an adult manner in the presence of adults. These games are usually moderately to very complex, and there may be no means to assist children in the play of the game. This is the standard to which many LARPs are written.

Very Complex: This category applies to board and card games. Games in this category are likely too complex for children under the age of 12 to enjoy, and some older children may also experience difficulty with them. While the GM is expected to offer assistance as necessary, parents and children are advised that such games may be an unsatisfactory experience.



Pathfinder Society Organized Play Pleasanton, Danville & San Ramon

Welcome to Pathfinder Society Organized Play!

On Golarion, the world of the Pathfinder Roleplaying Game, the Pathfinder Society is an organization of explorers, vagabonds, sages, and treasure hunters determined to plumb the depths of the darkest tombs, and collect relics and lore from bygone ages. Every member shares one common dream: to contribute to the **Pathfinder Chronicles**, printed editions of secret lore coveted by the Society, wherein only the most impressive finds and bravest exploits of the Pathfinders are immortalized.

Pathfinders are a diverse bunch of scoundrels and wanderers. Their loyalties lie on all shores of the Inner Sea, and beyond their adventures as Pathfinders, they often find themselves mixed up in the murky politics of Absalom and the five nations who seek to control the City at the Center of the World from behind the scenes. The campaign centers on the sprawling city of Absalom, where five factions engage in a shadow war for control of the city's politics and economy.

In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the five competing nation-based factions, all with their own motivations and secret agendas.

Pathfinder Society Organized Play is a constantly evolving mega-campaign played by thousands of players and the adventures you experience are shared by players around the world. Play is organized into Seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing storyline. Each season consists of at least 28 Pathfinder Society scenarios (short, 4-hour adventures) set in a variety of exotic locations across Golarion. At-Con signups are in the San Ramon Room.

Pathfinder Society Scenarios

Introductory:

- Intro 1: First Steps—Part I: In Service to Lore (New 1st Level Characters)
- Intro 2: First Steps—Part II: To Delve the Dungeon Deep (New 1st Level Characters)
- Intro 3: First Steps—Part III: A Vision of Betrayal (New 1st Level Characters)

Low Tier Scenarios:

- 3-01: The Frostfur Captives (T1-5)
- 3-05: Tide of Twilight (T1-5)
- 3-07: Echoes of the Overwatched (T1-5)
- 3-09: The Quest for Perfection, Part 1: The Edge of Heaven (T1-5)

- 3-11: The Quest for Perfection, Part 2: On Hostile Waters (T1-5)
- 3-18: The God's Market Gamble (T1-5)
- 3-19: The Icebound Outpost (T1-5)
- 3-21: The Temple of Empyrean Enlightenment (T1-5)
- 3-23: The Goblinblood Dead (T1-5)
- 3-EX: The Cyphermage Dilemma (T1-5)
- 4-01: Rise of the Goblin Guild (T1-5)
- 4-07: Severing Ties (T1-5)
- 4-11: The Disappeared (T1-5)

Mid Tier Scenarios:

- 3-02: Sewer Dragons of Absalom (T3-7)
- 4-02: In Wrath's Shadow (T3-7)
- 4-05: The Sanos Abduction (T3-7)
- 4-09: The Blakros Matrimony (T3-7)
- 4-14: My Enemy's Enemy (T3-7)
- 4-EX: Day of the Demon (T3-7)
- 3-03: The Ghenett Manor Gauntlet (T5-9)
- 3-10: The Immortal Conundrum (T5-9)
- 3-12: Wonders in the Weave, Part I: The Dog Pharaoh's Tomb (T5-9)
- 3-14: Wonders in the Weave, Part 2: Snakes in the Fold (T5-9)
- 3-24: The Golden Serpent (T5-9)
- 4-03: The Golemworks Incident (T5-9)
- 4-06: The Green Market (T5-9)
- 4-13: Fortress of the Nail (T5-9)

High Tier Scenarios:

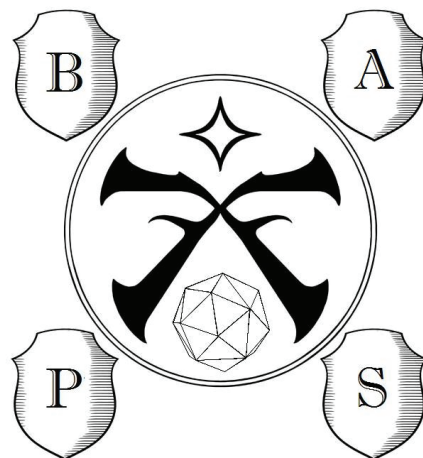
- 3-20: The Rats of Round Mountain, Part 1: The Sundered Path (T7-11)
- 3-22: The Rats of Round Mountain, Part 2: Pagoda of the Rat (T7-11)
- 3-26: Portal of the Sacred Rune (T7-11)
- 4-04: King of the Storval Stairs (T7-11)
- 4-08: The Cultist's Kiss (T7-11)
- 4-10: Feast of Sigils (T7-11)
- 4-12: The Refuge of Time (T7-11)

Pathfinder Society Sanctioned Modules:

- Pathfinder Module: City of Golden Death (T4-6)
- Pathfinder Module: Feast of Ravensmoor (T2-4)
- Pathfinder Module: Murder's Mark (T1-2)
- Pathfinder Module: The Harrowing (T8-10)
- Pathfinder Module: We Be Goblins! (T1)

SPECIAL: Thornkeep Pathfinder Online Kickstarter Reward modules premiered at DunDraCon!

- Thornkeep: The Accursed Halls (T1-2) ** Warning, this is reporting back as dangerous/deadly. Be advised.
- Thornkeep: The Enigma Vaults (T3-5)
- Thornkeep: The Forgotten Laboratory (T2-4)



Martial Arts Demos

Mt. Diablo Room and Bishop Ranch Patio

DunDraCon is pleased to announce a very full line up for the Martial Arts Demo track this year. Not only do we have returning groups Amtgard and the S.C.A., we also have the Royal Airship Kamehameha and our own Randy Bartlett (aka Tigger) presenting. Meet them and their gear in person in the Mt. Diablo Room and see their demos out on the Bishop Ranch Patio.

Bishop Ranch Patio Demonstrations:

Saturday

Amtgard Principality of Westmarch

Saturday, 11 AM for 2 hours

Amtgard is a non-profit, non-sectarian organization that is dedicated to the re-creation of the Sword and Sorcery genre as well as educational aspects of both Medieval and Ancient cultures. Amtgard focuses largely on a Medieval-based combat system but also encompasses the arts and sciences of the time, in a friendly, social atmosphere.

Amtgard uses safe, foam-padded replicas of Medieval weaponry. Anyone aged fourteen years or older may compete in the martial aspect of the game, but we welcome members of all ages. There's a place for everyone.

Randy Bartlett presents Whip-It.

Saturday, 1:30 PM for 45 minutes

Whips 101: the ins & out & history of whip in combat. All may observe but participants must be 18 years and older.

The Society for Creative Anachronism - The Kingdom of the West presents:

Saturday, 2:30 PM for 2 hours

Sunday, 11 AM for 2 hours

The SCA started in 1966 as a protest against the 20th century. Today, it has 19 Kingdoms and over 30,000 members worldwide. Participants, dressed in clothing of the Middle Ages and Renaissance, attend events which may feature tournaments, arts exhibits, classes, workshops, dancing, feasts, and more. Our "royalty" hold courts at which they recognize and honor members for their contributions to the group.

The West Kingdom, which covers Northern California, almost all of Nevada, and includes the state of Alaska as well as remote branches in Okinawa and Japan, is the oldest group of the Knowne Worlde.

Demos will include full-contact martial arts in full armor, discussion on technique, a few surprises, and the opportunity for all to try their hand at handling a sword and shield against an experienced fighter.

Sunday

The Society for Creative Anachronism - The Kingdom of the West presents:

Sunday, 11 AM for 2 hours

Demos will include full-contact martial arts in full armor, discussion on technique, a few surprises, and the opportunity for all to try their hand at handling a sword and shield against an experienced fighter.

Royal Airship Kamehameha presents:

Baritsu Cane Class

Sunday, 1:30 PM for 1 hour

Learn about the Baritsu Cane martial art, invented by Edward William Barton-Wright in 1899. Bartitsu was probably the first instance of what is known today as mixed martial arts.

"Defending Your Airship" Class

Sunday, 2:30 PM for 1 hour

Learn what every airship crew member needs to know when defending against an aerial attack. We will study close combat use of single-stick, 19th-century saber, whaling knife, cutlass, war clubs and boarding axes on land, sea and air in our Steampunk universe. Guro Badillo, martial arts instructor from the San Francisco Bay Area, brings us his *How to Defend Your Airship* class along with his popular Bartitsu demonstration. He has a 3rd degree black belt and has taught single-stick and Victorian cane defense techniques at various events, including Clockwork Alchemy, Gaslight Gathering, SteamCon, CombatCon, and Nova Albion Steampunk Expo.

Randy Bartlett presents Whip-It.

Sunday, 3:30 PM for 45 minutes

Whips 101: the ins & out & history of whip in combat. All may observe but participants must be 18 years and older.

DunDraCon Website Online Events Registration

You can examine the events schedule, sign up for games, and see the game posting results on the DunDraCon website at <http://www.dundracon.com> under Games Results.

The Pre-Reg P Series events *must* be signed up this way in advance of the convention. Scan the items below with a smartphone to connect to the Events Page, Games Registration and Game Results pages on the DunDraCon website.

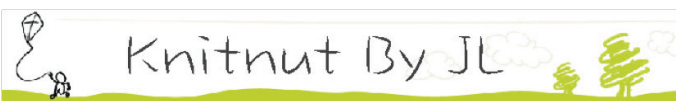
Events Page



Games Results



Games Registration



Convention-Sponsored Games

How to Join a Game

There are four main game groupings at DunDraCon:

- 1) **Open Gaming**, where anyone can run or play a game. Salon 1 is for Board games only; Salon E is for all types of games.
- 2) **Demonstration and Drop-in Games**, which are assigned times and places, but you do not need to sign up for them. Just show up and sit in if there's room! See the Drop-in Game listings on page 14.
- 3) **Pathfinder Society games**, signed up through their headquarters in the San Ramon Room.
- 4) **Registered Games**, which are numbered and signed up for through DunDraCon's Game Registration system as detailed below. All games after this page are Registered Games.

Game Registration

How it works: Read this Booklet and the Errata sheet so you know the correct sign-up periods and game numbers. Note the game starting and run times, and plan your schedule accordingly.

Look for changes and cancellation notices at the Games Reg area. We will do our best to keep you updated during the weekend.

There are nine Game Registration Sessions and seven Sign-up Deadlines during the weekend.

Each Session has a different number and different color sign-up slip. Please make sure you have the correct slip for each session. Session P was pre-registered online before the convention, but you can check to see if there is still room in the game.

Each game has a number based on the starting time. All games in the 101-199 range are in Session 1, all games from 201-299 are in Session 2, etc.

For your convenience, you may submit a slip for any session up until the sign-up deadline for that session. This means you may turn all of your slips in on Friday night if you choose. The time the sign-up slip is submitted does not affect your chances of getting into a game, so long as it is submitted on time for that particular session.

There is a sign-up slip that allows you to sign up for all sessions at the same time. These are available at the Registration Desk, Information Table, and Games Reg. Desk. You may also sign up on our website at <http://www.dundracon.com/Events.php> and you can record which games you submitted for and were accepted into with the DunDraCon Game Planner on the back cover.

Unlike past years, Game Reg will be open during the same hours as the Info Table, 8 AM to 10 PM on Friday, Saturday, and Sunday. As such, you may pick up or drop off Game Reg slips and ask any questions you might have during that time. HOWEVER, each Game Reg session will have a CLOSING time, which means any slips for that session dropped off **AFTER** the closing time will **NOT** be entered for that Session. Closing times will be posted at Game Reg/Info, and are posted below.

You may sign up for three game choices per session. The computer program will attempt to place you into your first-choice game. Failing that, it will attempt to place you into your second-, then third-choice game. The program weights your chances by the number of games you have already been assigned to.

A person who has not yet been assigned to any game has a better chance of getting into a game than someone who has already been placed into a game at a previous session.

Write your name, member number, and game numbers CLEARLY on the sign-up slips.

Neatness counts! We try very hard to decipher all the slips, but if we can't read your handwriting, you may be put into the wrong game, or no game at all!

List each game number only once on the slip. If you have only one or two choices, it's okay to leave the other spaces blank.

If you turn in a Priority Slip (which is good for entry into ONE game) you will most likely get into your first choice game, but if the game is a popular one later in the convention, you should add a second game choice, just in case a lot of priority slips are turned in for that game.

Please do not turn in more than one sign-up slip for the same session. Doing so will not improve your chances of getting into a game. The computer only accepts three choices per member per session.

If you wish to *change* your original game choices, please use the bright red "Override" slip and fill out completely, indicating whether you wish to *change* or *cancel* your prior choices. If you need to Override a prior choice online (made either online or on a paper slip), please check the Override box in the Online form.

How do you know if you've gotten into a game?

The results of each Registration session will be posted on the DunDraCon website at <http://www.dundracon.com> and near the Games Registration table as soon as the process allows. Please be patient. We know everyone is waiting to find out if they've gotten in, and we know the games can't begin until the results are posted; but we still have to enter requests and run the program after a Game Reg session closes. We will process all the data as quickly as possible.

If you see your name and number listed, you're in! Double-check the starting time and location of the game, and show up on time. If you are late, your seat may be given to somebody else.

If a game was not filled, the list will show lines of stars (*****) for the empty seats. You may show up to try to fill these seats at game time. Writing your name on the session sheet is *not* an official placement in the game!

If you do not get into a game you really want, do not despair: show up for it anyway, as there may be an opening. Individual GMs may allow an additional player into a game, or an assigned player might not show up. It is up to the GM and other players to allow an extra player into a game. Please be patient, be polite, be flexible if necessary.

If you really, *really* want to get into a particular game, volunteer at the Con! Volunteers who work four hours receive a Priority Slip, which is a near-guarantee of getting into your first-choice game. (Volunteers who work eight hours also get their membership fee refunded!)

Game Registration Signups

SESSION	GAME#	SIGN UP DEADLINE	FORM	FIRST START TIMES	POSTING TIMES
P	P00-P99	Online Pre-reg. only	None	Friday Noon	Friday 11:30 AM
1	101-199	FRI 5:00 PM	Salmon	Friday 6:00 PM	Friday 5:45 PM
2	201-299	FRI 8:00 PM	Pink	Saturday 8:00 AM	Friday 8:45 PM
3	301-399	SAT 11:00 AM	Blue	Saturday Noon	Saturday 11:45 AM
4	401-499	SAT 5:00 PM	Gold	Saturday 6:00 PM	Saturday 5:45 PM
5	501-599	SAT 8:00 PM	Green	Sunday 8:00 AM	Saturday 8:45 PM
6	601-699	SUN 11:00 AM	Lilac	Sunday Noon	Sunday 11:45 AM
7	701-799	SUN 5:00 PM	Yellow	Sunday 6:00 PM	Sunday 5:45 PM
8	801-899	SUN 5:00 PM	White	Monday 8:00 AM	Sunday 7:45 PM

THE FINE PRINT:

DunDraCon's Game Registration will do its best to get every member into at least one game. However, due to chance, popularity of certain games, and other factors, we cannot guarantee that any particular member will be officially assigned into a particular (or any) game.

Spotlight Games

There are more than 300 games scheduled for DunDraCon 37; here are a few we think are especially interesting:

Veteran LARP troupe Gamer Geekus is offering **Don't Panic!**—a "Hitchiker's Guide to the Galaxy"-themed live action role playing game. It's Game **272**, on Saturday, starting promptly at 10 AM in Salon A. As with all LARPs, signing up through Game Registration is essential.

For a truly retro miniatures game, consider **Wooden Wars!** by Thomas Foss. It will be right on the floor, just like toy soldiers used to be played. Better, he's hosting the game twice, first at 10 AM on Saturday (Game **267**), and again at 3 PM Saturday (Game **362**). Both 4-hour games will be held in the Ballroom Hallway where Tables 1, 2, and 3 are listed, but of course the tables won't be there. A great game for kids and their parents!

At the other end of the miniatures spectrum, we have a major naval battle, **Battle of the Cape Verde Islands** (Game **563**), which is a conjectural battle between a Kriegsmarine fleet, lead by the Bismarck and Tirpitz on the German side, and the might of the Royal Navy on the other. This game is Sunday in Salon FG, covering all of Tables 1, 2 and 3, starting at 9 AM.

Chaosium has brought out a new role-playing game, Magic World, based on the Basic Role Playing system, and we have three games scheduled: Eric Ullman's **Dark Heart of the Forest** (Game **P17** at Noon on Friday in Suite 608), Elliot Wilen's demo game **Southern Exposure** (just drop in) on Hall Table 3, Sunday at 10 AM, and Ben Monroe's **Hunter's Moon**

(Game **123** in Room 168) Friday at 8 PM. Check them out!

Another drop-in game is a demonstration of **Aerodrome** by author Stan Kubiak, Salon FG Tables 4, 5, and 6 starting Friday at 1 PM. This game will feature Korean War air combat. As the models are delicate, we ask that players under 15 be accompanied by playing adults.

We are also happy to mark the return of Jeff Hatch with another trio of adventures in his Pulp Adventure system:

The Brotherhood of the Beast Part One:
Dark Dreams—Dark Passages (Game **115**)

The Brotherhood of the Beast Part Two:
Mountains of Gold—Mountains of the Moon (Game **403**)

The Brotherhood of the Beast Part Three:
Sands of Time—Hour of the Beast (Game **701**)

Enroll in each game separately; the games together comprise a mini-campaign, but you need not play in all of them. Check the individual listings in the RPG section for more details.



Teen Room

Rooms 165 and 166

The Teen Rooms are a new home base for Teen-related (ages 13-19) gaming fun! The Teen Room is a place to play more advanced games than younger youth, without having to play with adults who might not appreciate teen spirit. The Teen Rooms are two connected RPG rooms, 165 and 166.

Please enter through Room 165!

We have one scheduled game in each room at all times that we're open, with an extra table for pick up games; AND!! We have some comfy chairs for just hanging out!

We also have boxes full of board games and card games available for pick-up play. You are welcome to bring your own game(s) to the room. Play or teach games with like minded and like-aged gamers!

Teen Room Hours:

Saturday 10 AM to 10 PM

Sunday 10 AM to 10 PM

To sign up for Scheduled Teen Room Games, visit Room 165! Teen-Friendly Games can be found outside of those hours in regular gaming areas! For Teen Friendly Games scheduled in other areas, follow normal game registration procedures.

Teen Room Games

The Kashyyk Furball

Saturday 10 AM in Teen Room (165) for 2 hours; 12 players

System: X-Wing

GM: Craig Robertson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Kashyyk has suffered under Imperial rule long enough! The Alliance has information that a shipment of Wookie slaves is scheduled to move soon. It's time to free the Wookies!

Caravans of Asia for Teens!

Saturday 10 AM in Teen Room (165) for 3 hours; 5 players

System: Caravans of Asia

GM: Joe Fatula

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Trading on the Silk Road in the days of Marco Polo.

Caravans of Asia for Teens!

Saturday 10 AM in Teen Room (165) for 3 hours; 5 players

System: Caravans of Asia

GM: Kate Fatula

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Trading on the Silk Road in the days of Marco Polo.

Single Battles and Multi Battle Pokemon

Saturday Noon in Teen Room (165) for 4 hours; 10 players

System: Pokemon the Card Game (all)

Variations: All

GM: Pat Holmes

Rules Knowledge: Useful

Game Content: Family

Materials may be provided by GM

For those who have played and have alright knowledge of the rules, however, newer players shouldn't have to much trouble either.

Famine in Far-Go

Saturday 1 PM in Teen Room (165) for 4 hours; 6 players

System: Gamma World (D&D 4.0)

GM: Mike Eckert

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

You are young adventurers beginning the sacred Rite of Adulthood. As you travel through the savage wilderness, all you have are your companions, your wits, your strength... and your dreams!!

The Walking Dead

Saturday 6 PM in Teen Room (165) for 4 hours; 6 players

System: The Walking Dead (1st)

GM: Marc Martin (Feebs)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

With only one companion at the start, each player must gather resources, find other survivors, and attempt to find a refuge from the zombies that have taken over the landscape.

A Sparkling Senior Prom Smackdown

Saturday 6 PM in Teen Room (165) for 4 hours; 8 players

System: Hero 6th Ed (Champions)

Variations: Teen Champions

GM: Tom Rafalski (Carnivorous Tofu)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Teen Superheroes at the Senior Prom....What could possibly go wrong? Pop culture sarcasm encouraged.

Dead on Arrival 2013

Sunday 10 AM in Teen Room (165) for 4 hours; 6 players

System: Storyboard

GM: Jon Wilson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

As the tires screamed, someone jumped on the roof, the gas-filled bottle crashed to the concrete, flames erupted and zombie flesh burned...

Diplomacy

Sunday 10 AM in Teen Room (165) for 6 hours; 6 players
System: Diplomacy
GM: Wess Safford
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Carrying the tradition forward; it's time for a new generation to learn a classic. GM will teach rules to beginners.

Shadows Over Camelot

Sunday 2 PM in Teen Room (165) for 3 hours; 7 players
System: Shadows over Camelot (1st)
GM: Marc Martin (Feeps)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
As the incarnation of the Knights of the Round Table, you join forces against the game itself in an attempt to protect Camelot.

Deliver the Package

Sunday 4 PM in Teen Room (165) for 6 hours; 6 players
System: Shadowrun (4th)
GM: Tom Rafalski (Carnivorous Tofu)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Mr. Johnson has hired you for a standard courier run. The pay is above average. Details provided as needed.

X-File High: Gundam Style

Sunday 7 PM in Teen Room (165) for 3 hours; 8 players
System: Hero 5th Ed (Other)
Power Level: Teens with funky abilities
GM: Greg Haslam (Haslam)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The kids of the Occult Netherworld Investigations (O.N.I.) club encounter mystery, mirth, and mayhem battling spooks and goblins, all the while trying to salvage their social standing in high school.

Additional Teen-Friendly Games

231 Dominion All Sets

Saturday 8 AM in Salon 1 Table 24 for 4 hours; 4 players
System: Dominion
GM: Dennison A. Milenkaya
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
All sets included (classic to Dark Ages, no promos). Players are welcome to enter or exit between rounds.

332 Dominion All Sets

Saturday Noon in Salon 1 Table 24 for 4 hours; 4 players
System: Dominion
GM: Dennison A. Milenkaya
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
All sets included (classic to Dark Ages, no promos). Players are welcome to enter or exit between rounds.

507 Hacking the Black Diamond

Sunday 8 AM in 154 for 8 hours; 8 players
System: Hackmaster (Basic)
Power Level: 5th
GM: Peter Christian
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Hacking the Black Diamond: Introduction to Hackmaster! A straightforward adventure. Beginners and teens welcome.

547 Saint Petersburg!

Sunday 10 AM in Salon 1 Table 10 for 4 hours; 5 players
System: Saint Petersburg (2004)
Variations: New Society & Banquet
GM: Tim Martin
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Come play one of the best, and simplest, economic games ever made! There will be 2 sessions and beginners are welcome. Check it out at Board Game Geek!

566 Wrath of the Argonaut

Sunday 9 AM in Hall Table 8 for 8 hours; 8 players
System: Full Thrust (v2.0)
Variations: Fleet Book 1 & 2; Cinematic movement, instant damage
GM: Dennis Seiffert (Dennis S.)
Rules Knowledge: Beginners Welcome
Game Content: Family
All miniatures provided by GM
The Argonaut is the ESU's primary research facility, and its location has been kept a very tight secret until now. Two scientists have requested immunity in exchange for knowledge.



572 Shadow Centurions Assemble!

Sunday 11 AM in 570 for 6 hours; 16 players

System: Homebrew

Genre: Pulp

Costume: See character list

GM: John Kim

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

In the 1930s, the Shadow Centurions are a secret society of villains meeting on an uncharted island. A live-action game for all ages in the spirit of Dr. Horrible.

761 Car Wars in 3D

Sunday 6 PM in Salon FG Table 3 for 6 hours; 10 players

System: Car Wars

Variations: Modified and simplified

GM: Wess Safford

Rules Knowledge: Beginners Welcome

Game Content: Family

Miniatures may be provided by GM

Car Wars in 3D. Bring your favorite Matchbox or Hot Wheels car and see how long you survive on the mean streets of Motorville.

805 Fallen Out

Monday 8 AM in 151 for 8 hours; 8 players

System: Dungeons & Dragons 3.5

Variations: Omega World- 3.5 DnD version of Gamma world

Power Level: 4th

GM: Chris Bruno

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The Apocalypse has come and gone, and you're still here... with crazy androids, mutant rabbits, death bots, and worse. Can you find your way to Safe Haven City the 2nd?

844 Doctor Who: The Game of Time and Space

Monday 10 AM in Salon 1 Table 11 for 3 hours; 6 players

System: Doctor Who: The Game of Time and Space (1980)

GM: Tim Martin

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Fun, old-school board game from the people who would later come up with Warhammer! As one of many Doctors, complete the Key of Chronos and save Gallifrey!



Kids' Room

Salon 2

We have many excellent board games for your children or you and your children to enjoy. We have a large number for the younger set, and we trust you to know if your child needs you nearby to maintain composure and a proper game face.

For the very youngest, we have "Kids Catan" with lovely wooden pieces and a circular cart path. Very cute and fun.

We will have 20-30 games to play. All are on a "by-request" basis. Come and find some new favorites for you and your children. We have games for older kids, too (and that can mean you, Mom and Dad).

Finally, check out the listed games and events "especially for kids" and "Family Friendly" that are listed here and elsewhere. Some are scheduled into the Kids' Room, and others are placed elsewhere, but we'll have signs to direct you to those.

Games Lending Library

DunDraCon will again have a Games Lending Library service. The games in the Kids' Room can be checked out for play elsewhere by leaving a driver's license or other ID as security. See Randy Kreidt, Kids' Events Coordinator, in Salon 2 to check out a game from the Library. (A game may not be checked out if it is scheduled for use that day.)

Games in the Kids' Room

Kids Drop-in Klix Are For Kids

Saturday 10 AM for 6 hours; 6 players

System: Mage Knight Dungeons (1st)

Variations: 3 2-hour sessions; simplified rules for young players

GM: William Dash (Bill Dash)

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Play heroes OR monsters! Receive a free Starter Set. Play for treasure in a 3D dungeon. Heroes try to take the monsters' treasure. Simplified rules. Join the fracas! (Ages 8+)

Kids Drop-in The Jaded City of Oz

Sunday 10 AM for 4 hours; 6 players

System: Adventures in Oz: Fantasy Roleplaying Beyond the Yellow Brick Road (1st)

Power Level: Starting

GM: F. Douglas Wall

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Ding Dong! The Witch is dead! Join the Melting Day parade as it tours the land of Oz. Meet wonders new and old, including the marvelous Jaded City of Oz!

Kids Drop in Klix Are For Kids

Sunday 11 AM for 6 hours; 6 players
System: Mage Knight Dungeons (1st)
Variations: 3 2-hour sessions; simplified rules for young players
GM: William Dash (Bill Dash)
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
Play heroes OR monsters! Receive a free Starter Set. Play for treasure in a 3D dungeon. Heroes try to take the monsters' treasure. Simplified rules. Join the fracas! (Ages 8+)

Other games suitable for kids:

P09 Infectious Enthusiasm - Want To Learn How To Play Champions?

Friday Noon in 162 for 8 hours; 5 players
System: Champions Complete
Power Level: Superheroic
GM: John Taber
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
Learn how to play Champions by taking control of one of the newly formed Forces of Nature as they battle Dr. Mayhem and his sinister Masters of Mayhem.

P49 7 Wonders

Friday 4 PM in Salon 1 Table 10 for 3 hours; 7 players
System: 7 Wonders
Variations: Leaders, Cities
GM: James Fitch (Jay Fitch)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Make your mark in history by building an architectural marvel while leading one of the seven great ancient cities! Recruit leaders, exploit resources, assert military might, and develop commercial relationships.

P34 Pokemon Battle-Trades

Friday 5 PM in Hall Table 6 for 4 hours; 10 players
System: Pokemon the Card Game (all)
Variations: all
GM: Pat Holmes
Rules Knowledge: Beginners Welcome
Game Content: Family
Materials may be provided by GM
For those looking for another game, or to find competition, or finding new cards. If you're new, Pat Holmes will gladly help teach you the rules and help you trade.



547 Saint Petersburg!

Sunday 10 AM in Salon 1 Table 10 for 4 hours; 5 players
System: Saint Petersburg (2004)
Variations: New Society & Banquet
GM: Tim Martin
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Come play one of the best, and simplest, economic games ever made! There will be 2 sessions and beginners are welcome. Check it out at Board Game Geek!

761 Car Wars in 3D

Sunday 6 PM in Salon FG Table 3 for 6 hours; 10 players
System: Car Wars
Variations: modified and simplified
GM: Wess Safford
Rules Knowledge: Beginners Welcome
Game Content: Family
Miniatures may be provided by GM
Car Wars in 3D. Bring your favorite Matchbox or Hot Wheels car and see how long you survive on the mean streets of Motorville.

843 7 Wonders

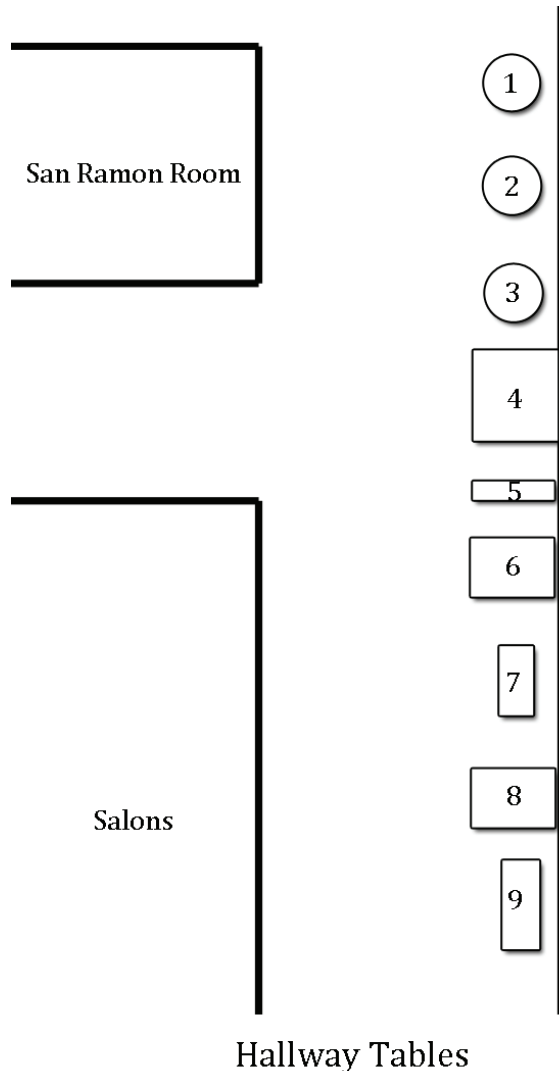
Monday 10 AM in Salon 1 Table 10 for 3 hours; 7 players
System: 7 Wonders
Variations: Leaders, Cities
GM: James Fitch (Jay Fitch)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Make your mark in history by building an architectural marvel while leading one of the seven great ancient cities! Recruit Leaders, exploit resources, assert military might, and develop commercial relationships.

844 Doctor Who: The Game of Time and Space

Monday 10 AM in Salon 1 Table 11 for 3 hours; 6 players
System: Doctor Who: The Game of Time and Space (1980)
GM: Tim Martin
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Fun, old-school board game from the people who would later come up with Warhammer! As one of many Doctors, complete the Key of Chronos and save Gallifrey!



Demonstration and Drop-In Games



Demonstration and drop-in games do not use the Games Reg system—just drop in and see if there is room. There will be nine tables in the Ballroom Lobby, numbered 1 through 9, while other games will be located in Salon 1 and Salon FG.

FRIDAY

Aerodrome 3.0 - Korean War Aerial Combat

Friday 1 PM in Salon FG Tables 4-6 for 5 hours; 10 players
 System: Aerodrome (Playtest Draft Rules)
 GM: Stan Kubiak
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All miniatures provided by GM
 Playtest the new Korean War adaptation of the popular Aerodrome® Aerial Combat rulesets. MIGs and Sabre jets over Korea. Fun, easy to learn and play! Spouse- and female-friendly game.

SATURDAY

The Potions Game

Saturday 1 PM in Salon 1 Table 16 for 3 hours; 6 players
 System: The Potions Game (2nd)
 GM: Bruce Richmond (Bruce)
 Rules Knowledge: Beginners Welcome
 Game Content: Family
 All materials provided by GM
 Collect ingredients and create different kinds of potions. Beware! The potions you mix could speed your progress, delay the progress of others, or be a complete disaster.

Playtesting Porthmeus Games

Saturday 1 PM in Salon 1 Table 9 for 3 hours; 6 players
 System: Death Row, Pirate Hunter, Hunt for the Ragnarok
 GM: Scott Boor (Scott Boor Porthmeus Games)
 Rules Knowledge: Beginners Welcome
 Game Content: Family
 All materials provided by GM
 Porthmeus Games is looking for players of all levels and ages to playtest card games and board games including: Death Row, Pirate Hunter, Hunt for the Ragnarok.

The Potions Game

Saturday 3 PM in Salon 1 Table 17 for 3 hours; 6 players
 System: The Potions Game (2nd)
 GM: Rachael Richmond (Rachael)
 Rules Knowledge: Beginners Welcome
 Game Content: Family
 All materials provided by GM
 Collect ingredients and create different kinds of potions. Beware! The potions you mix could speed your progress, delay the progress of others, or be a complete disaster.

SUNDAY

Playtesting Porthmeus Games

Sunday 10 AM in Hall Table 1 for 3 hours; 6 players
 System: Death Row, Pirate Hunter, Hunt for the Ragnarok
 GM: Scott Boor (Scott Boor Porthmeus Games)
 Rules Knowledge: Beginners Welcome
 Game Content: Family
 All materials provided by GM
 Porthmeus Games is looking for players of all levels and ages to playtest card games and board games including: Death Row, Pirate Hunter, Hunt for the Ragnarok.



Southern Exposure

Sunday 10 AM in Hall Table 3 for 8 hours; 6 players

System: Magic World (BRP) (2013)

Power Level: Veteran

GM: Elliot Wilen

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

An open-ended fantasy scenario with multiple adventure 'threads' set in a small village in the Southern Reaches, the default setting for Chaosium's new BRP-based game.

Sins of the Fathers

Sunday Noon in Hall Table 2 for 6 hours; 7 players

System: Fantasy Craft (1st)

Power Level: 3rd

GM: Patrick Kapera

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Ages ago the elders of Valespire made a pact with the Court of Blinding Shadows, agreeing to forever keep certain... disagreeable promises to preserve the human species.

The Potions Game

Sunday 1 PM in Salon 1 Table 16 for 3 hours; 6 players

System: The Potions Game (2nd)

GM: Bruce Richmond (Bruce)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Collect ingredients and create different kinds of potions.

Beware! The potions you mix could speed your progress, delay the progress of others, or be a complete disaster.

Playtesting Porthmeus Games

Sunday 2 PM in Hall Table 1 for 3 hours; 6 players

System: Death Row, Pirate Hunter, Hunt for the Ragnarok

GM: Scott Boor (Scott Boor Porthmeus Games)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Porthmeus Games is looking for players of all levels and ages to playtest card games and board games including: Death Row, Pirate Hunter, Hunt for the Ragnarok.

The Potions Game

Sunday 3 PM in Salon 1 Table 17 for 3 hours; 6 players

System: The Potions Game (2nd)

GM: Rachael Richmond (Rachael)

Rules Knowledge: Beginners Welcome

Game Content: Family

All materials provided by GM

Collect ingredients and create different kinds of potions.

Beware! The potions you mix could speed your progress, delay the progress of others, or be a complete disaster.

Hybrid Games & Other Exotica

Session 4

SATURDAY

481 Nighttime Is for Werewolves

Saturday 9 PM in Salon C for 6 hours; 17 players

System: Werewolves of Miller's Hollow

Variations: various scenarios and characters

GM: James Fitch (Jay Fitch)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Are you a Werewolf or just a Townsfolk trying not to be lynched by the mob? Rumors and Bloody Killings are happening around your Hamlet. Who's to blame? Mob Rule!

Session 7

SUNDAY

781 Werewolves of Miller's Hollow

Sunday 8 PM in Salon C for 8 hours; 20 players

System: Werewolves of Miller's Hollow (Murderlock!)

Variations: Several; to be told at time of round

GM: Steven Gallagher (Steven Strife)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Welcome to Murderlock's Miller's Hollow game. Where your closest friends can be a Simple Villager or a blood-thirsty Werewolf! Investigation skills and intelligence will be your only true companions.

Session 8

MONDAY

881 Shattered Dark Mirror, Mirror

Monday 8 AM in 163 for 8 hours; 8 players

System: Battlestations (Version 1.1 core)

Variations: Homebrew rules w/ GCW, PAX, PoT, and HMfyP; a mix of board game & RP elements

Power Level: Rank 1-8

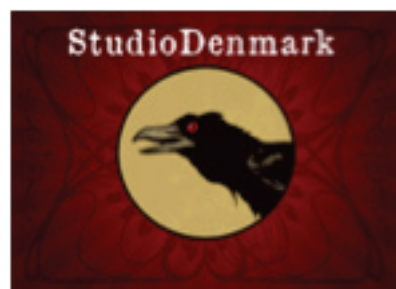
GM: Jonah Johnson (Commodore JJ)

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Be your favorite evil character in the Mirror Universe Star Trek, the original series. What would you do to further the Terran Empire in 2267? Or maybe further your own goals?



Live Action Role-Playing Games

LARP Rules:

LARPs, or Live Action Role-Playing Games, take your role-playing experience to the next level. Instead of sitting at tables and rolling dice, the game takes place all around you. LARPing combines traditional RPGs with elements of improv acting, where often you are given a character and told to “be them.” How you do that is entirely up to you.

Because of the unique nature of LARPs, there are certain rules that must be followed for everyone to have a good time:

- No one will be turned away from any LARP based solely on age.
- All LARPs use the Games Registration system and may be signed up for at the Games Reg table.
- Each LARP that exceeds maximum capacity will be given an Official overflow list, which will randomly order people who registered but did not get in. Walk-up players may be added to the end of the list by the GM(s) on a first come, first served basis. All players from the printed overflow list must be accommodated before walk-ups can be considered.
- You must show up to your LARP on time or your spot will be given to someone on the overflow list.
- During the LARP, don't touch anyone you don't know or don't have permission to touch. Before initiating any sort of contact, ask permission and when in doubt, don't touch. This also means don't touch anyone with anything (baseball bat, feather, whatever).
- LARPs are just a game. Say “I pull the fire alarm.” Do not actually pull the fire alarm. *Never* do anything illegal or immoral as part of the game.
- If you can, please resolve your own disputes. LARP rules are often very simple, so please try to handle in-game disagreements between yourselves before getting a GM involved. This makes the whole experience better for players and easier for GMs.
- During the LARP, if you have to leave please tell a GM—don't just disappear.

LARP Central is located outside Salon 2, opposite the Flying Hands Massage area and across from Salon C. This area contains the complete set of rules mentioned above, as well as the current schedule, posted player lists, LARP flyers, and any other pertinent announcements.



LARPs Schedule

Session 1

FRIDAY

171 To Boldly Go

Friday 6 PM in 508 for 6 hours; 16 players

System: GM Fiat

Genre: Star Trek / 70s SciFi

GM: Lauren Avjean

Rules Knowledge: Useful

Game Content: Mainstream

You've picked up a distress beacon from a nearby planet and beam down an away team. The signal's from a starship whose away team went missing, but where are they?

172 My Big Fat Unicorn Wedding

Friday 7 PM in Salon AB for 8 hours; 30 players

System: L5R LARP

Variations: Homebrew Elements

Genre: Fantasy

Troupe: Blue Lotus Productions

Rules Knowledge: Useful

Game Content: Mainstream

Winter Court is being held in Unicorn lands due to the wondrous news of two politically powerful weddings that will occur there. Will anyone want to stop these joyous events...?

Session 2

SATURDAY

271 A Wedding of Veils

Saturday 10 AM in 508 for 8 hours; 20 players

System: L.A.R.P.S. System

Variations: Characters provided

Genre: Political Fantasy

Costume: Fantasy costuming encouraged but not required.

Costume neither guarantees a role nor a spot in the game.

Troupe: Dreams of Deirdre

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Two minor families of two great houses are having a wedding, but will the other houses in Westeros allow it? Set in George R.R. Martin's Game Of Thrones world.

272 Don't Panic!

Saturday 10 AM in Salon A for 6 hours; 25 players

System: GM Fiat

Variations: Some additions for a flavor not entirely unlike tea.

Genre: Hitchhikers Guide to the Galaxy

Troupe: Gamer Geekus

Rules Knowledge: Useful

Game Content: Mainstream

Gentlemen: You are blessed with the opportunity to witness the birth of our universe (this is of course impossible). Drinks are free until time starts. Share and Enjoy!

273 The Timey Wimey Catastrophy

Saturday 10 AM in Salon B for 8 hours; 20 players

System: GM Fiat

Genre: Doctor Who (prior to New Series Season 6)

Costume: Contemporary

Troupe: Evil Twins

Rules Knowledge: Useful

Game Content: Mainstream

A large spaceship is headed directly for Earth. The Doctor is nowhere to be found. Who can stop it from destroying humanity in his absence? Six hours until impact.

Session 4

471 Mutant Saga Volume V: Russia

Saturday 7 PM in Salon AB for 6 hours; 40 players

System: GM Fiat

GM: Joe Parzanese

Rules Knowledge: Useful

Game Content: Mature Themes

For decades mutants existed. Some were heroes, others villains.

In 2011, alien ships appeared and the world was changed forever. In 2030, the fate of our characters will be decided.

473 Night of the Living Dead!

Saturday 7 PM in 508 for 4 hours; 20 players

System: Shelter in Place

Genre: Zombie apocalypse, Zombie Movie

Costume: Disheveled zombie rags, and Normal human clothes (players will use both)

GM: Thorvald Soldahl

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You and your companions must use quick wits, ingenuity, and teamwork to survive the imminent zombie onslaught! Players will also enact their fantasies of brain consumption as flesh-eating zombies.

Session 5

SUNDAY

571 The Thousandth Night: A Story to Beguile the Hours

Sunday 9 AM in 508 for 8 hours; 20 players

System: GM Fiat

Costume: Middle Eastern (see web description)

Troupe: December Star

Rules Knowledge: Useful

Game Content: Mature Themes

You have been given your wits, your prowess, and your skill by Al-Muqadeem, He Who Wills: you must put them to the test to survive this dangerous night.

572 Shadow Centurions Assemble!

Sunday 11 AM in 570 for 6 hours; 16 players

System: Homebrew

Genre: Pulp

Costume: See character list

GM: John Kim

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In the 1930s, the Shadow Centurions are a secret society of villains meeting on an uncharted island. A live-action game for all ages in the spirit of Dr. Horrible.

573 Grimm Tides

Sunday 11 AM in Salon AB for 6 hours; 30 players

System: L.A.R.P.S. System

Genre: 7th Seas

Costume: Pirate/17th Century garb

Troupe: Team Volaré Productions

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The Sea Dogs have been the scourge of the Montaigne and Castille navies. Now two Sea Dog ships are missing; how does this affect commerce on the Trade Sea?

Session 7

771 Clockwork Confidence: The Diamond Job

Sunday 6 PM in Salon A for 6 hours; 15 players

System: Homebrew

Genre: Steampunk/Neo-Victorian

Costume: Steampunk, Neo-Victorian, or Wild West formal or semi-formal

GM: Samantha Smith

Rules Knowledge: Useful

Game Content: Mature Themes

The opening of the Ludlow Jewel Collection has been infiltrated by confidence men, making each attendee suspect. But there is more than one set of secret agendas this evening.

772 Truce of Mosphiera (CJ Cherryh's Foreigner)

Sunday 6 PM in Salon B for 6 hours; 19 players

System: L.A.R.P.S. System

Genre: Political Sci-Fi

Troupe: Machimi Games

Rules Knowledge: Useful

Game Content: Mainstream

On Mosphiera, the felicitous third talks begin between the Ragi-aiji and the foreigner humans. Can a second War of The Landing be prevented? Where does *man'chi* lie?

773 My Little Pony: Friendship is Chaos

Sunday 6 PM in 508 for 6 hours; 17 players

System: GM Fiat

Genre: Fantasy

Costume: You DO NOT need to dress like a horse

Troupe: Ace of Geeks

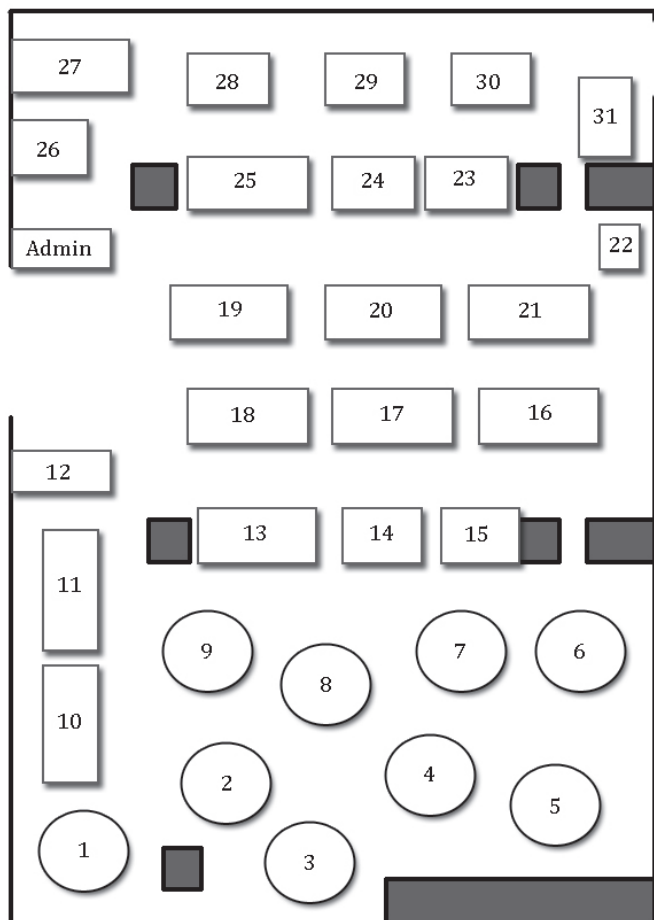
Rules Knowledge: Useful

Game Content: Mainstream

EVERYONE will leave Pinkie Pie's Quarterly Friendship Semi-Formal Social, Dance, and Pie-Eating Contest with a new best friend. But danger lurks: an old threat returns to find his own method of fun.

Board Games

Salon 1



Salon 1

Session P

FRIDAY

P41 Eclipse

Friday Noon in Salon 1 Table 2 for 6 hours; 5 players
 System: Eclipse GM: Nathan Hirth
 Rules Knowledge: Beginners Welcome
 Game Content: Very Complex
 All materials provided by GM
 Eclipse places you in control of a vast interstellar civilization—exploring new star systems, researching technologies, and building spaceships to wage war with. Who will ultimately be the strongest?

P42 St. Petersburg

Friday Noon in Salon 1 Table 14 for 3 hours; 5 players
 System: St. Petersburg
 Variations: 5-player expansion
 GM: Chisholm Gentry
 Rules Knowledge: Expected
 Game Content: Mainstream
 All materials provided by GM
 5-Player game of Saint Pete for experienced players. 3-hour time block so we should be able to get a couple games in!

P43 Dungeons & Dragons: Conquest of Nerath

Friday Noon in Salon 1 Table 24 for 4 hours; 3 players
 System: Dungeons & Dragons: Conquest of Nerath
 GM: Dan Bodon (Dan)
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All materials provided by GM
 War has come to the Dungeons & Dragons world!

P44 1939 War's Beginning

Friday Noon in Salon FG Table 3 for 10 hours; 8 players
 System: Axis & Allies (AH 50th Anniversary Edition)
 Variations: Custom scenario w/advanced opt. 0 & house rules
 GM: Justin Marriott (Zato Kaze)
 Rules Knowledge: Useful
 Game Content: Mainstream
 All materials provided by GM
 1939: Hitler and Stalin split Poland, England and France declare war! Civil War rages in China; Japanese interference becomes desperate under American and Dutch embargoes!
 Who will strike next?

P45 Betrayal at House on the Hill

Friday 1 PM in Salon 1 Table 3 for 4 hours; 6 players
 System: Betrayal at Hill House (2nd Edition)
 Variations: Custom scenarios
 GM: Michael Basil (Basil)
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All materials provided by GM
 Players explore a mansion, encountering spirits, omens, and possibly monsters. One of the characters betrays the rest, and the heroes must defeat the traitor before it's too late!

P46 Caravans of Asia

Friday 1 PM in Salon 1 Table 11 for 3 hours; 5 players
 System: Caravans of Asia
 GM: Joe Fatula
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All materials provided by GM
 Trading on the Silk Road in the days of Marco Polo.

P47 The Golden Wilderness

Friday 1 PM in Salon 1 Table 13 for 3 hours; 5 players
 System: The Golden Wilderness
 GM: Kate Fatula
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All materials provided by GM
 An exploration & settlement game of early California.

P48 Talisman

Friday 2 PM in Salon 1 Table 1 for 6 hours; 6 players
 System: Talisman
 Variations: Frost March expansion, possibly others
 GM: Brian Langley (Plant)
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All materials provided by GM

Embark on a perilous quest for the ultimate treasure: the crown of command. But the path to the treasure is treacherous. Legends say that only a fabled Talisman can protect you...

P52 Endeavor

Friday 2 PM in Salon 2 for 3 hours; 5 players
System: Endeavor
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Colonize the world!

P49 7 Wonders

Friday 4 PM in Salon 1 Table 10 for 3 hours; 7 players
System: 7 Wonders
Variations: Leaders, Cities
GM: James Fitch (Jay Fitch)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Make your mark in history by building an architectural marvel while leading one of the seven great ancient cities! Recruit leaders, exploit resources, assert military might, and develop commercial relationships.

P50 Lords of Waterdeep

Friday 4 PM in Salon 1 Table 14 for 3 hours; 5 players
System: Lords of Waterdeep
GM: Chisholm Gentry
Rules Knowledge: Expected
Game Content: Mainstream
All materials provided by GM
5-player game of Lords of Waterdeep. Best for players experienced with the game.

P53 The Dutch Golden Age

Friday 4 PM in Salon 2 for 3 hours; 4 players
System: The Dutch Golden Age
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Recreate the Dutch Golden Age—Rembrandt included!

P51 Battlestar Galactica: The Boardgame

Friday 5 PM in Salon 1 Table 11 for 6 hours; 6 players
System: Battlestar Galactica: The Boardgame
Variations: Base + Exodus + Pegasus
GM: Craig Rose
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
A cooperative game, but one or more players are secret Cylon traitors. Your entire side will win or lose; you might not know who is on your side until the end.

Session 1

141 Battlestar Galactica

Friday 6 PM in Salon 1 Table 3 for 4 hours; 7 players
System: Battlestar Galactica
Variations: Possible inclusion of expansions
GM: Scott Boor (Scott Boor Porthmeus Games)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Battlestar Galactica is a cooperative game, where one or more players are secret Cylon traitors—you might not even be certain who is on your side until the game ends!

142 Arkham Horror

Friday 6 PM in Salon 1 Table 9 for 6 hours; 6 players
System: Arkham Horror (all editions)
Variations: Several House Rules to magnify theme
GM: Jim Kiefer (Jim)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Certain scientific advances have awakened things that should not have been awakened. Save the world from unimaginably cyclopean and non-Euclidian alien beings. You are the last thin wall of defense.

143 Power Grid

Friday 6 PM in Salon 1 Table 15 for 4 hours; 5 players
System: Power Grid
Variations: TBD
GM: Patrick Riley
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Build the biggest, most efficient power network through money and resource management, market manipulation, and shrewd positioning. Various maps and expansions are available, decided at game time.

150 Twilight Struggle

Friday 6 PM in Salon 2 for 3 hours; 2 players
System: Twilight Struggle
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
This is one of the best two-player games. One is the USA or the USSR in the Cold War. The one who gains the greatest influence in the world, wins.

144 Keyflower

Friday 7 PM in Salon 1 Table 2 for 3 hours; 6 players
System: Keyflower (2012 Edition)
GM: Michelle Stephenson
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
All materials provided by GM

Play the newest game in the Key series. Every player has an individual home tile and must build up his/her home village by winning and upgrading new additions. 2012 Essen release.

145 Iron Dragon Railway

Friday 7 PM in Salon 1 Table 13 for 4 hours; 6 players
System: Iron Dragon (1st Edition)
GM: Larry Langley
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Elves, Dwarves, Orcs, ... and railroads. Hitch your fortunes to a dragon, and get your colored crayons ready in this '90s Empire rails fantasy mashup.

146 Carson City

Friday 7 PM in Salon 1 Table 14 for 3 hours; 5 players
System: Carson City
GM: Chisholm Gentry
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Preference given to best players with game experience; however, will fill game with new players.

148 Agricola

Friday 7 PM in Salon FG Table 7 for 6 hours; 4 players
System: Agricola
GM: Nathan Hirth
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Build an efficient farm. Plant and harvest crops. Build pastures and fill them with livestock. Grow your home and family and keep them fed. Will your farm be the best?

151 Settlers of America (Catan)

Friday 8 PM in Salon 2 for 3 hours; 4 players
System: Settlers of America (Catan)
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
This latest version of Catan could be one of the best! Very innovative, with excellent twists on old Catan themes!

147 Incident at Nibia: A Star Trek Adventure

Friday 10 PM in Salon 1 Table 12 for 3 hours; 4 players
System: Star Trek: Expeditions (1st Edition)
Variations: w/ Expansion set
GM: Luis Martinez (Lu)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Star Trek: Expeditions is cooperative, set in the 'New Universe' of Star Trek. Defuse the threat of civil war, deal with Klingons, and get the planet to join the UFP.

Session 2

SATURDAY

241 Tigris and Euphrates

Saturday 8 AM in Salon 1 Table 3 for 4 hours; 4 players
System: Tigris and Euphrates
GM: Dave West
Rules Knowledge: Useful
Game Content: Very Complex
All materials provided by GM
Build your dynasty creating markets, farms, temples, settlements, and monuments. Here in the Cradle of Civilization, you deal with internal and external conflicts while building a balanced culture.

242 Twilight Imperium: Shards of the Throne

Saturday 9 AM in Salon 1 Table 2 for 12 hours; 7 players
System: Twilight Imperium
Variations: Shattered Empire & Shards of the Throne
GM: Clay Tevebaugh (Clay)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Twilight Imperium Third Edition is an epic empire-building game of interstellar conflict, trade, and struggle for power. Seize the imperial throne via warfare, diplomacy, and technological progress.

243 Arkham Horror

Saturday 9 AM in Salon 1 Table 8 for 6 hours; 6 players
System: Arkham Horror
Variations: Several house rules to enhance theme
GM: Jim Kiefer (Jim)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Science has awakened something that should not be awakened. You're the thin wall of defense that can avert world destruction.

244 Nation State

Saturday 9 AM in Salon 1 Table 11 for 4 hours; 5 players
System: Nation State (Alpha-test Edition)
GM: Mark Schynert
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
All materials provided by GM
Advance to a global nation state by traditional means: imperialism, corruption, unfettered capitalism, self-serving political correctness. Remember: If your nation state is successful, you don't have to apologize to anyone.

245 Lords of Waterdeep

Saturday 9 AM in Salon 1 Table 14 for 4 hours; 4 players
System: Lords of Waterdeep (1st Edition)
GM: Cyrus Makalinaw
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
You are one of the mysterious Lords of Waterdeep whose

motives are unknown. Finish your own quests and fulfill your hidden objectives to win!

246 Axis & Allies 1940

Saturday 9 AM in Hall Table 4 for 12 hours; 6 players
System: Axis & Allies (1940 Edition)
Variations: Global Alpha 3 rvd
GM: David Hill
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
This latest version of A&A features a huge board, more nations to control, and rule improvements. Come test your strategic war-gaming skills on a global level!

247 Giant Whammathon

Saturday 9 AM in Hall Table 6 for 4 hours; 10 players
System: Awful Green Things, Snits, Elefant Hunt (SJ Games)
GM: Victor Walters
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Revisit the Tom Wham classics in GIANT SIZE EDITIONS!
Awful Green Things From Outer Space! Snit's Revenge!
Elefant Hunt! Prizes from SJ Games!

248 Power Grid: First Sparks

Saturday 10 AM in Salon 1 Table 15 for 3 hours; 5 players
System: Power Grid: First Sparks
GM: Patrick Riley
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Build the most prosperous clan by gaining knowledge, making better tools, and capturing the best hunting grounds. Using similar mechanisms as Power Grid, First Sparks is a shorter, tighter game.

Session 3

341 Bootleggers--The Mob War

Saturday Noon in Salon 1 Table 10 for 3 hours; 6 players
System: Bootleggers
GM: James Fitch (Jay Fitch)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Hey, Player! So you think you're a Gangster. Make deals and back-stab your competition to produce and deliver your Hootch to your favorite speak-easys. Take control and make more profit!

342 Lords of Waterdeep

Saturday 1 PM in Salon 1 Table 14 for 4 hours; 4 players
System: Lords of Waterdeep (1st Edition)
GM: Cyrus Makalinaw
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM

You are one of the mysterious Lords of Waterdeep whose motives are unknown. Finish your own quests and fulfill your hidden objectives to win!

343 Duel of Ages

Saturday 3 PM in Salon 1 Table 3 for 4 hours; 6 players
System: Duel of Ages (1st Edition)
GM: Gregory Wong
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Two teams control heroic characters from four eras: ancient, colonial, modern, and future, equipped with items from different eras. You must defeat guardians, face challenges, and fight enemies.

344 Caravans of Asia

Saturday 3 PM in Salon 1 Table 11 for 3 hours; 5 players
System: Caravans of Asia
GM: Joe Fatula
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Trading on the Silk Road in the days of Marco Polo.

345 The Golden Wilderness

Saturday 3 PM in Salon 1 Table 13 for 3 hours; 5 players
System: The Golden Wilderness
GM: Kate Fatula
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
An exploration & settlement game of early California.

346 Settlers of Catan - 8 players

Saturday 4 PM in Salon 1 Table 8 for 8 hours; 7 players
System: Settlers of Catan
Variations: Homebrew
GM: Simon Kiefer
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Settler of Catan – 'The greatest game ever created.' Some have played 5-6 player, but you haven't truly played until you have competed on a giant island with 7 other players....

Session 4

441 B-17: The Big Week

Saturday 6 PM in Salon FG Tables 4-8 for 6 hours; 36 players
System: B-17: Queen of the Skies
Variations: Multi-player Squadron 'team' rules
GM: Ron Plunk (Col. Plunk)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Join Memphis Belle, Thunderbird & Picadilly Lilly as the 8th Air Force pummels Occupied Europe during 'The Big Week' (Operation Argument) targeting Luftwaffe production and U-boat pens. Rules taught.

Session 5

SUNDAY

450 Parthenon: Rise of the Aegean

Saturday 6 PM in Salon 2 for 3 hours; 6 players
System: Parthenon: Rise of the Aegean
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Construct your Acropolis through production and trade with immediate neighbors or the more far-flung Mediterranean kingdoms. Beware: disasters might await, but so might advantage! A game with beautiful components.

451 Puerto Rico

Saturday 6 PM in Salon 2 for 3 hours; 5 players
System: Puerto Rico
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Please note! This will have the expansion buildings, so please be prepared for a different experience! (The buildings are like those in San Juan.)

442 Last Night on Earth!

Saturday 8 PM in Salon 1 Table 3 for 4 hours; 8 players
System: Last Night on Earth (base edition)
Variations: All expansions; custom scenario
GM: Michael Basil (Basil)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Last Night on Earth, The Zombie Game is a fast-paced game of brain-eating Zombies, small-town Heroes, and horror-movie action.

452 Settlers of America (Catan)

Saturday 8 PM in Salon 2 for 3 hours; 4 players
System: Settlers of America (Catan)
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
See the description for the Friday 8 PM game (Game 151).

443 Warlords of Europe for Beginners

Saturday 10 PM in Salon 1 Table 12 for 3 hours; 3 players
System: Warlords of Europe (1st Edition)
GM: Luis Martinez (Lu)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
An area movement, epic strategy game set in 13th-century Europe. Players compete to militarily dominate the fiefs and



541 Shards of the Empire

Sunday 8 AM in Salon 1 Table 2 for 12 hours; 8 players
System: Twilight Imperium (3rd Edition)
Variations: Expansions in play
GM: Andrew Jackson Davis (DJ Voyager)
Rules Knowledge: Expected
Game Content: Very Complex
All materials provided by GM
Powerful Forces Clash to Control Mecatol Rex as the Old Empire collapses. Do you have the courage, insight and strength of will to bend the Races of the Galaxy to your power? This game is for advanced TI Players. All Expansions will be in play. We will review game rules for the first half-hour and then dive in.

542 Fireball Island

Sunday 9 AM in Salon 1 Table 1 for 4 hours; 4 players
System: Fireball Island (Milton Bradley)
GM: Douglas E. Weed (Doug)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
From the dark realm of Milton Bradley Games comes this old adventure. Treasure, Fireballs, and other players in this Indiana Jones like game. Fortune? Or Certain Death? Your Choice.

543 Crazy Catan!

Sunday 9 AM in Salon 1 Table 9 for 3 hours; 6 players
System: Settlers of Catan
Variations: homebrew
GM: Aaron M. Malek
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Voting in the Council of Catan! The Squirrel, the Boar, and the Big, Bad Wolf! Dark Times! A colorful mix of homebrew variations, with lots of player interaction!

544 Rio Grande Medley

Sunday 9 AM in Salon 1 Table 14 for 4 hours; 4 players
System: Albion, Assyria, Fürstenfeld, and/or Pantheon
GM: Ian Lee
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Offerings from this top board-game publisher! Albion—Romans settle the British Isles. Assyria—make the desert bloom. Fürstenfeld—how do you get that peaceful palace? Breweries. Pantheon—the gods decree.

545 Extreme Axis & Allies

Sunday 9 AM in Hall Table 4 for 8 hours; 10 players
System: Axis & Allies (variant edition)
Variations: Added units, variant rules
GM: Lawrence Frazee (Lawrence)
Rules Knowledge: Useful
Game Content: Mainstream

All materials provided by GM
Axis and Allies on a HUGE 8-foot ´ 4-foot board. With enlarged game pieces. Variant rules, national bonuses, and secret historical advantages created for enhanced realism and balance.

547 Saint Petersburg!

Sunday 10 AM in Salon 1 Table 10 for 4 hours; 5 players
System: Saint Petersburg (2004 Edition)
Variations: New Society & Banquet
GM: Tim Martin
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Come play one of the best, and simplest, economic games ever made! There will be 2 sessions and beginners are welcome.
Check it out at Board Game Geek!

Session 6

641 Expansion–Sid Meier’s Civilization: The Board Game

Sunday Noon in Salon 1 Table 11 for 6 hours; 5 players
System: Sid Meier’s Civilization
Variations: Expansion–Fame and Fortune
GM: Eric Marriott
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Civilization: The Board Game is inspired by the legendary video-game series created by Sid Meier.

642 Eclipse

Sunday 1 PM in Salon 1 Table 9 for 6 hours; 5 players
System: Eclipse
GM: Simon Kiefer
Rules Knowledge: Useful
Game Content: Very Complex
All materials provided by GM
Control of a vast interstellar civilization, competing with your rivals. Explore new star systems, research technologies, and build spaceships to wage war. Lead your people to victory!

643 Rio Grande Medley

Sunday 1 PM in Salon 1 Table 14 for 4 hours; 4 players
System: Albion, Assyria, Furstenfeld, and/or Pantheon
GM: Ian Lee
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Offerings from this top board-game publisher! Albion–Romans settle the British Isles. Assyria–make the desert bloom. Furstenfeld–how do you get that peaceful palace? Breweries. Pantheon–the gods decree.

644 There Will Be Blood

Sunday 2 PM in Salon FG Table 9 for 8 hours; 8 players
System: Battle Tech (Total Warfare Edition)
GM: Robert Owen (SteelWarrior)
Rules Knowledge: Useful

Game Content: Family
All materials provided by GM
The Republic of the Sphere is consolidating its forces. The rebels on Mallory’s World have banded together to protest the retirement of long-standing units under the Republic banner.

645 A Game of Thrones

Sunday 4 PM in Salon 1 Table 8 for 8 hours; 5 players
System: A Game of Thrones
GM: Kevin Yin
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
War wages across Westeros as the great houses struggle for control. Play as one of the Great Lords in a bid to win the Iron Throne!

Session 7

750 Cleopatra and the Society of Architects

Sunday 6 PM in Salon 2 for 3 hours; 5 players
System: Cleopatra and the Society of Architects
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
We are building a temple for Cleopatra. The best builder is the winner; the shoddiest is fed to Sobek, the crocodile god!

741 The Big Bang Theory

Sunday 7 PM in Salon 1 Table 1 for 4 hours; 8 players
System: The Big Bang Theory Trivia Game (Fan Edition)
GM: Douglas E. Weed (Doug)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Put on your Thinking Caps and get ready to test your knowledge from THE BIG BANG THEORY! Do you know the words to ‘Soft Kitty’?

742 Navegador

Sunday 8 PM in Salon 1 Table 15 for 3 hours; 5 players
System: Navegador (2012 Edition)
GM: Michelle Stephenson
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
All materials provided by GM
Start in Portugal during the 15th-16th century. Discover new lands; colonize; trade goods. Players will have to cleverly use the rondel action system to expand their influence and wealth.

751 Pillars of the Earth

Sunday 8 PM in Salon 2 for 3 hours; 6 players
System: Pillars of the Earth
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Just as in the book: we build the cathedral!

752 Settlers of America (Catan)

Sunday 8 PM in Salon 2 for 3 hours; 4 players
System: Settlers of America (Catan)
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
See the description for the Friday 8 PM game.

743 Escape from the Temple of Chac

Sunday 10 PM in Salon 1 Table 12 for 3 hours; 4 players
System: The Adventurers: The Temple of Chac (1st Edition)
GM: Luis Martinez (Lu)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
The Adventurers features a fast-paced run through the Temple of Chac, the Mayan rain god. As you delve, you will face deadly traps guarding the ancient relics you prize.

Session 8

MONDAY

841 Battlestar Galactica: Exodus and Beyond

Monday 9 AM in Salon 1 Table 9 for 6 hours; 6 players
System: Battlestar Galactica
Variations: Elements of Pegasus & Exodus expansions
GM: Mike Hutchinson
Rules Knowledge: Useful
Game Content: Very Complex
All materials provided by GM
While the players are supposed to work together to save the human race, at least some of us will be playing as Cylons trying to doom humanity. Expansions included!

842 Last Will

Monday 9 AM in Salon 1 Table 13 for 4 hours; 5 players
System: Last Will
GM: Chisholm Gentry
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
A 'Brewster's Millions'-style game perfect for last day of the con. Come, have fun, don't think! Never played? No problem!

843 7 Wonders

Monday 10 AM in Salon 1 Table 10 for 3 hours; 7 players
System: 7 Wonders
Variations: Leaders, Cities
GM: James Fitch (Jay Fitch)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Make your mark in history by building an architectural marvel while leading one of the seven great ancient cities! Recruit leaders, exploit resources, assert military might, and develop commercial relationships.

844 Doctor Who: The Game of Time and Space

Monday 10 AM in Salon 1 Table 11 for 3 hours; 6 players
System: Doctor Who: The Game of Time and Space (1980 Edition)
GM: Tim Martin
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Fun, old-school board game from the people who would later come up with Warhammer! As one of many Doctors, complete the Key of Chronos and save Gallifrey!

845 Space Empires

Monday 10 AM in Salon 1 Table 3 for 4 hours; 3 players
System: Space Empires (GMT Games Edition)
GM: Gregory Wong
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Space Empires is a game in the finest tradition of 4X space games - eXplore, eXpand, eXploit, and eXterminate. Basic game rules will be used.

846 Pandemic

Monday 10 AM in Salon 1 Table 15 for 3 hours; 3 players
System: Pandemic
GM: Brian Langley (Plant)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Disease has spread across the globe. Our team must travel the earth fighting off infection, gathering resources to find the cure. We are the last hope for humanity.

850 In the Year of the Dragon

Monday 10 AM in Salon 2 for 3 hours; 5 players
System: In the Year of the Dragon
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Stave off disaster in the Year of the Dragon!

851 Caylus: Magna Carta

Monday Noon in Salon 2 for 3 hours; 5 players
System: Caylus: Magna Carta
GM: Randy Kreidt
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
This is the card game version of Caylus—simpler and just as fun! Come build the castle with resources, and construct adjoining buildings!



Card Games (Collectible or not)

Session P FRIDAY

P31 Munchkin/Burn in Hell/Labyrinth Medley

Friday Noon in Salon 1 Table 15 for 4 hours; 5 players
System: Munchkin/Burn in Hell/Labyrinth
GM: Valerie Landon (Valerie)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
We will be playing several card and board games including Munchkin, Burn in Hell, Guillotine card games and possibly Labyrinth, Cut Throat Cavern, and Forbidden Island board games.

P32 Magic: The Gathering Chaos Draft

Friday 4 PM in Salon GH Tables 7 & 8 for 6 hours; 16 players
System: Magic: The Gathering (various editions)
Variations: Uses sets from all periods, from Vision to Ravnica Returns
GM: Kendrick Hough
Rules Knowledge: Expected
Game Content: Mainstream
All materials provided by GM
Sealed-deck format based on drafting cards randomly from sets throughout the periods of Magic. There is a \$16 fee for the cost of the packs. No prize.

P33 Red Dragon Inn

Friday 5 PM in Salon 1 Table 24 for 3 hours; 8 players
System: Red Dragon Inn (2nd-4th Editions)
GM: Magda Heilborn (Magda of the Shire)
Rules Knowledge: Useful
Game Content: Mainstream
All materials provided by GM
Your band of adventurers has slain the dragon. Now you and your adventuring companions will spend the night drinking, gambling, and rough-housing. The last person standing wins!

P34 Pokemon Battle-Trades

Friday 5 PM in Hall Table 6 for 4 hours; 10 players
System: Pokemon the Card Game (all editions)
Variations: all
GM: Pat Holmes
Rules Knowledge: Beginners Welcome
Game Content: Family
Materials may be provided by GM
For those looking for another game, or to find competition, or finding new cards. If you're new, Pat Holmes will gladly help teach you the rules and help you trade.

Q.R. Zed Engraving

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Session 2 SATURDAY

231 Dominion All Sets

Saturday 8 AM in Salon 1 Table 24 for 4 hours; 4 players
System: Dominion
GM: Dennison A. Milenkaya
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
All sets included (classic to Dark Ages, no promos). Players are welcome to enter or exit between rounds.

232 Frontier

Saturday 10 AM in Salon 1 Table 1 for 8 hours; 8 players
System: Frontier (beta/1st Edition)
GM: Derek DiBenedetto
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All materials provided by GM
Stake your claim in a blaze of gunfire with the dark-themed Old West card game Frontier, a custom tabletop CCG.

Session 3

331 Netrunner Tournament

Saturday Noon in Salon 1 Tables 21 & 22 for 6 hours; 8 players
System: Netrunner (Android Edition)
Variations: Tournament rules
GM: Andrew Heilborn (ASH Heilborn)
Rules Knowledge: Expected
Game Content: Mainstream
Players provide their own materials
This is a Tournament event for the new edition of Netrunner. There will be prizes. Legal Sets: Core, What Lies Ahead, Trace Amounts.

332 Dominion All Sets

Saturday Noon in Salon 1 Table 24 for 4 hours; 4 players
System: Dominion
GM: Dennison A. Milenkaya
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
All sets included (classic to Dark Ages, no promos). Players are welcome to enter or exit between rounds.

333 Hungry Hungry Hipsters

Saturday 2 PM in Salon 1 Table 23 for 3 hours; 8 players
System: Hungry Hungry Hipsters (New Edition)
GM: Magda Heilborn (Magda of the Shire)
Rules Knowledge: Beginners Welcome
Game Content: Family
All materials provided by GM
Hungry Hungry Hipsters! The game of eating the most pretentious food! Be careful: the other hipsters will accuse you of being a *poseur* and eating food that is too mainstream.

Session 4

431 Dominion

Saturday 6 PM in Salon 1 Table 23 for 3 hours; 6 players
System: Dominion (all)

GM: Magda Heilborn (Magda of the Shire)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

You want a Dominion! But wait! Several other monarchs have the same idea. Race to get as much of the unclaimed land as possible, fending them off along the way.

432 BANG!

Saturday 7 PM in Salon 1 Table 1 for 3 hours; 7 players

System: BANG! (Mayfair Games Edition)

GM: Larry Langley

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Cue eerie whistle. Spurs Jingle. "Draw! ... No; I meant from the deck!" BANG! Thud. Join this casual Spaghetti Western style card game of shifting loyalties and flying bullets.

433 Magic: The Gathering Chaos Draft

Saturday 7 PM in Salon GH Tables 7 & 8 for 6 hours; 16 players

System: Magic: The Gathering (various editions)

Variations: Uses sets from all periods, from Vision to Ravnica Returns

GM: Kendrick Hough

Rules Knowledge: Expected

Game Content: Mainstream

All materials provided by GM

Sealed-deck format based on drafting cards randomly from sets throughout the periods of Magic. There is a \$16 fee for the cost of the packs. No prize.

Session 5

SUNDAY

531 Illuminati

Sunday 10 AM in Salon 1 Table 15 for 4 hours; 4 players

System: Illuminati

GM: Tony DeMaria (Nigglebaun)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

This classic card game has ominous secret societies competing with each other to control the world through sinister means, including legal, illegal, and even mystical.



Session 6

631 Illuminati

Sunday 2 PM in Salon 1 Table 15 for 4 hours; 4 players
System: Illuminati

GM: Tony DeMaria (Nigglebaun)

Rules Knowledge: Useful

Game Content: Mainstream

All materials provided by GM

This classic card game has ominous secret societies competing with each other to control the world through sinister means, including legal, illegal, and even mystical.

632 Feed the Shoggoth!

Sunday 2 PM in Salon 1 Table 1 for 4 hours; 7 players

System: Feed the Shoggoth! (Beta-test Edition)

GM: Badger McInnes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

Feed the minions of your cult to the shoggoth before it eats you! Free demo! Up to 7 players per round.

Session 8

MONDAY

831 Munchkin/Burn in Hell/Labyrinth Medley

Monday 8 AM in Salon 1 Table 14 for 4 hours; 5 players

System: Munchkin/Burn in Hell/Labyrinth

GM: Valerie Landon (Valerie)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All materials provided by GM

We will be playing several card and board games including Munchkin, Burn in Hell, Guillotine card games and possibly Labyrinth, Cut Throat Cavern, and Forbidden Island board games.

832 Red Dragon Inn

Monday 1 PM in Salon 1 Table 13 for 3 hours; 12 players

System: Red Dragon Inn

Genre: 1, 2 & 3

GM: Chisholm Gentry

Rules Knowledge: Beginners Welcome

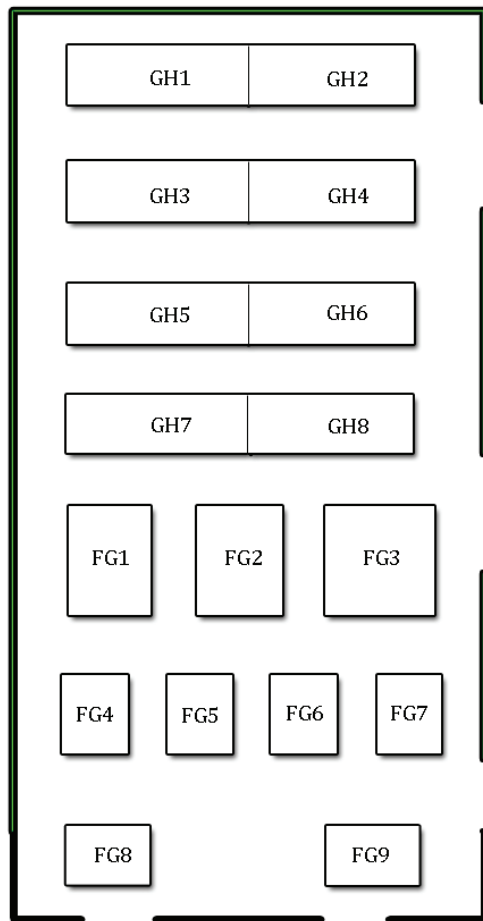
Game Content: Mainstream

All materials provided by GM

Perfect for last day of the Con! Your band of adventurers has slain the dragon. Now it's off to drinking and gambling away the loot! Beginners welcome!



Miniatures



Salon F-G-H

Session P FRIDAY

P61 Snakegulch Revisited

Friday 1 PM in Salon GH Table 3 for 4 hours; 8 players

System: Gaslight

Variations: Modified Gaslight

Power Level: All characters provided

GM: Eric Rauscher

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

Those old cowboy movies were only black and white, but wouldn't you just love to be there? Well, now is your chance for a fun, action-packed trip into the past!

P62 Skies Over France

Friday 1 PM in Salon GH Table 1 & 2 for 4 hours; 20 players

System: Wings of War/Glory

Variations: Bombers

Power Level: Beginner

GM: Kyle Eckert (Wingman)

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Ever wanted to pilot a World War I fighter? Well, here is your chance!! Join us for a thrilling scenario with tons of awesome miniatures and help win the Great War!

Session 1

161 Friends! OGREs! Countrymen!

Friday 6 PM in Salon GH Table 4 for 8 hours; 8 players

System: OGRE Miniatures

Variations: Nuclear!

GM: James Kundert

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

Slug it out in classic nuclear style with Heavy Tanks, GEVs, and massive psychotic cybertanks. Once more into the breach (of a nuclear autocannon)!

162 Aerodrome 1.1 - World War 1 Aerial Combat

Friday 6 PM in Salon FG Tables 4-6 for 4 hours; 10 players

System: Aerodrome (Edition 1.1)

GM: Stan Kubiak

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All miniatures provided by GM

The renowned convention game of WW1 fighters over the battlefields of France! Fun, easy to learn and play, with awards! Spouse and female friendly game.

Session 2 SATURDAY

261 Da Mini Waaagh Warhammer 40K Tournament

Saturday 8 AM in Salon GH Tables 1 thru 8 for 10 hours; 24 players

System: Warhammer 40K (6th Edition)

GM: Dan Benavidez

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own miniatures

Waaaagh!!! Bring your armies and dice to battle against fellow gamers to test your generalship on the battlefield.

262 A New Hope

Saturday 8 AM in Salon FG Table 9 for 4 hours; 8 players

System: Star Wars Miniatures

Variations: Squad battles

GM: Heath Hamm (Muadeeb)

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

The Empire has been dispatched to quell an uprising on an alien world. What will they find? Come and choose sides!

263 The Crystal Mines

Saturday 9 AM in Salon FG Table 8 for 6 hours; 4 players
System: AT-43
GM: Dave Reed (Col. Chuikov)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
28mm Sci-Fi mayhem. You control one of four races and vie for control of valuable Crystal Mines on planet Elysé. Beginners welcome.

264 Robot R Revolting

Saturday 10 AM in Pacific for 6 hours; 6 players
System: Starguard (V6 Edition)
Power Level: any
GM: Bill Kurtz
Rules Knowledge: Useful
Game Content: Mainstream
Miniatures may be provided by GM
Troopers: The bots seem to have a mind of their own. Mission: Secure the infected facility, rescue human captives, reclaim what robots you can, destroy the rest. Begin assault!

265 Aerodrome 1.1 - World War 1 Aerial Combat

Saturday 10 AM in Salon FG Tables 1 & 2 for 4 hours; 10 players
System: Aerodrome (Edition 1.1)
GM: Stan Kubiak
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
The renowned convention game of WW1 fighters over the battlefields of France! Fun, easy to learn and play, with awards! Spouse and female friendly game.

266 Maoris vs. British in 1860s New Zealand

Saturday 10 AM in Salon FG Tables 6 & 7 for 6 hours; 6 players
System: Muskets and Tomahawks
GM: Nick Stern
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
British regulars and colonial troops match wits and weapons against tattooed, shotgun-toting natives who practice ritual cannibalism. Fantasy game? No. This is warfare in New Zealand in the 1860s.

267 Wooden Wars—Bringing War Back to the Floor!

Saturday 10 AM in Hall Table 1 thru 3 for 4 hours; 8 players
System: Wooden Wars! (1st Edition)
GM: Thomas Foss / Skull and Crown Stratagem Inc.
Rules Knowledge: Beginners Welcome
Game Content: Family
All miniatures provided by GM
Wooden Wars brings war back to the floor! Harking back to H.G. Wells—it's a visual and physical action battle miniatures game, using tactics and hand-eye coordination. Kids, parents welcome!

268 Battle at Fontana (in the Malagrotta sector)

Saturday 10 AM in Hall Table 8 for 8 hours; 12 players
System: Battletech (4th Edition /AT-2)
GM: Nathan Kajikuri
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
The first battle of the Reunification War. It is a Naval fight.

269 Vyazma 1812

Saturday 11 AM in Salon FG Table 3 for 8 hours; 6 players
System: Napoleon's Battles (1st/2nd Editions)
GM: David R. Moody
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
November 1812: The Grande Armée retreats from Moscow. Near the town of Vyazma, the Russian advanced guard cuts the road. Will the Russians destroy part of the Grande Armée?

Session 3

361 Songs of Our Ancestors

Saturday 2 PM in Salon 1 Table 15 for 4 hours; 6 players
System: Songs of Our Ancestors
Variations: w/ Spats & Pedrails vehicles 15mm minis
GM: Andrew Walters
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
The nigh-unstoppable Crusader Baeliog is driving into a village at the crossroads of trench highways intent on copious property damage. But the Coftyrans are ready for it...

362 Wooden Wars—Bringing War Back to the Floor!

Saturday 3 PM in Hall Table 1 thru 3 for 4 hours; 8 players
System: Wooden Wars! (1st Edition)
GM: Thomas Foss / Skull and Crown Stratagem Inc.
Rules Knowledge: Beginners Welcome
Game Content: Family
All miniatures provided by GM
Wooden Wars brings war back to the floor! Harking back to H.G. Wells—it's a visual and physical action battle miniatures game, using tactics and hand-eye coordination. Kids, parents welcome!

363 World War II Dogfights!

Saturday 4 PM in Salon FG Tables 1 & 2 for 6 hours; 8 players
System: Sky's the Limit!
GM: Chuck Staedler
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Sky's the Limit! is a World War II air-combat game with just the right combination of realism and playability, featuring historical scenarios with classic fighter duels.

Session 5

SUNDAY

561 Battle on the Gamilon Frontier

Sunday 9 AM in Pacific for 8 hours; 6 players
System: Star Blazers (2nd Edition)
Variations: Modified for Space Battleship Yamato 2199
GM: Keith Holmes
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
General Lysis, you been assigned to halt the advance of the White Comet Empire into Gamilon Space. Ghare Gamiron! For the Glory of Leader Desslok, the Frontier will be held!

562 Warhammer DDC Challenge

Sunday 9 AM in Salon GH Tables 1 thru 8 for 10 hours; 24 players
System: Warhammer Fantasy Battle (8th Edition)
Power Level: 2500
GM: Joshua Fricke
Rules Knowledge: Expected
Game Content: Very Complex
Players provide their own miniatures
Come challenge your skills; have a blast playing WHFB at DunDraCon. This 3-round event is a great way to spend the day testing your generalship in a 2500-point Warhammer battle.

563 Battle of Cape Verde Islands

Sunday 9 AM in Salon FG Tables 1, 2, 3 for 8 hours; 8 players
System: Home Grown Naval Gaming Rules (Edition 1.0)
GM: Les Kawamoto & Harold Andrews
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Germany sends out a battlegroup to intercept a vital convoy heading towards Britain. Royal Navy's Distant long-distance escorts move in to intercept the German battlegroup.

564 Siege of Osgiliath

Sunday 9 AM in Salon FG Table 7 for 6 hours; 6 players
System: Lord of the Rings
GM: Charles Gomez (Charlie)
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
March 3019, Sauron's forces have secretly built many floats and barges in East Osgiliath. Will Faramir and his defenders be able to repel the evil horde?

565 Ice Station Apha

Sunday 9 AM in Hall Table 6 for 6 hours; 4 players
System: AT-43
GM: Dave Reed (Col. Chuikov)
Rules Knowledge: Useful
Game Content: Mainstream
All miniatures provided by GM
Therian forces have established a climate-control station on the frozen planet Elysé. Your mission: capture it for your own use!

566 Wrath of the Argonaut

Sunday 9 AM in Hall Table 8 for 8 hours; 8 players
System: Full Thrust (Edition v2.0)
Variations: Fleet Book 1 & 2; Cinematic movement, instant damage
GM: Dennis Seiffert (Dennis S.)
Rules Knowledge: Beginners Welcome
Game Content: Family
All miniatures provided by GM
The Argonaut is the ESU's primary research facility. Its location has been kept a very tight secret until now. Two scientists have requested immunity for exchange of knowledge.

567 Barbari Vani Ad Portas

Sunday 11 AM in 171 for 8 hours; 6 players
System: Warmaster by Warhammer (Edition 1.0)
GM: Alex Fabros (Alex)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
The Barbarians are on the move and a Roman Legion stands in their way. Save your Eagle or fall on your sword.

Session 6

661 World War II Air Combat!

Sunday 2 PM in Salon FG Table 4 & 5 for 6 hours; 8 players
System: Sky's the Limit!
GM: Ken Venezia
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
Sky's the Limit! is a World War II air-combat game with just the right combination of realism and playability, featuring bombers with their escorts and opponents intercepting fighters.

662 War of Ashes

Sunday 2 PM in Salon FG Table 8 for 4 hours; 8 players
System: War of Ashes
GM: Andrew Walters
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All miniatures provided by GM
War of Ashes is Zombiesmith's new miniatures game focusing on the clash of warbands, the chaos when formations meet. Try a full-size game!



Session 7

761 Car Wars in 3D

Sunday 6 PM in Salon FG Table 3 for 6 hours; 10 players

System: Car Wars

Variations: Modified and simplified

GM: Wess Safford

Rules Knowledge: Beginners Welcome

Game Content: Family

Miniatures may be provided by GM

Car Wars in 3D. Bring your favorite Matchbox or Hot Wheels car and see how long you survive on the mean streets of Motorville.

762 X-Wing: Assault on Platform Talca

Sunday 7 PM in Salon FG Table 1 for 4 hours; 16 players

System: X-Wing

GM: Michael Ptak

Rules Knowledge: Beginners Welcome

Game Content: Family

All miniatures provided by GM

This is a special X-Wing base attack scenario. The Rebel players will be the base attackers, while the Empire defends. Features a custom space station model made by the host!

MONDAY

Session 8

861 Skies Over France

Monday 10 AM in Salon GH Tables 7 & 8 for 4 hours; 20 players

System: Wings of War/Glory

Variations: Bombers

Power Level: Beginner

GM: Kyle Eckert (Wingman)

Rules Knowledge: Useful

Game Content: Mainstream

All miniatures provided by GM

Ever wanted to pilot a World War I fighter? Well, here is your chance!! Join us for a thrilling scenario with tons of awesome miniatures and help win the Great War!



Role-Playing Games

Session P

FRIDAY

P01 Goblin Baby

Friday Noon in 143 for 6 hours; 6 players

System: Dungeons & Dragons 4.0

Variations: Goblin PCs

Power Level: 6th

GM: Michelle Vargas

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

'Yew stoel aRe babee, we tayk bakk!' The Snarltooth Goblins have kidnapped the Queen of Bellumbria's baby. You are the Heroes to save him: the few, the proud, the Green.

P02 A Tale of Salt and Snow: Destiny Wrought of Iron Part 1

Friday Noon in 145 for 4 hours; 8 players

System: Custom D10

GM: Ian Gervase Maurer

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Balin Greyjoy has crowned himself King of the Ironborn and summons you to Pyke, where you will join his fleet and raid the Riverlands and all of the Seven Kingdoms.

P03 Con-crisis?!? Go go!

Friday Noon in 151 for 4 hours; 5 players

System: Teenagers from Outer Space

Power Level: Starting

GM: Joel Phillippi

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

In a convention center gone mad...one band of heroes...will find out if they have what it takes....

P04 Short Trip to Hell

Friday Noon in 152 for 6 hours; 6 players

System: Dungeon Crawl Classics

Power Level: 3rd

GM: Jon Wilson

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Deific impositions, demands from unearthly patrons, crushing guilt, and pure battle lust—but that's enough about my love life! These things also happen to pave the road to Hell...

P05 The powerful...and intelligent...wizard...

Morphumax!

Friday Noon in 154 for 6 hours; 6 players
System: Dungeons & Dragons 4.0
Variations: Custom chars/rules based on Red vs. Blue series
Power Level: 5th
GM: David M. Chin
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Rogue Freelancers have a soldier who may have data from AI fragments in his mind, and xenotech to go in and get it.
What kind of name is Caboose?

P06 Year of the Phoenix

Friday Noon in 159 for 8 hours; 6 players
System: Year of the Phoenix
GM: Kris Miller (CelestiCon)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
It is 1997. You are a soldier of the United States Space Command, a member of the warrior elite. Your job is to protect our interests in space.

P07 Robbery on the Oregon Express

Friday Noon in 160 for 6 hours; 8 players
System: Aces and Eights
Variations: Shattered Frontier
Power Level: Middling
GM: Rian McMurtry
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
There's silver in the eastern mountains of the Oregon Territory! The Oregon Express was built to reach it...but thieves are ever-present. You need back what they took!

P08 Secrets of the Kremlin

Friday Noon in 161 for 12 hours; 8 players
System: Call of Cthulhu (5th Edition)
Variations: Some homebrew rules
GM: Nathan Daniel Stout
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters created for game
Probes the depths of the ancient citadel and the mysteries of the early Tsars. What hidden truth can be crafted by the Bolsheviks and translated into the terror of today?

P09 Infectious Enthusiasm—Want To Learn How To Play Champions?

Friday Noon in 162 for 8 hours; 5 players
System: Champions Complete
Power Level: Superheroic
GM: John Taber

Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
Learn how to play Champions by taking control of one of the newly formed Forces of Nature as they battle Dr. Mayhem and his sinister Masters of Mayhem.

P10 The Power of the Lich-King Part 1: Ahksar's Skin

Friday Noon in 163 for 8 hours; 6 players
System: Dungeons & Dragons (Original Edition)
Variations: House rules
Power Level: 6th-8th
GM: Gregory Landon (Grikk)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The aged Sage Malik has hired you to find and retrieve the powerful artifacts of a bygone Lich-king, before evil can find and use them!

P11 Our Mob: Revenge Is a Dish Best Served with Ice Cream

Friday Noon in 164 for 8 hours; 8 players
System: Feng Shui
GM: Marc Willner
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Oh, the humiliation! How could they have tricked you like that?! There is only one thing left to do: Get Even!!

P12 The Last Batman Story Ever Told

Friday Noon in 165 for 8 hours; 8 players
System: Mutants & Masterminds (DC Adventures Edition)
Power Level: Street
GM: Alex Ory
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Grim '80s-style action, mystery, and drama, a la Moore and Miller. Commissioner Gordon has taken his life, and the Bat-family must track down the dark knight detective before Gotham is lost.

P13 The Ivory Tower

Friday Noon in 166 for 10 hours; 6 players
System: Mage: Sorcerer's Crusade
Power Level: Unenlightened
GM: Paul Banda (Pandakun)
Rules Knowledge: Useful
Game Content: Mainstream
Characters created for game
You've been here for as long as you can remember in this tower of ivory. Maybe it's a prison, but how to escape?
Role-play heavy, focus on creativity.

P14 Welcome to 'Un' Deadwood

Friday Noon in 168 for 6 hours; 10 players
 System: Homebrew D6 (Edition 1.2)
 Variations: Walking Dead Style
 Power Level: Fresh from a Coma
 GM: Jeff Rogers (Jeff)
 Rules Knowledge: Beginners Welcome
 Game Content: Mature Themes
 All characters provided by GM
 Thrust into the middle of a Zombie Apocalypse, the world as you know it is gone, as are most of the supplies. Homebrew action RPG with In-Game Leveling System.

P15 Into the Mouth of Madness

Friday Noon in 170 for 10 hours; 6 players
 System: Advanced Dungeons & Dragons (2nd)
 Variations: Greyhawk
 Power Level: 17th
 GM: David Etheridge (Oracle)
 Rules Knowledge: Useful
 Game Content: Mainstream
 All characters provided by GM
 Indrick the mad looks to bring his evil army to Greyhawk to show the world who's boss. Will you be able to stop him in time?

P17 Dark Heart of the Forest

Friday Noon in 608 for 6 hours; 6 players
 System: Magic World (BRP)
 Power Level: Veteran adventurers
 GM: Eric Ullman
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All characters provided by GM
 Rumors of malevolent fey in Greywood Forest have become something more, and children of nearby Gliendid have gone missing. A few brave souls join to bring their youngsters home.

P18 A little bit of hurt...

Friday Noon in 570 for 8 hours; 6 players
 System: Hero 5th Ed (Champions)
 Variations: Some 4th Ed; house rules on Find Weakness
 Power Level: 12-14 DC, Max 7 Speed, 9-13 CV, 30-40 pd/ed
 GM: James Puder (Jim)
 Rules Knowledge: Useful
 Game Content: Mainstream
 Players provide their own characters
 Can you stop Diamond Arm's CEO from building a doomsday weapon which he will use to blackmail the UN? And, can you stop Viper from stealing it?

P19 Prom Queen or Bust!

Friday Noon in 375 for 4 hours; 5 players
 System: Panty Explosion Perfect
 Power Level: Infinite
 GM: Ryan Burton (Found In The Alley's Ryan)
 Rules Knowledge: Beginners Welcome
 Game Content: Mature Themes
 Characters created for game
 Live the dream of being a High School girl in modern day Japan.... Except with psychic powers, monsters, and worst of all, HOMEWORK!

P20 Not So Innocents Abroad

Friday 2 PM in 147 for 6 hours; 6 players
 System: Castle Falkenstein
 GM: David Jones
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All characters provided by GM
 Join Samuel Clemens, Ambassador for the Empire, as he greets the Dragon Emperors of the East. Travel the skies in the flagship of the newly formed aeronautical navy. Adventure awaits!

P21 The Shadow of the Worm

Friday 2 PM in 149 for 10 hours; 7 players
 System: Dungeons & Dragons 4.0
 Variations: Please no fudgies—bring a character you know
 Power Level: Paragon (12th-14th)
 GM: Sean C. Laney (Malagraves)
 Rules Knowledge: Expected
 Game Content: Mature Themes
 Players provide their own characters
 The God King of the Githyanki, Raah Me'Zaad, is dying. His enemies, defeated long ago, have corrupted his body. You must travel inwards; the multiverse depends on your success.

P22 Dungeon Crawl Classics #0: Legends Are Made, Not Born

Friday 2 PM in 374 for 4 hours; 8 players
 System: Dungeon Crawl Classics
 Variations: Crawl! magazine and other house rules (of course!)
 Power Level: Zero
 GM: Thom Hall (skars)
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 Characters created for game
 For the past few years, an ogre that lairs in a cave near the wilderness town of Dundrville has demanded tributes of ale and supplies. The ogre's demands have changed...

P23 The Skunky Bottom Boys in ‘Damn the Torpedoes!’

Friday 2 PM in 376 for 4 hours; 6 players

System: Hollow Earth Expedition (Edition 1.0)

Power Level: Low-medium

GM: Todd Furler

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

In 1940, the U.S. is officially neutral. So who does the military turn to for discreet favors? The boys (and girls) from Skunky Bottom, Mississippi: Maritime Rescue & Salvage!

P24 Shocker Island

Friday 2 PM in Pacific for 10 hours; 6 players

System: Pathfinder

Variations: 25-pt buy, 315k wealth, standard races; No Evil

Power Level: 16th

GM: Jason Carpenter

Rules Knowledge: Expected

Game Content: Mature Themes

Characters may be provided by GM

Beloved mage has gone missing on remote island, no transport magic or scrying. Find him, save him, and fix the problem. Combat/dungeon, players set level of RP.

P25 Dead Winter

Friday 4 PM in 145 for 6 hours; 8 players

System: All Flesh Must Be Eaten (1st Edition)

Power Level: Norms

GM: David Weinstein (Zombie Wrangler)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Alone and bereft, you have so far survived the madness of the zombie apocalypse. You will need every friend you can get as the nights get longer and supplies dwindle.

P26 Return to Castle Zagyg

Friday 4 PM in 151 for 8 hours; 6 players

System: Advanced Dungeons & Dragons (1st Edition)

Power Level: 2nd

GM: Ryan Kent

Rules Knowledge: Useful

Game Content: Mature Themes

Characters may be provided by GM

The infamous castle of the mad archmage has returned from the mist. This is the only iteration of Gary Gygax’s Castle Greyhawk to see print. Come enjoy!



Session 1

101 Returning the Favor

Friday 6 PM in 143 for 6 hours; 6 players

System: 7th Sea

Variations: Modified for space opera

Power Level: Experienced

GM: Jay Loucks

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

You have supplies (and warships later) to help conquered peoples free themselves from the Orion Empire. You just need to find the correct rebels. And not get caught. Easy; right?

102 The Forever City

Friday 6 PM in 152 for 8 hours; 6 players

System: TORG (Edition 1.0)

GM: Gerald Betti (Jerry Betti)

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

A collection of bizarre Storm Knights discovers that the Possibility Chalice, which they must now recover and take to the Forever City, has already *been* discovered by an Aysle wizard.

103 The Grunts Aren’t the Only Puppets

Friday 6 PM in 154 for 8 hours; 7 players

System: Homebrew D20

Variations: Diff char creation; some rules simplified

Power Level: Low

GM: Joseph Silveira

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

This is a fantasy game with heavy role play where players play fine sized homunculi trying to defend their home from an army that has summoned an ancient siege engine.

104 The Abduction

Friday 6 PM in 374 for 6 hours; 10 players

System: Modified Melee

GM: Kenneth Rinehart

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

The characters are lying in the road. Everything of King Elrond’s is gone: horses, wagon, supplies, and—most of all—the gold, the ransom for Landon, the kidnapped Crown Prince.

105 A Tale of Salt & Snow: Destiny Wrought of Iron Part 2

Friday 6 PM in 375 for 4 hours; 8 players

System: Custom D10

GM: Andrew Bullene

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Balin Greyjoy has crowned himself King of the Ironborn and summons you to Pyke, where you will join his fleet and raid the Riverlands and all of the Seven Kingdoms.

106 Big Trouble in the Big Easy

Friday 6 PM in 376 for 8 hours; 6 players

System: Deadlands: Noir (Savage Worlds Deluxe Edition)

Power Level: Beginner

GM: Mike Eckert

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

New Orleans, 1935. Nowadays Nawlins is run by gangsters and crooked politicians. Life here is rough even for hardboiled gumshoes and savvy private dicks. Ain't even the half of it.

107 Brink of Godhood

Friday 6 PM in 377 for 8 hours; 8 players

System: Dungeons & Dragons 3.5

Power Level: 20th; 180K starting equipment

GM: Cyrus Makalinaw

Rules Knowledge: Expected

Game Content: Mainstream

Players provide their own characters

You've done it: after some long and hard years, you are the greatest in your own reality. Suddenly, you get a summons!

You are being offered a chance at godhood....

108 The Last Stop

Friday 6 PM in 378 for 6 hours; 8 players

System: Call of Cthulhu (6th Edition)

Variations: Delta Green

Power Level: Average citizens

GM: Badger McInnes

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A small truck stop, somewhere on the Interstate in Nebraska. Helluva place for strangers to end up on such a wet, miserable night. Gotta hope the storm'll blow over soon.

109 Tegel Manor

Friday 6 PM in 379 for 8 hours; 8 players

System: Dungeons & Dragons 3.5

Variations: 1e Abilities & Initiative; No 3e skill checks

Power Level: 1st

GM: Matt Morrison (Matrox Lusch)

Rules Knowledge: Useful

Game Content: Mainstream

Characters created for game

New school meets old school as blow-by-blow 3.5 combat is infused with 1st edition style ability checks & initiative for fast-paced adventuring through the original 'funhouse' dungeon!

110 Jedi Hunters of the ISB

Friday 6 PM in 381 for 8 hours; 6 players

System: Star Wars (New Fantasy Flight system)

GM: Karen Dombek (Astrid Erickson)

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The LAWLESS Jedi have tried to murder the Chancellor and destroy the New Order. Join the ISB and Bounty Hunters hunting them down!

111 Calais, the Fifth of June

Friday 6 PM in 608 for 8 hours; 6 players

System: Godlike

GM: Gil Trevizo

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

This day the soldiers of the First United States Army Group set upon a mighty endeavor: to storm the beaches of Calais and liberate Europe from Nazi tyranny.

112 We Got the Secret Map

Friday 6 PM in Salon C for 6 hours; 8 players

System: Deadlands Classic

GM: Peter DiPiazza (Marshal Pete)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters may be provided by GM

The Posse comes into possession of a map to a secret location where the unimaginable is stored for future use. But you can't wait... you want to use it now!

113 We should have read the fine print...

Friday 8 PM in 147 for 8 hours; 8 players

System: Shadowrun (4th Edition)

Variations: Hybrid; GM rules; story over rules. No PC mages

Power Level: Experienced runners

GM: Adrian Anderson (The Reverend)

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

The first job was a milk run.... The second job, not so much. You've worked with one of the other runners before. Hopefully, you'll be alive to work together again.

114 The Temples of Elemental Weevils

Friday 8 PM in Tri Valley 2 for 6 hours; 10 players
System: Toon (Toon, Dungeons & Toons, Toon Munchkin)
Variations: Yep!
Power Level: Dangerous
GM: Doc Cross
Rules Knowledge: Useful
Game Content: Mainstream
Characters created for game
A Dungeons & Toons Adventure! You've got to rescue the prince from evil weevils. Chock full of monsters, magic, loot, traps, and terror! Hilarity will no doubt ensue.

115 The Brotherhood of the Beast Part One 'Dark Dreams-Dark Passages'

Friday 8 PM in 159 for 6 hours; 6 players
System: Pulp Adventure (2nd Edition)
Variations: Cthulhu Pulp
Power Level: Pulp Superhero
GM: Jeff A. Hatch
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
The Suicide of a Heroic Police officer catches the interest of a group of Investigators. As the details of his last case unfold, a deadly plot against mankind is discovered.

116 Evil Inc.

Friday 8 PM in 160 for 8 hours; 8 players
System: Dungeons & Dragons 3.5
Power Level: 20th
GM: Chris Bruno
Rules Knowledge: Expected
Game Content: Mainstream
Characters may be provided by GM
Stop the sacred Druid Tray; she has begun a ritual to banish all undead from the realm forever. Teach her the price of being good. Bring your best bad guy!!!!

117 Border Wars

Friday 8 PM in 162 for 8 hours; 8 players
System: Pathfinder
Variations: D&D Cat-Folk and Elves only
Power Level: 10th
GM: Henry Hill (Numair)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The sun is beating down on the two armies. A war that no one saw coming. Cat-folk and Elves always had respect for each other. Now, a war.



118 Santa Muerte: All That Glitters

Friday 8 PM in 163 for 6 hours; 6 players
System: Hero 6th Ed (Champions) (Champions Complete)
Power Level: Low Level Superheroic
GM: Jason S Walters
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Six old friends are dirt biking through the Texas desert when they discover danger... and more!

119 The Lord of Pestilence

Friday 8 PM in 164 for 8 hours; 6 players
System: Pathfinder (Epic)
Variations: Some house rules
Power Level: 20th; 760K starting equipment
GM: Robert Anderson (1001)
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Proper stories are supposed to tell of heroes triumphing over evil. Ain't so easy here. The Elven heroes of Ish are missing and Dragonkin are being hunted to extinction.

120 What Are We Doing Here?

Friday 8 PM in 165 for 8 hours; 6 players
System: Dungeons & Dragons 3.0/3.5
Variations: House Rules and Other Weirdness
Power Level: 7th
GM: Chriss Lagge (Brynhilde)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
You wake up in a strange place, surrounded by strangers. How did you get here? How do you get out of here? And will you ever be the same again?

121 Homeland Defence

Friday 8 PM in 171 for 8 hours; 7 players
System: Dungeons & Dragons 4.0
Variations: Players will play monsters
Power Level: 12th
GM: Ted Gehrig
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
The darkness has been disturbed by the stench of goodness. Elfmeat has crept into your unholy halls. Monsters! Awaken and defend your home!



122 The Golden Rule

Friday 8 PM in 570 for 8 hours; 6 players
System: Call of Cthulhu (6th Edition)
Variations: Gaslamp–1840s
Power Level: some prior SAN losses, a few ‘odd’ experiences
GM: Leon C Glover (Leon ‘Cthulhu’ Glover)
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Eureka! The gold rush is on in California! It will test your fortitude and your ideals. Power and greed aren’t the only things that can corrupt a man’s soul.

123 Hunter’s Moon

Friday 8 PM in 168 for 6 hours; 6 players
System: Magic World (BRP) (current edition)
Variations: Few, if any
Power Level: Veteran
GM: Ben Monroe
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Dreadwall Forest is a place of menace and mystery. Ancient towers, fey glens, and magical streams criss-cross it. When your adventurers venture in, will they emerge unchanged?

Session 2 SATURDAY

201 While Rome Burns

Saturday 8 AM in 143 for 6 hours; 8 players
System: Unknown Armies (2nd Edition)
Power Level: Between Street and Global
GM: Cassady Toles (Cassady)
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
November 29, 1960. It was supposed to be a simple job. In and out fast, nobody gets hurt. Unfortunately, a plan is just a list of things that don’t happen.

202 Mythos Trek

Saturday 8 AM in 145 for 10 hours; 7 players
System: Call of Cthulhu
Variations: Slight, for player enjoyment
GM: Whitney Lee Preston
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
The crew of the USS *Constitution* on another ‘Special Mission.’ ‘What’s it going to be, Captain?’

203 Introduction to DCC RPG

Saturday 8 AM in 147 for 6 hours; 6 players
System: Dungeon Crawl Classics

Power Level: 0

GM: Vern Roberts

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

Seeking wealth & escape from your peasant lives, you investigate a supernatural portal that appears only once every half-century when the stars are right.

204 Abode of the Radiant Ember

Saturday 8 AM in 149 for 6 hours; 6 players
System: Lamentations of the Flame Princess (1st Edition)
Variations: Carcosa
GM: Kevin Glazner
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Purple Carcosans are sent on a mission to rescue kidnapped members of their tribe. LotFP is a D&D retro-clone game.

205 No Solar Is an Island

Saturday 8 AM in 151 for 6 hours; 6 players
System: Exalted (2.5)
Variations: Ink Monkeys & All Errata
Power Level: Starting
GM: Aaron Winklebleck (Atrus)
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
Six people are blessed by Sol Invictus. They must put aside differences and band together to strike out from the only home they have ever known.

206 Twisted Tails

Saturday 8 AM in 152 for 6 hours; 6 players
System: Pathfinder
Variations: 25 pt buy. 10.5K gold. Only PFRPG PRD ready bks
Power Level: 5th
GM: Sharon Shay Holmes (Shay Bella)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
Thought you had to play WhiteWolf’s system to have fun with shape shifters? Guess again!

207 The Skunky Bottom Boys in ‘Damn the Torpedoes!’

Saturday 8 AM in 154 for 4 hours; 6 players
System: Hollow Earth Expedition (Edition 1.0)
Power Level: Low-medium
GM: Todd Furler
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM

In 1940, the U.S. is officially neutral. So who does the military turn to for discreet favors? The boys (and girls) from Skunky Bottom, Mississippi: Maritime Rescue & Salvage!

208 Pardon Me, Garçon, There Are Some Jewels in My Soup!

Saturday 8 AM in 159 for 6 hours; 6 players
System: 7th Sea (1st revised Edition)
Power Level: Journeyman
GM: Grant McMasters (Short'n'Stout)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
What do five strangers, the Crown Jewels, and one thief all add up to? A grand adventure that involves swashbuckling, daring rescues, and wild chases through the city—of course!

209 Safe Seattle

Saturday 8 AM in 160 for 8 hours; 6 players
System: Shadowrun (4th Edition)
Variations: Players are law enforcement, not runners
Power Level: 300 BP
GM: Brian Sullivan
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Protect and Serve: it's on the badge, it's the oath you swore.
Amidst a crime wave of stolen artifacts, Seattle's finest must find those responsible before violence grips the city.

210 Voyage of the TAASF Laika: The Biomoon

Saturday 8 AM in 161 for 6 hours; 8 players
System: Alternity
Power Level: 6th-7th
GM: Rian McMurtry
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Terran ship Laika has detected life signs on a moon in the Quallithon system. Your team has been dispatched to investigate. You must limit damage to the facility.

211 Sagittarius's Arrows, The Pluto Experience

Saturday 8 AM in 162 for 8 hours; 8 players
System: Call of Cthulhu D20 (Redacted Edition)
Variations: Cthulhu By Starlight (homebrew)
Power Level: Low
GM: Patrick Hamilton
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
A giant fireball is heading out into open space. Your mission is to return to Titan and determine the cause of the disaster.

212 World War Grimm - A SEAKOG Production

Saturday 8 AM in 163 for 8 hours; 7 players
System: Hero 6th Ed (Other)
Power Level: 300 pt heroes
GM: Jason A Krestoff
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
The world has been invaded by beings from folklore. After 2 years of devastating war, the UN has requested that you volunteer for a mission that could end the war.

213 March of the Governorbots

Saturday 8 AM in 164 for 8 hours; 6 players
System: Hero 4th Ed (Champions)
Variations: Some 5th ed rules
Power Level: Max 60 pt attacks; max 33 PD/ED
GM: David Rakonitz
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
A chocolate exhibit is in town, and Foxbat returns with a plan to prove he is #1. However, more sinister forces gather. Children are in peril as the Governorbots march.

214 C.S.I. Gnome

Saturday 8 AM in 168 for 8 hours; 6 players
System: Dungeons & Dragons 3.0/3.5
Variations: Core bks + Compl. Adventurer & Compl. Scoundrel
Power Level: 3rd
GM: Ritchie Lagge (Prophet)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by GM
The Chief Inspector has summoned his brightest investigators to solve the murder of The Archon's favorite Inventor. Was he killed for what he was working on? Or something else?

215 Hangtown!

Saturday 8 AM in 170 for 8 hours; 6 players
System: Call of Cthulhu (6th Edition)
Variations: Modified
GM: Frank A. Fioni
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
1851 and the California gold rush is in full swing. Morgan White, the rumored son of Brigham Young, has vanished in Hangtown. Can a hodgepodge group solve the mystery?

216 Jiana's Dream

Saturday 8 AM in 171 for 8 hours; 7 players
System: Pathfinder
Variations: Core Rule Book & APG
Power Level: 12th; 108K GP, single item lim. 40K.
Stats: Heroic Method
GM: Duane Frederick
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
'He kills people and he has mean eyes.' Mean gerbils? Say it ain't so. Mayhem and strange murders. Experience the nightmares only a five-year-old can imagine!

217 Little Trouble in Big China

Saturday 8 AM in 608 for 6 hours; 6 players
System: Feng Shui
Variations: Loyalties & Secrets
Power Level: Jackie Chan/Chow Yun-Fat
GM: Morgan Hua
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
You are all Triad members in modern day Hong Kong. Over the top John Woo action, Big Trouble in Little China oddness, and tests of loyalty and betrayal abound.

218 Doctor Who: Detritus Affected

Saturday 10 AM in 570 for 6 hours; 6 players
System: Cubicle 7 (11th Doctor)
GM: Michael Garcia
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Doctor and his companions travel to 31st century L.A. to face one of his scariest villains. Come to be a little scared and share the Whovian love. Geronimo!

219 A Sense of Trust

Saturday 10 AM in 374 for 8 hours; 10 players
System: Modified Melee
GM: Kenneth Rinehart
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The Crown Prince has been returned; now the King's Guard has been sent to Paramour Ebon Scroud's estate. They are asked to find the stolen ring of the Elven Queen nal'Simir.

220 Dragon Slayers

Saturday 10 AM in 375 for 4 hours; 5 players
System: Fiasco (Base Edition)
Power Level: High to Medium
GM: Joel Watkins
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes

Characters created for game
The bumpkins in this piss-ant mountain town could never have taken down that dragon. That's our dragon, and its gold is our gold.

221 The Jaded City of Oz

Saturday 10 AM in 376 for 4 hours; 6 players
System: Adventures in Oz: Fantasy Roleplaying Beyond the Yellow Brick Road (1st)
Power Level: Starting
GM: F. Douglas Wall
Rules Knowledge: Beginners Welcome
Game Content: Family
All characters provided by GM
Ding Dong! The Witch is dead! Join the Melting Day parade as it tours the land of Oz. Meet wonders new and old, including the marvelous Jaded City of Oz!

222 Guns and Glamour

Saturday 10 AM in 377 for 4 hours; 6 players
System: Guns and Glamour (Playtest Edition)
GM: John Kim
Troupe: Kim
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters created for game
Play redcaps, trolls, pixies, and other faerie immigrants to 1920s Chicago, where mobster violence threatens Jazz Age ambitions. Playtest of a seamy Noir genre hack of Monsterhearts by Mickey Schulz.

223 Battlestar Galactica—Second Exodus

Saturday 10 AM in 378 for 8 hours; 6 players
System: Battlestar Galactica
Variations: Minor
Power Level: Beginning
GM: F. Scott Wilson (Scott)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Caprica has fallen to the Cylons. Your small group must find safety on Caprica, or off-world. Secrets are afoot that may save or doom you. Tread carefully....

224 The Doom that Came to Valenth—Part I

Saturday 10 AM in 379 for 8 hours; 6 players
System: Thirteenth Age
Power Level: 2nd
GM: Joe O'Neil
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
You are skilled adventurers operating out of the city of Valenth—Renaissance Venice with magic. A renowned archaeologist asks you to recover a stolen idol tied to Valenth's ancient past.

225 The Defenestration of Freiburg

Saturday 10 AM in 381 for 8 hours; 6 players

System: Honor + Intrigue

Variations: Converted 7th Sea Setting

GM: Chris Rutkowski (BASH MAN)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

1676: After the fall of the Watchturm, Freiburg has rebuilt, but all of Eisen is in chaos. Can the heroes solve the mystery to save Eisen before it's too late?

Session 3

301 These Are the Voyages

Saturday Noon in 154 for 6 hours; 6 players

System: GURPS (4th Edition)

Power Level: 205 to 253 pts

GM: Tom Vallejos (1 1A 2B 3)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Space 1805! Join the USS ENTERPRISE, explore strange new worlds, to seek out new life and new civilizations.... To boldly go into the Louisiana Sector! Prizes by Steve Jackson Games!

302 The Giggler Strikes Again

Saturday 2 PM in 143 for 6 hours; 6 players

System: Savage Worlds (Deluxe Edition)

Variations: Realms of Cthulhu Sanity Rules

Power Level: Seasoned

GM: Craig F. Dixon (Lord Mhor)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters may be provided by GM

Giggling and shrieks of death echo in the night. What remains is unthinkable. You must stop this outrage by sword or spell. It will begin in the Golden Gryphon Inn.

303 In Times of Trouble and Tears from Worry

Saturday 2 PM in 147 for 6 hours; 8 players

System: Space Opera

Variations: Space Opera Simplified

GM: Felipe Morales

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Terran Federation: Akaisha Out-Station in a boring part of space. You're almost used to garrison duty when Col. Taggart from Military Intelligence shows up, again...

304 Roller Derby Dreams

Saturday 2 PM in 149 for 6 hours; 6 players

System: Call of Cthulhu

Variations: 1990s

Power Level: Beginner

GM: Sheila Mitchell

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

All your work has paid off. Your team made it to Regionals.

What will happen when you get 200+ derby girls and spectators in a quiet New England town?

306 A Time (Line) to Kill

Saturday 2 PM in 152 for 6 hours; 6 players

System: Mutants & Masterminds (3rd Edition)

Power Level: PL 10

GM: James Robertson

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

A group of Heroes and Villains must work together to change the past. In a world gone mad, they face Zombies, Monsters, and Time itself to set things RIGHT!

307 Death Valley

Saturday 2 PM in 159 for 12 hours; 8 players

System: Dungeons & Dragons 3.5

Power Level: 1st

GM: Ronnie Bolser (caboose)

Rules Knowledge: Expected

Game Content: Mature Themes

Characters created for game

I don't want to give away anything, but I put together a good, hard and scary game. It's got all kinds of horror goodies and it's a fun story.

308 Objective: Zebra

Saturday 2 PM in 375 for 4 hours; 5 players

System: Fiasco (Base Edition)

Power Level: High to Medium

GM: Joel Watkins

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

You're trapped in a stranded submarine and you have to get the hell out of here—before it comes in!

309 Black Day 6 Cycle

Saturday 2 PM in 376 for 4 hours; 6 players

System: Paranoia (2nd Edition)

Power Level: Red Clearance

GM: Thom Hall (skars)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters may be provided by GM

Complexmas is coming and each clone knows it's important to show your consumer support. Black Day 6 Cycle is a short adventure for up to 6 clones.

310 Hellsworn High School

Saturday 2 PM in 377 for 6 hours; 8 players
System: In Nomine (original Edition)
Variations: Anime style, some minor rules tweaks
Power Level: 7 Force Demons
GM: Michael Smith
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
As new low-level Demons, your earth-side duty is recruitment for your Prince of Hell. At a private Catholic High School. Run and maintained by the Heavenly Hosts.
Good luck.

311 A Blake Brothers Production

Saturday 4 PM in 160 for 8 hours; 8 players
System: Call of Cthulhu (Edition 5.6.1)
Power Level: Normal people
GM: Matt Steele (Matthulhu)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Modern-Day B-movie Cthulhu! Filmmakers Wally and George Blake make low-budget movies to break into legit film. Their latest production's shooting in an ancient unrestored castle in Estonia.

312 WTF??

Saturday 4 PM in 161 for 8 hours; 8 players
System: Shadowrun (4th Edition)
Variations: Hybrid; GM rules to simplify; story over rules
Power Level: experienced runners
GM: Kaaren Bock (Katarina)
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
The weirdness is getting more widespread and more severe. Your interest is further piqued by the suspicion that your last run has something to do with the changes.

313 Prodigal Son

Saturday 4 PM in 162 for 8 hours; 8 players
System: Spycraft (d20) (Edition 2.0)
GM: Robert Owen (SteelWarrior)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
A rare collection of books by Dickens has been stolen from a Chicago museum. Your team will be onsite to assess the situation. Catch the thieves ASAP.

314 Dr. Montgomery Churchill, I Presume? (Part One)

Saturday 4 PM in 163 for 12 hours; 6 players
System: Millennium's End (Edition 2.0)
Variations: WW2 setting, Pulp elements
Power Level: moderate

GM: Benjamin Lott (Thumper)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
May 1941: Amid the Anglo-Iraqi war you have to find a missing archaeologist in Nazi-occupied Baghdad. It's an easy in and out extraction; how hard could it be?

315 The Evil of Banality

Saturday 4 PM in 164 for 8 hours; 8 players
System: Hero pre-5th Ed (Champions)
Variations: some 5th ed additions
Power Level: 8-12 DC
GM: Joe Di Lellio ((not) Adam Savage)
Rules Knowledge: Expected
Game Content: Mainstream
Players provide their own characters
The voice is cold and distant, but clearly hostile. 'I am not cruel,' it intones. 'You will only taste from the banquet I was forced to consume.'

316 A Familiar Solution

Saturday 4 PM in 168 for 10 hours; 8 players
System: Advanced Dungeons & Dragons (1st Edition)
Variations: house rules
Power Level: Beginning
GM: Les Child (Quietus)
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
'Don't come back!' your caster warned. 'Get the others and stay away from the magery. The damn sorceror is draining our magic somehow! Find some help before we--'

317 Flee the Underdark

Saturday 4 PM in 170 for 10 hours; 10 players
System: Advanced Dungeons & Dragons (1st Edition)
Variations: Forgotten Realms; 1st edition only
Power Level: 10th
GM: Mark Dailey (Mark D)
Rules Knowledge: Expected
Game Content: Mature Themes
Characters may be provided by GM
Male Drow have fled the underdark to win Lolth's forgiveness. They have kidnapped and will sacrifice a surface Elven cleric to her. They need to be stopped.

318 The Bandit Exchange

Saturday 4 PM in 171 for 8 hours; 8 players
System: Advanced Dungeons & Dragons (2nd Edition)
Variations: Segmented Combat, Critical & Fumble chart
Power Level: 4th-6th
GM: Samuel Horton (Rushman)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM

A simple guard escort to trade a bandit prisoner for the captain of the guard. An ambush is expected, so stay alert for it along the way.

Session 4

401 Cold Nights in the North

Saturday 6 PM in 145 for 12 hours; 8 players
System: Cyberpunk 2020 (1st Edition)
Variations: Some
Power Level: 70
GM: Tony Barajas (Daremo)
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
You need more money for tuition. What is this posting, a summer job from the Anthropology Department? Three months at a dig in Siberia. One year tuition paid plus €500.

402 Cauldron of Shadows

Saturday 6 PM in 154 for 8 hours; 6 players
System: FATE
Variations: Brutal Combat, Fan Mail, Victory Points!
Power Level: Veteran
GM: Bryan Hitchcock
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Warriors and witches return from war to a village be-plagued and be-cursed by wicked fey and vengeful shades. Featuring heavy roleplay, brutal combat, black magic, and a dash of oregano.

403 The Brotherhood of the Beast, Part Two ‘Mountains of Gold—Mountains of the Moon’

Saturday 6 PM in 374 for 8 hours; 6 players
System: Pulp Adventure (2nd Edition)
Variations: Cthulhu Pulp
Power Level: Pulp Superhero
GM: Jeff A. Hatch
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Investigators delving into the secrets of a widely known corporation discover dealings with alien beings, a strange cult, and the mining of strange radioactive ores from beyond space!

404 Return of the Keroro Platoon!

Saturday 6 PM in 375 for 6 hours; 5 players
System: Gundam Senki (Original Japanese Edition)
Power Level: Veteran
GM: Rachel Albert (Agent Shadow Chicken)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM

November 7th, UC0079: With the Zeon occupation of Earth crumbling, The Keroro Platoon must escort a Gallop transport containing a secret cargo to an unknown destination—*De arimasu!*

405 The Next Secret of the Slavers’ Stockade

Saturday 6 PM in 376 for 6 hours; 6 players
System: Pathfinder
Power Level: 6th
GM: Rory Toma (Rory)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Following up on Return to the Slave Pits of the Undercity, the characters will make their way to the slaver’s base of operations!

406 Aftershocks

Saturday 6 PM in 378 for 8 hours; 8 players
System: Werewolf: The Apocalypse (3rd Edition)
Variations: Biased for Werewolf
Power Level: Advanced Cliath/Beginning Fostern
GM: Topac Quinteros
Rules Knowledge: Useful
Game Content: Mature Themes
Characters may be provided by GM
Cataclysm has finally been put to bed; can you survive to the Moot? But the revelations of the caein at Mount Tamalpias may herald the beginnings of the end...

407 Heller’s Rejects

Saturday 6 PM in 379 for 8 hours; 6 players
System: Godlike
Variations: Very minor house rules
Power Level: Low: 15 point talents
GM: Jack Young
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
June 6, 1944: the Allies blow the door off Hitler’s Fortress Europe. Amid the disarray of a tenuous Normandy beachhead, you’re assigned the most peculiar mission this day of days.

408 Hell Rides For Delamar

Saturday 6 PM in 381 for 6 hours; 6 players
System: Boneslingers (Special Dundracon Edition)
Power Level: Undead Gunslinger Heroes
GM: Duane O’Brien (A Terrible Idea)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Getting by as an undead gunslinger is tough. You hope this job in Delamar will give you a chance to lift your burden. It’s time to kill some bad men.

409 Torchwood 2—We're Not in Glasgow Anymore

Saturday 6 PM in 608 for 8 hours; 6 players

System: Compleat Arduin (Edition XX)

Variations: Streamlined rules set

Power Level: 5th-7th

GM: Mark Schynert

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Everything is not Archie; he goes by 'Tom' now. The problem? Well, it's the 21st century, when everything changes. But sometimes, the more things change, the more they stay the same.

410 Space Patrol—1969!

Saturday 6 PM in 570 for 6 hours; 8 players

System: Traveller (Classic Edition)

GM: Michael Siverling

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Journey into the wild, vast reaches of space with the Terran Scout Patrol!

416 Star Wars Mega Game V: An Awakening in the Force

Saturday 6 PM in Pacific for 8 hours; 16 players

System: Star Wars (Fantasy Flight) (beta/1st Edition)

Variations: Some house rules and/or errata as Beta develops

Power Level: Low, not beginning

GM: Lisa Gordon (Mara Jade)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

Your life spent flying under the Empire's radar on Nar Shaddaa will be shattered as a powerful presence in the Force flushes out your hidden past as a Jedi student.

411 Oaxland Haze

Saturday 8 PM in 143 for 6 hours; 6 players

System: Gamma World (D&D 4.0)

Power Level: TBD by group!

GM: Andy Flores (Mr. Many Minis)

Rules Knowledge: Useful

Game Content: Mainstream

Characters created for game

Play this quirky post-Apocalyptic adventure where you will create a mutated character in less time than it will take you to get your food at the Con!

412 Dreadlands

Saturday 8 PM in 147 for 6 hours; 6 players

System: Deadlands

Variations: Deadlands using Dread

GM: Christopher Ory

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Some sinister force holds a valley in thrall and perpetual downpour. Bullets, hexes, science, and the sword may not be enough to stop this Weird-West horror and get you home.

413 War and Chaos, Loves You

Saturday 8 PM in 149 for 8 hours; 6 players

System: Pathfinder (Epic)

Variations: Some house rules

Power Level: 20th; 760K starting equipment

GM: Robert Anderson (1001)

Rules Knowledge: Useful

Game Content: Mainstream

Characters may be provided by GM

The Horsemen of the Apocalypse have begun to stir in Abaddon, and War rages across the planes as both Celestia and Hell fall to the Abyssal Vanguard.

414 Barbarian Kings

Saturday 8 PM in 152 for 8 hours; 8 players

System: Dungeons & Dragons 3.5

Variations: Only thieves get skills, d100 used

Power Level: 4th

GM: Mike Marsh (dorky dork)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Increasing threats have forced Queen Daisy to handpick you, a group of loyal wayfarers, to find an old war hero. Fight through dungeons, barter with strangers, return heroes.

415 The Gentlemen's Guild of Amateur Criminologists in the Clutches of the Dragon's Claw

Saturday 8 PM in 377 for 6 hours; 6 players

System: FATE

Variations: Spirit of the Empire: Steampunk Tech & Faerie Magics

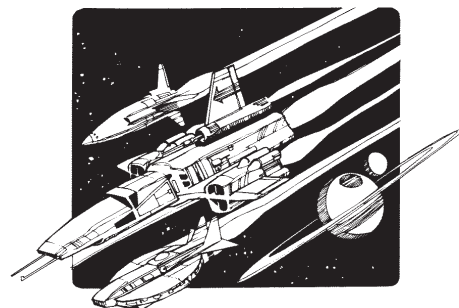
GM: F. Bogart Wolf (Bo)

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Gentlemen (and Ladies) of the GGOAC face far Eastern Adversaries bent on the destruction of the Empire! Superlative science and mysterious magics with high adventure and eclectic enemies.



Session 5

SUNDAY

501 Sestage

Sunday 8 AM in 143 for 6 hours; 6 players
System: 7th Sea (2nd Edition)
Variations: Modified for space opera
Power Level: 100xp
GM: Larry Lynch-Freshner
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Your crew has been asked to extract an Intelligence asset from an Orion ship while on the neutral world of Sestage. A simple, straightforward job. What could go ... wrong?

502 Aftermath

Sunday 8 AM in 145 for 6 hours; 6 players
System: Mage: The Awakening (current edition)
Power Level: Skilled Mortals [50 XP] with starting Mage abilities
GM: Jason Martinez (Derendel)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
There is something terribly wrong with Chicago. Every supernatural creature has seemingly disappeared. Reality is decaying around you. What happened to the others? Will it happen to you?

503 Death Sun Driver

Sunday 8 AM in 147 for 6 hours; 8 players
System: Hackmaster (4th Edition)
Power Level: 9th-10th
GM: Rian McMurtry
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
In the Velscarone Archipelago, the necromancers of the Western Ocean Trading Compagnie seek to bring all under their sway, and piracy is the only option. Seek the sunken Death Sun!

504 Star Wars: The Space-Over

Sunday 8 AM in 149 for 6 hours; 6 players
System: Star Wars (Saga Edition)
Power Level: 8th
GM: Arthur Gonzalez-Martin (artguyGM)
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
A wedding could decide victory or defeat for the rebel alliance. A small band of free-lancers and rebels must find the man of the hour, or all hope is lost.

505 Into the Wastes

Sunday 8 AM in 151 for 6 hours; 6 players
System: Unhallowed Metropolis (Revised Edition)
Power Level: Beginner
GM: Sheila Mitchell
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
When Lord Wellington again invites you to his office and asks your assistance, the plush job sounds tempting, except the part about securing transportation and heading out into the Wastes....

506 In Old Ahijan

Sunday 8 AM in 152 for 6 hours; 6 players
System: Pathfinder
Variations: 25 pt buy. Wpns/armor provided. 4K gold for misc. items
Power Level: 5th
GM: Sharon Shay Holmes (Shay Bella)
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Two paladins of Caiden Caylen have freed you and your compatriots from gladiatorial slavery. Help them track down the remaining villains to ensure that such a fate never befalls another!

507 Hacking the Black Diamond

Sunday 8 AM in 154 for 8 hours; 8 players
System: Hackmaster (Basic Edition)
Power Level: 5th
GM: Peter Christian
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Hacking the Black Diamond: Introduction to Hackmaster! A straightforward adventure. Beginners and teens welcome.

508 Rise of Monkey Island

Sunday 8 AM in 159 for 8 hours; 6 players
System: Hero 6th Ed (Champions)
Variations: Use 5th Ed Aid, Transfer, Growth
Power Level: 15d6, 10CV, 5 Spd
GM: Don Satow
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Last year, the heroes stopped Prof. Powers and gave the Apes a homeland. Prof. Powers got away in a malfunctioning teleport. What has happened one year later?



509 The Gods Are Dead; Long Live the Gods!!

Sunday 8 AM in 160 for 8 hours; 8 players
System: Dungeons & Dragons 3.0/3.5
Variations: Some, personal, Good & Neutral, NO Psionics
Power Level: Epic, Gesalt, Deities
GM: Carl Earl Ogden (Majister)
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
With the Death of Mystra began the Spell Storm! What none realized is that it would tear apart the world and destroy all the deities! Can you save Toril?

510 Deezil's Dungeon of Chaos

Sunday 8 AM in 161 for 8 hours; 6 players
System: Dungeons & Dragons 3.5
Variations: Core Only, houseruled for random char gen
GM: Andy Marshall (Gnomeo)
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
Deezil's Dungeon of Chaos is an exercise in complete randomness. Character levels, monsters, and treasure are all rolled randomly during play.

511 Experimental Forks Aren't People

Sunday 8 AM in 162 for 8 hours; 6 players
System: Eclipse Phase (1st)
GM: Samuel Flory Silbory (Sam Silbory)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The last thing you remember is having your brain backed up. You've been revived in a strange body on an unknown space station. Has this experiment ever had an ethics review?

512 Team Alpha-Omega: The World in Distress

Sunday 8 AM in 163 for 8 hours; 6 players
System: Savage Worlds (Deluxe Edition)
Variations: Top Secret & Morrow Project
Power Level: Veteran / Seasoned
GM: Paul Coulter (Reinar)
Rules Knowledge: Expected
Game Content: Mature Themes
All characters provided by GM
Espionage Anti-Terrorism Military Special Ops unit has to attempt to save the world from destruction. Quick play Action packed Thriller covering top secret and post apocalyptic Morrow Project.

513 Just an Errand...

Sunday 8 AM in 164 for 8 hours; 9 players
System: Pathfinder
Power Level: 3rd
GM: Roy Bridges (Roy)

Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters may be provided by GM
Reopen the old fort, resolve the superstitious peasant's issues, and do some dusting. The soldiers to staff the fort will be there soon. Just an errand, really.

514 The Smell of Burning Metal

Sunday 8 AM in 168 for 8 hours; 6 players
System: Dungeons & Dragons 3.5
Variations: Gringold Campaign: Neg Con demise, RP flex pt awards
Power Level: 9th-12th
GM: Jeff Brain
Rules Knowledge: Expected
Game Content: Mature Themes
Characters may be provided by GM
Challenging encounters, hostile environments, clever monsters, fierce opponents; what more could an adventurer want? Travel to Bonelands, far Karaqan, and beyond, in search of solutions to Sarz's scent mage threat.

515 Rescue

Sunday 8 AM in 170 for 8 hours; 6 players
System: Pathfinder
Variations: Epic Fantasy Scores. 108K GP. PFS char restrictions
Power Level: 12th
GM: Geoffrey Nicholls
Rules Knowledge: Expected
Game Content: Mainstream
Characters may be provided by GM
A high-value operative needs extraction from Enthor. A demonic government bigwig with priceless intel. You may need to take the ancient crypt path to enter the evil city.

516 Wait for No Man

Sunday 8 AM in 608 for 8 hours; 6 players
System: Dungeons & Dragons 4.0
Variations: a bit of 're-skinning'; some errata ignored
Power Level: Epic
GM: Tony Vargas
Rules Knowledge: Expected
Game Content: Mainstream
All characters provided by GM
Epic Heroes, the Order of the Pearl, ready to face their greatest enemy, The Kraken, Exarch of Dagon. There's just one little detail left... Sequel to 2011's Time & Tide.

517 Dark Designs

Sunday 10 AM in 374 for 6 hours; 8 players
System: Hero 6th Ed (Champions)
Power Level: Standard Superheroic
GM: Ryan Kent
Rules Knowledge: Useful
Game Content: Mainstream

Players provide their own characters
Various items of bleeding-edge technology have recently been stolen. Also of note is the recent theft of archeological artifacts. Is there a connection? If so, who is responsible?

519 Jungle Law

Sunday 10 AM in 376 for 8 hours; 6 players
System: Vampire: The Requiem
Variations: Vampire: the Masquerade setting; some World of Darkness: Mirrors
GM: Richard Taylor (UnkyRich)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
You have been brought together by your sires and your prince. Something in the city is making vampires dead—you have to solve it.

520 Level 7

Sunday 10 AM in 377 for 6 hours; 6 players
System: Metamorphosis Alpha (1st Edition)
GM: Kevin Glazner
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Mutant scavengers explore level 7 of the Starship Warden. This is a post-apocalyptic sandbox setting.

521 Better Three Hours Too Soon Than a Minute Too Late

Sunday 10 AM in 378 for 8 hours; 6 players
System: Pathfinder
Variations: No 3rd Pty content, Gunslingers, Archtypes or Summoners
Power Level: 15th: 30pt stat buy, 250Kgp Items
GM: Derek Cochran
Rules Knowledge: Useful
Game Content: Mainstream
Players provide their own characters
Blood drips from a dying kingdom. Shadows at the gate. The stench of war chokes the senses. One last attempt to staunch the wound.

522 Killing the Dragon Was Only the Beginning

Sunday 10 AM in 379 for 8 hours; 6 players
System: Pathfinder
Power Level: 7th
GM: Josiah Knight (KnightCa)
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
Slaying a dragon will give fame and riches. Your team invaded the lair, only to discover the dragon already dead. Something feels like it is about to go terribly wrong.

523 NorCal Snafu Part 2

Sunday 10 AM in 381 for 8 hours; 12 players
System: Twilight 2013 (Standard Edition)
Variations: Phase 2 w/Phase 3 Adv's & Dis's & Optional Haz Duty
Power Level: Starting
GM: Robert McAnulty (Trongard)
Rules Knowledge: Expected
Game Content: Mature Themes
Characters may be provided by GM
We return to the gritty, post-Apocalyptic world of Northern California! The Chinese outpost is toasted! The party have begun peaceful negotiations with the local militia. What *else* could possibly happen....

Session 6

601 The Knights of New York Go to War!

Sunday 2 PM in 143 for 6 hours; 7 players
System: Mutants & Masterminds (2nd Edition)
Variations: Golden Age
Power Level: 6th-8th
GM: Norm Albert
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
1940: Two years after the Knights stopped the Martian invasion, Nazi super agents plot to steal the Martian heat ray and bring it back to the Reich!

602 Stairway to ...

Sunday 2 PM in 145 for 6 hours; 6 players
System: D20 Modern (Basic Edition)
Variations: Minor house rules
Power Level: medium
GM: Ed Joesting (Ed)
Rules Knowledge: Useful
Game Content: Mainstream
Characters may be provided by GM
Mercenaries, abandoned space ship, bugs. You know the drill.

603 A Feasibility Study

Sunday 2 PM in 149 for 6 hours; 6 players
System: GURPS (4th Edition)
Variations: Prime Directive
Power Level: 240-300 pts
GM: Tom Vallejos (1 1A 2B 3)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Set in the SFU, based upon Star Trek: TOS USS CALIFORNIA is on routine patrol when sensors detect unusual subspace distortions. We are investigating...Prizes from Steve Jackson Games!

604 Friends of Justice

Sunday 2 PM in 151 for 6 hours; 8 players

System: Hero 6th Ed (Pulp)

GM: Rod Currie

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The return of an old friend means trouble for Dr. Abraham Justice and his band of intrepid associates. 1930s pulp fun and adventure. Role-playing emphasized.

605 Avengers: Earth's Mightiest Heroes

Sunday 2 PM in 152 for 6 hours; 6 players

System: BASH! Basic Action Super Heroes

GM: Chris Rutkowski (BASH MAN)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Join Cap, Hulk, Thor, and Iron-Man as they try to prevent a nightmarish future from unfolding before them.

606 The Cursed Village of Osati's Pass

Sunday 4 PM in 147 for 4 hours; 5 players

System: Panty Explosion Perfect

Variations: L5R variant

Power Level: nearly infinite

GM: Ryan Burton (Found In The Alley's Ryan)

Rules Knowledge: Useful

Game Content: Mature Themes

Characters created for game

Unexplained murders of Samurai in the remote village of Osati's Pass have gained the attention of The Emperor. Your group has been sent to root out the evil.

607 Dr. Montgomery Churchill, I Presume? (Part Two)

Sunday 4 PM in 154 for 12 hours; 6 players

System: Millenium's End (2.0)

Variations: Near future tech, Pulp elements

Power Level: Moderate

GM: Benjamin Lott (Thumper)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Someone is trying to steal antiquities from an estate auction. The Churchill Antiquities Foundation has hired you to safeguard them. Baby-sit some ancient relics; how hard could it be?

608 Where Dreams May Take You

Sunday 4 PM in 159 for 10 hours; 6 players

System: Dresden Files

Power Level: Up to your waist, submerged

GM: Morgan Jenkins

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You are becoming part of the Paranet in the Santa Cruz

Chapter. Can your group sift through the impediments before the unthinkable happens?

609 The Zodiac Gambit

Sunday 4 PM in 160 for 8 hours; 8 players

System: Hero 5th Ed (Champions)

Variations: Marvel Universe

Power Level: 300pnt 12d6 60 active power; see the web description

GM: Dwayne Fox

Rules Knowledge: Useful

Game Content: Mature Themes

Characters may be provided by GM

Caidoz Development Group to reveal Prototype 'KEY' reactor at N.A.E.P. Expo 2013. The reactor promises to solve the country's dependence on foreign oil, and profit investors.

610 The CompleX-Men

Sunday 4 PM in 161 for 8 hours; 6 players

System: Paranoia (1st Edition)

Variations: Not available at your security clearance

Power Level: not nearly enough

GM: Ezra Denney

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

You are a team of registered mutants, sworn to protect Alpha Complex from all commie mutant traitors. You must prove that not all mutants are traitors. Join the CompleX Men!

611 Serenity Is Down, River Tam Is Gone

Sunday 4 PM in 162 for 8 hours; 8 players

System: Hero 5th Ed (Other)

Variations: No resistant def. or combat luck

GM: Jim Gettman (mouse)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

Warned by Wave about an Alliance ambush, Serenity fled and crashed. The crew split. River's group was hunted down. It's time for vengeance. (Players choose crewman to play or replace.)

612 9 FINGERS (Part 2 of the Searcher Series)

Sunday 4 PM in 163 for 8 hours; 6 players

System: Call of Cthulhu (6th Edition)

Variations: Very minor

Power Level: Beginning investigators

GM: Shannon Mac

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

You have no idea what horrors await you in 1925 Scotland. Heavy roleplaying & investigation, with a spicy sprinkling of insanity, violence & probable mayhem are on the menu.

613 Back to Where We Belong

Sunday 4 PM in 164 for 8 hours; 8 players
System: Last Great Empire (Ghost Empire Edition)
Variations: 2-squad fire team
Power Level: All
GM: Les Child (Quietus)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
'I thought that "portal generator" was supposed to drop us in Iran, not the middle ages!' An elf, wearing woodland green approaches. 'Welcome to Greyhawk, strangers. You have traveled far?'

614 To Serve and Survive

Sunday 4 PM in 168 for 8 hours; 6 players
System: The Void
GM: Matt Steele (Matthulhu)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Rookie Wardens travel to Mars and beyond to investigate the disappearance of a freighter, the Pandora's Hope, lost en route to the mining colony on the minor planet/comet, Chiron.

615 A Child of a Lesser God

Sunday 4 PM in 170 for 8 hours; 6 players
System: Traveller (Mongoose)
Variations: Horror
GM: Ken Moscardini (Quode)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
The Crises Command Team was sent to capture a creature of unknown origins. The game is derived from the sworn testimony of Cmdr. Miller, the only survivor of the mission.

616 He Who Laughs Last

Sunday 4 PM in 374 for 8 hours; 6 players
System: Cthulhu Dark
GM: Dave Sokolowski
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Hollywood: Your friend Becca's tragic suicide has brought you together, but still doesn't make sense. Perhaps her job as a personal assistant to a wildly successful comedian is related?

617 FREEDOM IN THE GALAXY!

Sunday 4 PM in 377 for 8 hours; 6 players
System: Starblazer Adventures (FATE 3.0)
Variations: 4DF, Aspects emphasized, group FATE pool
Power Level: Superb
GM: Anton Dovydaytis (Smeelbo)

Rules Knowledge: Useful
Game Content: Mainstream
Characters created for game
AtomiTech lifts America into Space! Worlds Chained in Servitude to Queen Tyrannia! Our Historical Documents Ignite the Torch of Liberty, whose Light brings FREEDOM TO THE GALAXY!

Session 7

701 The Brotherhood of the Beast, Part Three 'Sands of Time—Hour of the Beast'

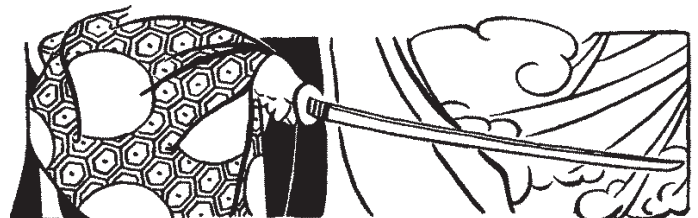
Sunday 6 PM in 375 for 8 hours; 6 players
System: Pulp Adventure (2nd Edition)
Variations: Cthulhu Pulp
Power Level: Pulp Superhero
GM: Jeff A. Hatch
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Prophecies and signs of conspiracy lead two groups of Investigators to combine forces to defeat the Brotherhood of the Beast before of mankind becomes the slaves of ancient alien gods.

702 Grand Theft T-Bird: Seattle 2072

Sunday 6 PM in 376 for 6 hours; 6 players
System: Shadowrun (4th Edition)
Variations: Cinematic style, role-playing over roll-playing
Power Level: Elite (500 pts)
GM: Brian Pollard (Synthetic Phylum)
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
You've built up some Mafia debt in the shadows. Now the Butcher is dead, and the new Capo has 'invited' you to come discuss things. You'd probably better show up!

703 The Doom that Came to Valenth—Part 2

Sunday 6 PM in 378 for 8 hours; 6 players
System: Thirteenth Age
Power Level: 2nd
GM: Adam Diran
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM
Retrieving the idol was only the beginning. Now a desperate dash across Valenth (Renaissance Venice with magic). The city hangs in the balance, and failure is a very real option.



704 To Go Home

Sunday 6 PM in 379 for 8 hours; 8 players
System: Twilight 2013
GM: Saul Morales (Saulster)
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
Your team deactivated all the targets assigned, in countries that would bathe the world in nuclear fire. Your job's done, now it's time to go home—to whatever is left.

705 The Orcish Brigade IX: Sham-bo, ∞th Blood

Sunday 6 PM in 381 for 6 hours; 8 players
System: Advanced Dungeons & Dragons (X.π Edition)
Variations: More orcs might die this time
Power Level: That's all behind you now
GM: Arthur Wallis
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
Peace is the hardest battle of all. As the Orcish Special Forces do their best to acclimate to civilian life, freedom becomes slavery. And where's my parade!?

706 Get to the Party!

Sunday 6 PM in Pacific for 8 hours; 6 players
System: Cyberpunk 2020 (2nd Edition)
Variations: Minor
Power Level: 75 pts
GM: Ronald Jones (Greymoon)
Rules Knowledge: Useful
Game Content: Mature Themes
All characters provided by GM
It is the most popular reality show of the year. Can you and your friends get your celebrity to the secret party in the combat zone on time?

707 Twice Bit, Once Shy (Babe)

Sunday 7 PM in 570 for 6 hours; 6 players
System: Werewolf: The Apocalypse (Old School Edition)
Variations: Minimal
Power Level: Low
GM: Lacey Czeluscinski (Mrs. Czeluhipski)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
All characters provided by GM
One of your circle of Garou friends is missing under mysterious circumstances. Try to make good with the local bloodsuckers. The Log Lady is not pleased.

708 Mass Effect: Operation Requiem

Sunday 8 PM in 143 for 8 hours; 6 players
System: Spirit of the Century
Variations: World of Bioware's Mass Effect series—Sci-fi, gritty
Power Level: Humanity's last hope

GM: Greg Brown

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

2186 C.E.: The reckoning has come. A single squad of soldiers defends humanity against an insurmountable foe. Alone, they fight beings of unimaginable horror on an impossible mission of survival.

709 The Shadow over Ebon Leaves

Sunday 8 PM in 145 for 6 hours; 6 players
System: Tremulus
Power Level: Beginner
GM: Mike Bogan
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Characters created for game
Haunting nightmares and ghastly visions descend upon the inhabitants of Ebon Leaves. An inescapable feeling of doom casts a shadow over the entire town. Can you stop it?

710 Danger! In Pinnacle City: A New Suit

Sunday 8 PM in 147 for 8 hours; 6 players
System: Hero 5th Ed (Champions)
Power Level: 200 + 150
GM: Aaron Clements Gettman
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
All characters provided by GM
The beautiful northwestern metropolis of Pinnacle City is having a special event for the unveiling of Toomb Corp's new technology that promises to revolutionize police effectiveness against superhuman threats.

711 Virginia City 1860

Sunday 8 PM in 149 for 8 hours; 6 players
System: Hero 6th Ed (Champions) (Champions Complete Edition)
Power Level: Low Level Superheroic
GM: Jason S Walters
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Characters may be provided by the GM
On the eve of the Civil War, a group of pioneer heroes is recruited to combat the schemes of the Knights of the Golden Circle.

712 Treasure of the Templars

Sunday 8 PM in 151 for 6 hours; 6 players
System: Savage Worlds
Variations: Pulp
Power Level: Seasoned
GM: Charles Gomez (Charlie)
Rules Knowledge: Useful
Game Content: Mainstream
All characters provided by GM

Treasure of the Templars takes the characters on a whirlwind ride in search of treasure men have killed to acquire and killed to protect.

714 Dwarf Fortress: The Siege of Deler Abshoth

Sunday 8 PM in Tri Valley 2 for 8 hours; 15 players

System: Pathfinder

Power Level: 8th

GM: Lance Meibos

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

This is a Pathfinder super game for three tables of five players each. Characters and fun will be provided. Now, help us fight back against these hobgoblins!

715 Barbarian Kings

Sunday 8 PM in 171 for 8 hours; 8 players

System: Dungeons & Dragons 3.5

Variations: Only thieves get skills, d100 used

Power Level: 4th

GM: Mike Marsh (dorky dork)

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Characters created for game

Increasing threats have forced Queen Daisy to handpick you, a group of loyal wayfarers, to find an old war hero. Fight through dungeons, barter with strangers, return heroes.



Session 8

MONDAY

801 Angelus Ostrus: Manifest Destiny

Monday 8 AM in 143 for 8 hours; 8 players

System: Homebrew D100

Power Level: Epic D&D equiv

GM: Adam Bredt (Norga the Hutt)

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

A group of Angels, cast out of Heaven, your fates lie in the service of an expanding holy empire. Will you finally find redemption in the eyes of the Gods?

802 Tales of the Singing Skull: the Tablet of Hemet

Monday 8 AM in 145 for 8 hours; 5 players

System: Space 1889 (1st Edition)

Var: Includes Sky Galleons of Mars/Ironclads/Ether Flyers

Power Level: Ordinary generated characters

GM: Michael Blum

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Professor Forbes-Hamilton will lead an expedition to investigate a remote part of Africa, where an ancient tablet was found containing archaic Egyptian hieroglyphs and Old Oenotrian script.

803 The Day the World Died

Monday 8 AM in 147 for 8 hours; 7 players

System: Vigilante: Dark Justice (Beta-test Edition)

GM: Ashton Saylor

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

We all thought it would come on the day the Mayan Calendar ended. We were wrong. Join the creator of the original RPG, Vigilante: Dark Justice, for one last day.

804 Escorting the Lady Ophelia

Monday 8 AM in 149 for 8 hours; 6 players

System: Advanced Dungeons & Dragons (2nd Edition)

Variations: Some home rules

Power Level: 5th-8th

GM: Aaron M. Malek

Rules Knowledge: Useful

Game Content: Mainstream

All characters provided by GM

The Duke needs a family relic, and only one of his House can safely claim it. Escort his niece Ophelia, keep her safe, recover the item, and be richly rewarded.



805 Fallen Out

Monday 8 AM in 151 for 8 hours; 8 players
 System: Dungeons & Dragons 3.5
 Variations: Omega World–3.5 DnD version of Gamma world
 Power Level: 4th
 GM: Chris Bruno
 Rules Knowledge: Beginners Welcome
 Game Content: Mainstream
 All characters provided by GM
 The apocalypse has come and gone, and you're still here ... with crazy androids, mutant rabbits, death bots, and worse. Can you find your way to Safe Haven City the 2nd?

806 Villains and Varmints

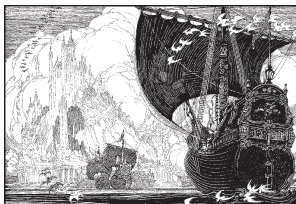
Monday 8 AM in 152 for 8 hours; 7 players
 System: GURPS (4th Edition)
 Variations: wild weird west
 Power Level: 250 pts
 GM: Nathan Hanner
 Rules Knowledge: Useful
 Game Content: Mainstream
 All characters provided by GM
 JP Morgan needs the Pinkertons to help clean out his latest property of 'varmint.'

807 Something Is Rotten in Araenport

Monday 8 AM in 154 for 8 hours; 6 players
 System: Pathfinder
 Variations: Homebrew setting/races
 Power Level: 3rd
 GM: K.A. Green-Wall (Arevashti)
 Rules Knowledge: Useful
 Game Content: Mainstream
 All characters provided by GM
 The Merchants' Guild and the Church of Surya are both at a loss. It's up to you to find the missing children of Araenport!

808 Final Conflict with War and Pestilence

Monday 8 AM in 159 for 8 hours; 6 players
 System: Pathfinder (Epic)
 Variations: Some house rules
 Power Level: 20th; 760K starting equipment
 GM: Robert Anderson (1001)
 Rules Knowledge: Useful
 Game Content: Mainstream
 Characters may be provided by GM
 As the Ghostly Ethereal Empire wages war across the planes, so rides the Horseman of War.

**809 Jack Points and Jedi**

Monday 8 AM in 160 for 8 hours; 8 players
 System: Shadowrun (4th Edition)
 Variations: Some house rules
 Power Level: 250 karma; ≤20 adds/disadds
 GM: Henry Hill (Numair)
 Rules Knowledge: Useful
 Game Content: Mature Themes
 Characters may be provided by GM
 Banished from the Top Side. Hunted by Vader. Stuck on Coruscant. This is our tale.

810 Seven Street Samurai

Monday 8 AM in 161 for 8 hours; 7 players
 System: Interface Zero (Savage Worlds)
 Variations: Cyberpunk 2020 material; near future dystopian SF
 GM: Brett Lawson (Zanni)
 Rules Knowledge: Useful
 Game Content: Mature Themes
 Characters may be provided by GM
 You need more than a fake I.D. and a safe house to duck the latest dragnet. Face your toughest challenge yet...the Shady Acres Home Owners Association.

811 We Are the Nails

Monday 8 AM in 162 for 8 hours; 8 players
 System: Dungeons & Dragons 3.5
 Power Level: 15th (110K XP; 200K gp)
 GM: Daniel Alves (D Master)
 Rules Knowledge: Useful
 Game Content: Mainstream
 Characters may be provided by GM
 You must find and destroy the five Icons of Despair before the Master Nail is activated, and Oroboros conquers the land.

813 It's the End of the World as We Know It, & I Feel Fine

Monday 8 AM in 168 for 8 hours; 6 players
 System: Hero 5th Ed (Champions)
 Variations: 6th Ed compatible. Power Pools shot on sight. It's a mercy killing.
 Power Level: 12-16d, 90-120act., 20-35def. Mobius X=30
 GM: B J Goukler
 Rules Knowledge: Expected
 Game Content: Mainstream
 Characters may be provided by GM
 The Heart of Rock and Roll was claimed, and now Hansen is Classic Hard Rock. Will our Heroes Shout at the Devil, or are we All in This Together forever?

814 In the Heart of Darkness

Monday 8 AM in 170 for 8 hours; 6 players

System: Mega Traveller (GDW Edition)

Power Level: Standard

GM: David Guon

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

A remote world is the home to one piece of the 'Rage' virus. Can you find the natural reservoir? And, more importantly, can you find the native antigen?

815 The Other Side of the Mist

Monday 8 AM in 171 for 8 hours; 8 players

System: D20 Modern

Variations: Survival horror

Power Level: 3rd

GM: Brandon Smart (Brad Arpitt)

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

SSDD most boring mission ever. Baby-sitting these scientists, patrolling for what? Now, there is a big storm coming. Project Arrowhead: The more innocuous the name, the worse the truth.

816 The Times They Are A-Changin'

Monday 8 AM in 570 for 8 hours; 10 players

System: Changeling: The Dreaming (2nd Edition)

Variations: Some house rules

GM: Alisha Walton

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All characters provided by GM

A simple summer trip to Woodstock has become much more complicated than anticipated.

817 Calling All Stations!!! This is Attu!!!

Monday 8 AM in 508 for 6 hours; 6 players

System: Dread!

Power Level: Gritty Reality!!!

GM: Frank A. Fioni

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Attu Island, an isolated place in the Aleutian Island chain. Not a great place to be stationed, but even less accommodating in the winter. Then, something goes horribly wrong....

881 Shattered Dark Mirror, Mirror

Monday 8 AM in 163 for 8 hours; 8 players

System: Battlestations (Version 1.1 core)

Variations: Homebrew rules w/ GCW, PAX, PoT, & HMfyP; a mix of board game & RP elements

Power Level: Rank 1-8

GM: Jonah Johnson (Commodore JJ)

Rules Knowledge: Beginners Welcome

Game Content: Family

All characters provided by GM

Be your favorite evil character in the Mirror Universe Star Trek, the original series. What would you do to further the Terran Empire in 2267? Or maybe further your own goals?

818 The Verdigris Wyrn

Monday 10 AM in 374 for 6 hours; 8 players

System: Savage Worlds (Deluxe Edition)

Power Level: Veteran

GM: Patrick Riley

Rules Knowledge: Useful

Game Content: Mature Themes

All characters provided by GM

Ever-expanding human settlements have plowed your hunting grounds and razed your homes. Only a handful of your once-proud goblin clan remain. You have nothing left except bloody vengeance.

819 Lucy the Librarian's Last Stand

Monday 10 AM in 375 for 4 hours; 5 players

System: Teenagers from Outer Space

GM: Joel Phillippi

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Characters created for game

When books are threatened....when only the librarian cares....one band of heroes....

820 Perimeter Breach!

Monday 10 AM in 376 for 6 hours; 6 players

System: Stars Without Number

Power Level: 5th

GM: Eric Ullman

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All characters provided by GM

Your intelligence agency has been infiltrated by outsiders. Is it a maltech cabal, or an alien influence at work? Your team is all that stands between humanity and the unspeakable.



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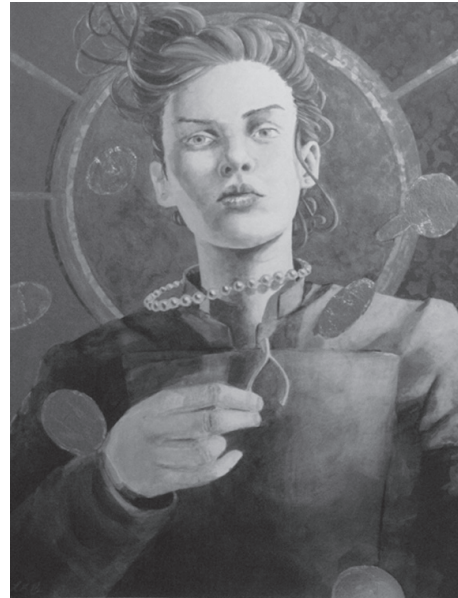
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DDC 37 Art Contest

For DunDraCon's first Art Contest, we wanted artists to express their interpretation of what "The DunDraCon Experience" means to them. The Committee reviewed the entries, and two winners were chosen. Both winners will receive complimentary registration to the convention. Congratulations!

Most Beautiful



Lydia Black

“Open Doors”

Done in pencil, acrylic, and gold leaf on illustration board. It's 12.5x16.5 inches and will be framed in a 16x20 frame.

Most Humorous



Eli Joyner

“Gaming from the Dice's Point of View”

After thinking about it, the d12 is now my favorite die. I'll be using it every chance I get.

A Brief History of DunDraCon

Steve Perrin

It was summer of 1975, or thereabouts, when Clint Bigglestone told me that he and Adrienne Martine were going to put on a Dungeons & Dragons Convention at the Claremont Hotel for D&D players. What's more, Adrienne said that SF writer Fritz Leiber was a D&D player and had a dungeon he would run at the convention.

There was no Internet, but there was *Alarums and Excursions*—the role-playing APA compiled by Lee Gold which was exclusively D&D at the time and is still going strong, with an expanded interest agenda, to this day. Some of us contributed to *A&E* (which also came before the Cable TV channel) and spread the word. We also sent announcements to the new magazine from TSR, the *Dragon* – or perhaps its predecessor newsletter, *The Strategic Review*.

It turned out that Adrienne had misinterpreted Fritz's interest. There was no dungeon; he had not played the game, though he did like the idea of it. TSR learned of this and caused a small uproar – taking the worst possible slant on the story. There was a lot of youthful folly all around. The *Dragon* finally stated, truthfully, that Fritz Leiber would be present at the convention and we would be running a sponsored dungeon based on his stories.

To create the dungeon, an above-ground maze-like mansion called the Ophidian Palace, Clint recruited Jerry Jacks and me to help him create a Lankhmar dungeon, full of Grey Mouser and Fafhrd references, Lankhmar-themed magical items, and Lankhmarian monsters. Jerry did the surrounding town, Clint and I did encounters and set-piece rooms in Ophidian. It came out pretty good. I still use the maps and encounters occasionally for one-off games.

At the convention, we took over two of the Claremont's meeting rooms and hosted about 150 players from the Bay Area and Southern California. Not too strangely, most were *A&E* contributors and readers and their friends. We held several panels with such local notables as Dave Hargrave (creator of Arduin), and the redoubtable Lee Gold herself. There were many runs through the Ophidian Palace DMed by Clint, Jerry, and myself, and other games were played on other tables set aside for the use. We met a lot of people who are still friends to this day.

It was fun, it was successful, and we didn't go broke. We decided to do it again. We decided that guests and non-gaming emphasis just distracted from the central purpose, so we have avoided such things ever since. We added a dealers' area at DunDraCon 2 and individual game rooms at DunDraCon 3. Presidents' Day weekend seemed to work fine, so we settled into it and haven't left. Except once. The mathematicians in the group may have realized that if we started in 1976, our 36th convention should have been in 2011.

In 1980 we had assembled a good team, many of whom are still on the convention committee to this day, and incorporated. Unfortunately, the hotel we had set up for DunDraCon in February of 1981 suddenly changed ownership and policy three months before the convention and abruptly informed us that they were not hosting conventions any more. (They went out of business soon afterwards.)



There was no way we could find a venue on our date in the time available. We had to cancel DunDraCon. On the scheduled first day of the convention the committee met outside the front doors of the hotel to catch anyone who hadn't gotten the word and tell them the convention was cancelled. It was pouring rain, but fortunately there was a long covered promenade to the front door. Equally fortunately, the word had apparently gotten out. The only people who showed up were the committee. We played a lot of Ace of Aces...

We did have a convention in 1981, however. We had already tried a one day mini-convention called DunDraDay that more or less worked. And Pacificon, the perennial Labor Day convention, was not going to have a convention in '81 because they were hosting the national Origins convention over Fourth of July. Foolhardy folk that we were, we decided to host a convention we called DunDraClone on the Labor Day weekend.

DunDraClone worked, but after putting on DunDraCon 6 in the following February, we decided putting on a convention in only 6 months was too much of a challenge. We were not going to do two conventions in a year again. Since DunDraClone was not on Presidents' Day, we don't count it towards our anniversary.

Since then, DunDraCon has thrived. Our crowds got bigger, rain or sun, and for over 20 years (more than half the life of the con) we have found an effective venue in the San Ramon Marriott that seems to please both Committee and attendees. Our only sorrow has been the inevitable loss of some of our committee stalwarts over the years.

In Memoriam: Clint Bigglestone, Jerry Jacks, Terry Jackson, Steve Henderson, Mike Nebeker

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

DunDraCon Does Not

Officially Present

On Sunday, February 17th,

The Secret Masters Of Gaming

14th Annual Hawaiian Shirt Day

At DunDraCon 37



Wear your brightest, wildest, craziest Hawaiian Shirt and let everyone *in the know* know that you are to be considered a S.M.O.G.

(Hey, we can all dream, can't we?)

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

Unofficial - Unofficial - Unofficial - Unofficial - Unofficial

DunDraCon Game Planner

Name: _____

Badge Number: _____

Session 1. 100 Series games Sign up by Friday 5:00 PM The registration forms for this session are Salmon	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

Session 2. 200 Series games Sign up by Friday 8:00 PM The registration forms for this session are Pink	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

Session 3. 300 Series games Sign up by Saturday 11:00 AM The registration forms for this session are Blue	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

Session 4. 400 Series games Sign up by Saturday 5:00 PM The registration forms for this session are Gold	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

Session 5. 500 Series games Sign up by Saturday 8:00 PM The registration forms for this session are Green	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

Session 6. 600 Series games Sign up by Sunday 11:00 AM The registration forms for this session are Lilac	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

Session 7. 700 Series games Sign up by Sunday 5:00 PM The registration forms for this session are Yellow	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____

Session 8. 800 Series games Sign up by Sunday 5:00 PM The registration forms for this session are White	Number	Time	Room
	Game 1	_____	_____
	Game 2	_____	_____
	Game 3	_____	_____