

WINTER WAR 43

Celebrating Forty-Two Years of Gaming Excellence!

January 29 – 31, 2016

Welcome to our **43rd** annual Winter War Gaming Convention! Thank you for braving the weather to be part of the longest continuously running independent gaming convention in the Midwest!

REGISTRATION INFORMATION

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

Registration Desk schedule:

Friday	12:00 PM – 9:00 PM
Saturday	8:00 AM – 9:00 PM
Sunday	8:00 AM – 2:30 PM

Registration costs:

Daily	\$10.00
Weekend	\$19.00
ASL Weekend	\$35.00
Each Event	\$3.00

Events that require playing in more than one convention time slot are considered ONE event for registering, even if on separate days. Refunds will be given for event cancellations ONLY.

Individuals without a badge cannot participate in any game event, purchase from dealers, or participate in the auction at the convention. Daily badges are pink (Friday) or Salmon (Saturday), weekend and Sunday badges are white and convention staff badges are purple. If you have any problems or need assistance, look for someone wearing a purple badge.

CONVENTION INFORMATION

All convention areas are locked when events are completed each day, at the discretion of the convention staff. For your convenience, Hawthorn room names match up as follows:

Hawthorn Suites Location	Winter War Area
White Oaks Ballroom	Main Room – M
Grand Prairie Conference Room	Adjacent – A
Upper Floor Conference Rooms	Conference – C
Savoy Conference Room	PFS
Hotel Skyway	ASL

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

JUDGES INFORMATION

When registering, we ask all judges (including tournament assistants) to mark "JUDGE" in the time slots your event is running when you register to insure you are credited with the discount. Remember that there is only one judge per event for discount purposes without prior arrangement with the Convention Chairman. All other individuals participating in an event will be considered players. The convention cannot supply materials for events without prior arrangement.

The convention staff will distribute event registration sheets to judges at the beginning of each session. If they are not picked up during the session, please return them to the Registration Desk. Without the event registration sheet back at the Registration Desk, a judge may be declared absent and players in that round declared ineligible for future rounds or prizes at the discretion of the Convention Chairman.

PERSONAL CONDUCT

Please remember at all times that there are children present. As adults, we must watch our behavior and vocabulary accordingly. We want them to come back!

Anyone selling items in the convention area who is not a registered dealer at the convention will be asked to leave the convention at the discretion of the Convention Chairman.

Individuals who are disruptive, physically or verbally abusive, or engage in swapping or exchanging badges, or are found participating in events without paying may be asked to leave the convention at the discretion of the Convention Chairman.

INFORMATION WALL

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

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

AUCTION INFORMATION

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

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

The convention staff reserves the right to limit the number of items an individual may sell in the auction. They also reserve the right to refuse bags and boxes. Items not in original containers should be able to be displayed well. Collectible cards must be sold in sets (no individual cards will be accepted). A \$0.50 fee and a complete list of all items being sold must accompany each item. Item forms are available on the Programs and Forms table.

Buyers and sellers must be registered convention attendees. Visitors may NOT buy or sell in the auction.

After the auction, declined items may be sold at minimum bid at the discretion of the convention staff. Seller money is normally available after 4:00 p.m. on the day of the auction.

HOTEL INFORMATION

The Hawthorn Suites asks that attendees not bring in food or drink from offsite; the Registration Desk cannot handle deliveries of any kind. Please remember that while our convention events are at various places throughout the Hawthorn, not every hotel guest is attending Winter War. Please be respectful as we do not wish to disturb individuals who are not part of the convention.

While the Hawthorn sells alcohol, alcohol is not permitted in any convention event space except the ASL Room. Individuals with alcohol in other areas of the convention will be asked to leave; the ASL Coordinator or his designee may permit or prohibit alcohol in the ASL Room at their discretion. Smoking is not permitted anywhere at the Hawthorn.

Please watch your possessions. The Hawthorn Suites and the Winter War Gaming Convention cannot be held responsible for items lost or stolen. Found items should be brought to the Registration Desk.

DEALER INFORMATION

Please thank the following dealers for coming to **Winter War 43!**

- Armored Gopher Games, from Urbana, IL.
- Artwork by Elaine, from Champaign, IL
- Bowen Dragon 1, from
- D20 Stitchery, from Urbana, IL
- The Game Room, from Washington, IL
- Troll Lords, from

CORPORATE INFORMATION

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

The 2016 Winter War Board of Directors is:

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

SUNDAY MORNING SERVICE

For attendees, judges and staff, we have set aside a time on Sunday morning for a short worship, devotional and prayer time. We extend an invitation to everyone to join us at 7:30 AM Sunday morning in the Registration Area!

SPECIAL THANKS

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

The 2016 Winter War Convention Committee includes:

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

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

Some well-deserved thanks to the members of the **Central Illinois Tabletop Wargamers (CITW)** for the many events their members have run at Winter War. We appreciate everything that CITW and its members have done throughout our convention history to keep Winter War going strong!

In addition, we appreciate the stamina and patience of Alison Ooms and her team of judges for their help with our **Pathfinder Society** events to make **Winter War 43** a success!

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

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

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

FINAL NOTES

Thank you all for coming to our **43rd** Winter War Gaming Convention! We want all of you to come back to Winter War next year – so watch our convention website for more information.

WINTER WAR 44

Champaign, IL
January 27 – 29, 2017
URL: <http://winterwar.org>

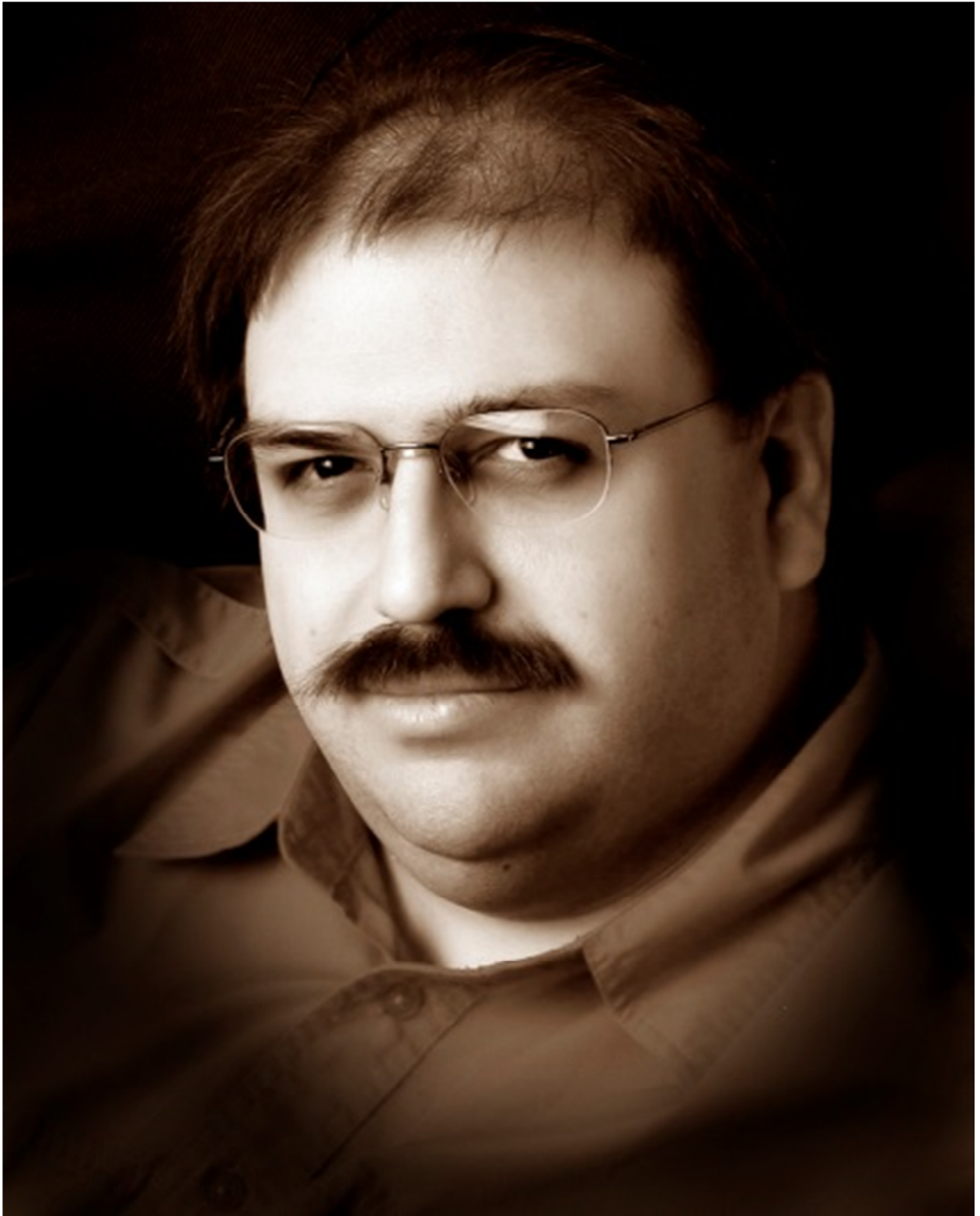
E-Mail: winterwargamingconvention@gmail.com

Send us your e-mail address, and we will add you to our mailing list. If you move between now and next year's Winter War, send us your new address, so we can make sure you are kept up-to-date!

We want to honor Donald McKinney, Convention Chairman, with a memorial program for 2017. If you would like to submit a testimonial or remembrance of Donald, please submit your paragraph by January 12, 2017 to be included in the program for next year. Donald was Chairman for 23 years and we appreciate all his efforts to keep Winter War alive and well. We will strive to continue his pursuit of excellence for the convention in the coming years.



IN MEMORIAM



Donald McKinney
1967-2015

Board and Card Game Events

Area	Title	Description	Details
A01	Dark Moon	Dark Moon, is a game of deception and betrayal at the cold edge of space. You are a crew member on a deep space mining expedition to Titan, the dark moon of Saturn. During a routine excavation, an "incident" occurs whereby some of the crew become infected with an unknown virus, and become paranoid, deceitful, and violent, trying to destroy the others.	Dark Moon, Newcomers Welcome. 7 players. Jon McDonald
A02	Railways of North America - Canada & Mexico	Get an introduction to an easy steam system. Build Railroads and delivery loads which represent on going contracts for income to build more track. Both boards designed for 2 to 3 players each. Same game system different boards.	Railways Rules w/ North America Added, Newcomers Welcome. 6 players. James Richards
A04	Doctor Jones, I presume	We'll be playing either Pyramid of Horus or Temple of Chac (or both), depending on players. In Temple, players try to grab as much treasure as they can without being run over by a boulder, falling into lava, or going down a waterfall. (Just a day in the life). In pyramid, Players also try to grab treasure while avoiding the falling ceiling, guards on the prowl, and snakes, scorpions or crocodiles.	Adventurers, Newcomers Welcome. 8 players. Clark Barthel
A05	Really Nasty Horse Racing Game	Win the race and take home the prize money. Or, if you prefer, bet on someone else's horse and run your own into the wall! With six races, you can do both during this lively and easy-to-learn British import.	http://www.boardgamegeek.com/boardgame/126/really-nasty-horse-racing-game , Newcomers Welcome. 6 players. Jim Ferguson
A06	Voyages of Marco Polo	Get resources, travel the far east, set up trading posts and earn victory points. Game play is straight forward easy to learn. Each player will choose a character with special abilities that make the game very interesting. 2 copies will be available.	Basic rules, Newcomers Welcome. 8 players. Ken Lewandowski
A09	Dominion	Strive to build the best kingdom by the best choices and plays of the given cards. Cards and rules from the latest expansion - Adventures will be in play. Along with cards from many of the previous games.	Dominion, Some Experience with Specific Game. 8 players. Alan Conrad
M02	ZOMBIES!!!!	One last bullet, One last heart, One last step to the Helicopter. Try and beat your friends to the helipad to be the lone survivor!	Zombies, Newcomers Welcome. 6 players. Jacob McDonald
M10	Talisman: The Magical Quest Game	Come test your might and progress through a series of adventures to reach the Crown of Command.	Talisman (Fantasy Flight Games), Newcomers Welcome. 8 players. Brad Trumpinski
M13	Star Fleet Battle	This could be the last major battle of the general war on the Romulan Front. The federation has put together a fleet (with a small Gorn honor guard) and headed into the neutral zone. Admirals will be elected from the players, and the vessels will be divided up (by the admirals)	Star Fleet Battles, Some Experience with Specific Game. 14 players. Robert Walter
M16	Axis & Allies Global	The Germans are at the gates of Moscow! The Japanese have captured Hong Kong, Manila and Singapore and are ready to capture all of the East Indies! Can the Allies hold on while the arsenal of democracy gears up? You decide how the history books will be written. If you have ever played any Axis & Allies game, then you know enough of the mechanics to play the "big" board. The game will continue from 1 session to the next.	1942 scenario, Some Experience with Specific Game. 6 players. Robert Roby

Miniatures Events

Area	Title	Description	Details
M03	Sky Galleons of Mars	The year is 1889. Thomas Edison's crash landing on Mars 19 years earlier opened the portal to an ancient and exotic civilization. Now the British Empire is established in several colonial enclaves, as steam-powered aerial gunboats patrol the skies above the Martian canals. But not ALL of the Martian princes tolerate the British. An Oenotrian cloudfleet of kites and powerful screw galleys has massed for a cleansing war.	Modified Sky Galleons of Mars, Newcomers Welcome. 8 players. Tom Reed

Area	Title	Description	Details
M14	The Fokker Scourage	The Fokker Eindecker EIII revolutionized air to air combat. Fly one of these great planes or test your metal against them.	WW1 airplanes, Wings of Glory , Newcomers Welcome. 8 players. Bob Starr
M15	Climb the Heights of Abraham	Captain MacDonald and the boys attempt to ascend the path from the Anse du Foulon to the Plains of Abraham to give Wolfe a foothold for his planned invasion. Are the French as unaware as they seem? Things never go as planned	French and Indian war, The Sword and the Forest , Newcomers Welcome. 6 players. Tim Mikesell
M17	Circus Maximus	Roman chariot race using miniatures. unlike most car racing games, you can win by whipping, maiming, or killing the opposing horses and drivers	Second Edition, Newcomers Welcome. 16 players. Michael Wilson

Role-Playing Events

Area	Title	Description	Details
C02	The Prophet's Return	Your travels have brought your group to the dark lands of Korlan. It's as if you were drawn to the area. Perhaps there is something greater at hand, or maybe it's just pure coincidence. Regardless, it's time to seek out the great sages. If they actually exist, will the information they have be worth it?	AD&D 2E, Some Gaming Experience. 8 players. Daniel Conner
C03	In Need of Killing	The Shadow of the Demon Lord falls upon the quiet town of Asylum, and the dead walk the streets at night. You wandered into town at the worst possible time, because there are things . . . in need of killing. Shadow of the Demon Lord is an RPG that's part D&D, part Warhammer Fantasy, but grim, dark, and simpler than many of the RPGs that inspired the game. We will be randomly rolling characters at the beginning of the session, no previous experience with the system is required.	Shadow of the Demon Lord RPG, Newcomers Welcome. 6 players. Jared Rascher
C04	The Rising Knight	The Village of Malforton which lies on the very edge of the kingdoms of New Aenoch in an area known as the East March has seen its share of troubles with raiders. Malforton is a frontier village and far from any help from the civilized lands. Of late, the good folk of Malforton has been plagued by Gritznak, a vicious and ill-tempered Gnoll warrior. The mission is simple. Find and eliminate Gritznak to put an end to this plague on Malforton. This is a beginning level adventure for Castles and Crusades. Pre-generated characters will be provided. No experience necessary to play.	Castles & Crusades, Newcomers Welcome. 6 players. Barry Thaxton
C05	Gregghawk: Hooves on Bright Sands	When the leaders of a Centaur tribe leave their people in a tenuous situation, can you help the tribe stand against the perils of the desert?	D&D 3.5 Living Greyhawk Rules, Some Experience with Specific Game. 7 players. Lorcan Murphy
H01	Operation SANTA: Doe of Future Past	Commander John Blitzen and his team of Reindeer comman-does stand victorious, having defeated all other holidays and winning the War For Christmas. Their R&R is cut short when George Washington and Honest Abe show up armed to the teeth with Cybernetic enhancements - refugees from the post-apocalyptic past. Now The Menacina?? Venison must fight their way across time itself, to save themselves and the multiverse!	Operation SANTA, Newcomers Welcome. 10 players. Christopher Fairfield
H02	DDEX15_The Courting of Fire	An exiled cultist and his Kobold minions are spotted searching long-forgotten ruins in the Dragonspine Mts. Rumor say he looks for a precious gift to give to a fearsome dragon that lives there. What he hopes to attain with his gift is unknown, but it can't be good for the citizens of Phlan. An adventure for 1st-4th level characters.	Dungeons & Dragons 5th Ed, Newcomers Welcome. 6 players. Ronald Ralston
PFS	PFS 0-06 Black Waters (1-5)	For characters level 1-5. The Pathfinder Society seeks the ancient ruby ring of the salamander and it falls to a team of Pathfinders to find it. Last seen in the Tri-Towers Yard, a once elite academy for the youth of Absalom, the ruby ring is now lost in the Drownyard, all that remains of Tri-Towers after it was destroyed a decade ago in the great quake. The Pathfinders must risk the strange black ichors and salty brine to find their prize. Will they risk their very souls as well?	Pathfinder, Some Experience with Specific Game. 6 players. Wilson Howell

Area	Title	Description	Details
PFS	PFS 5-08 The Confirmation (1-2)	For character of level 1-2. Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Even the noteworthy field commissioned agents sometimes participate in such trials as a way to familiarize themselves with the Pathfinder Society's rules and expectations. Although Confirmation is typically an individual affair, the society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone. Successfully uncovering this site's secrets will not only contribute to the society's body of knowledge but shape the exciting careers ahead for each of the prospective agents.	Pathfinder, Newcomers Welcome. 6 players. Derek Rompot
PFS	PFS 7-14 Faithless and Forgotten part I: Let Bygones Be	For character levels 1-5. Ever since the tragedy at Delvehaven decades ago, the infernal empire Cheliox has rarely allowed Pathfinders to explore its many ruins and archaeological treasures, even then only after its recently disenfranchised liaison Zarta Dralneen fought for that privilege. Cheliox has once again extended its hand to the Society, inviting its agents to investigate an abandoned keep that dates back to the Chelish civil war. It's up to the PCs to navigate the Corenty's streets and politics as they uncover the buried past and lay the foundation for a new partnership with a one-time foe. "Let Bygones Be" is the first scenario in the three-part Faithless and Forgotten campaign arc. It is followed by Pathfinder Society Scenario #7-16: Lost Colony of Taldor and Pathfinder Society Scenarios #7-18: The Infernal Inheritance. All three chapters are intended to be played in order.	Pathfinder, Some Experience with Specific Game. 6 players. Seth Brummond
PFS	PFS 7-06 To Judge a Soul part I: The Lost Legacy (3-7)	For characters of level 3-7. When a samsaran dies, he is reborn again with few memories of his past lives. The cycle continues until he has earned a righteous place in the afterlife. After years of service and lifetimes of accomplishment, Venture-Captain Bakten nears the end of his noble existence and has begun investigating his past lives as a means of understanding Tian Xia's rich history. However, he cannot complete his research alone, and only with the PCs' assistance can they decipher the region's past. "The Lost Legacy" is the first scenario in the two-part To Judge a Soul campaign arc. It is followed by Pathfinder Society Scenario #7-08: To Judge a Soul, Part 2: Karma Reclaimed and is intended to be played in order.	Pathfinder, Some Experience with Specific Game. 12 players. Bryan Knedgen
PFS	PFS 7-04 The Ironbound Schism (7-11)	For character levels 7-11 The cataclysmic Earthfall shattered the ancient Thassilonian civilization, and like its slumbering runelords who fled the destruction, many ruins lie hidden. The Ironbound Archipelago was once part of Edasseril, kingdom of envy, and word has reached the Pathfinder Society that an ancient ruin has emerged on the isle of Flintyreach. Can the PCs gain the local half-orcs' trust and brave the resident giants' wrath to secure this archaeological treasure?	Pathfinder, High Degree of Experience. 6 players. Harold Ravlin
PFS	PFS 7-03 The Bronze House Reprisal (5-9)	For Characters of Level 5-9. A recent assault on the Pathfinder Society has renewed hostilities with the Aspis Consortium, and clues left behind point to one of its masterminds: the gold agent Maiveer Sloan. By infiltrating one of the Consortium's artifact-smuggling operations, the PCs can sabotage their rivals' criminal operations and send a clear message: No attack will go unanswered.	Pathfinder, Regular Play of Specific Game. 6 players. Eric Ives
PFS	PFS 7-02 Six Seconds to Midnight (3-7)	For character levels 3-7 A strange confluence of circumstances leaves the researchers of Uringen understaffed and in need of able-bodied assistants. Conveniently, recent Pathfinder Society experiments call for a rare reagent found only in that area, and the two organizations have negotiated a mutually beneficial deal. Can the PCs reach the secluded settlement in time to witness this extraordinary event, and handle the phenomenon's aftermath?	Pathfinder, Regular Play of Specific Game. 6 players. Megan Jones
PFS	PFS 7-01 Between the Lines (1-5)	For Characters of Level 1-5. Rival explorers have beaten the Pathfinders to a valuable site in Katapesh, but fortunately most of the riches, including the obscure text the Society sought in the first place, have ended up in the capitol's extensive bazaars. What is at first a routine shopping trip spirals out of control as the PCs uncovers the writing's secret past, and secret messages.	Pathfinder, Some Experience with Specific Game. 6 players. Jerry Wayne

Area	Title	Description	Details
PFS	PFS 6-98 Serpents Rise (Special)	Years of political maneuvering, espionage, smuggling, and diplomacy have set the stage for the Aspis Consortium's most ambitious attack on their Inner Sea rivals: the Pathfinder Society. All that remains are several key preparations that only an elite team of Aspis agents can arrange, and once the fireworks begin, these same agents must strike quickly and mercilessly to secure objectives, some shared and some connected to deeper plots, and escape without the Society being any the wiser. In this adventure the players portray agents of the Aspis Consortium using 7th-level pregenerated characters. The events in this story also connect to and expand upon those in "Siege of Serpents".	Pathfinder, Some Experience with Specific Game. 6 players. Howard Black
PFS	PFS 1-29 The Devil We Know part I: Shipyard Rats (1-7)	For character levels 1-7 When simultaneous kidnappings of Pathfinder and Aspis Consortium agents rock Cassomir's Imperial Naval Shipyards, the Society orders you to join forces with hated Aspis agents to solve the mystery. Can you work together with the enemies of the Society to uncover the source of the kidnappings, or will you perish in the shipyards of Cassomir? Shipyard Rats is part 2 of the The Devil We Know series. Parts 1 and 2 can be played in any order, but parts 3 and 4 must be sequentially after 1 and 2.	Pathfinder, Some Experience with Specific Game. 6 players. Don Shippy
PFS	PFS 6-18 From Under Ice (1-5)	For character levels 1-5 Rumors of an ancient settlement and its priceless treasure locked beneath Irrisen's perpetual ice have reached the Society's ears. The Pathfinders set out to the Land of the Linnorm Kings with a precious cargo of trade goods to buy their way into the witch-ruled nation, but even approaching Irrisen is fraught with danger. Can the PCs navigate the frozen wastes and recover the relics within, or will the icy climate claim their lives?	Pathfinder, Some Experience with Specific Game. 6 players. Robert Jonquet

Session B - Friday Evening

7:00 PM through 11:00 PM

Board and Card Game Events

Area	Title	Description	Details
A04	Godzilla's Revenge	Manhattan is a game of trying build skyscraper and control various zones in Manhattan, but the monster threatens to ruin everyone's plans. Or pick your favorite monster and battle it out in a fight for supremacy of Tokyo. Both games play fairly quickly.	Manhattan / King of Tokyo, Newcomers Welcome. 8 players. Clark Barthel
A05	Settlers of the Stone Age / Settlers of America	Two games guaranteed to play (players switch at the two hour mark to play the other game). Quick Start and Trade rules have been expanded for Settlers of the Stone Age for improved play.	Mayfair rules, Newcomers Welcome. 8 players. EL NYBERG
A09	Complete History of the World	Avalon Hill's classic world history game with a bigger map, more empires and more options!	History of the World variant rules, Some Gaming Experience. 6 players. Alan Conrad
A10	Dead of Winter	Dead of Winter puts players in a small, weakened colony of survivors in a world where most of humanity is either dead or diseased, flesh-craving monsters. Each player leads a faction of survivors with dozens of different characters in the game. Dead of Winter is a meta-cooperative psychological survival game. This means players are working together toward one common victory condition but for each individual player to achieve victory, she must also complete her personal secret objective. This secret objective could relate to a psychological tick that's fairly harmless to most others in the colony, a dangerous obsession that could put the main objective at risk, a desire for sabotage of the main mission, or (worst of all) vengeance against the colony! Certain games could end with all players winning, some winning and some losing, or all players losing. Work toward the group's goal, but don't get walked all over by a loudmouth who's looking out only for his own interests!	Dead of Winter, Newcomers Welcome. 5 players. Christopher Fairfield

Area	Title	Description	Details
ASL	ASL at Winter War 18	Four rounds, with shorter scenarios available in each round so players can play more games on the weekend. First scenario played in each round counts toward "The Bonspiel", the championship of the tournament. Scoring is swiss-style. Players should have some familiarity with ASL system, but complete newbies are welcome. More information at http://www.facebook.com/aslwinterwar	Advanced Squad Leader, Newcomers Welcome. 32 players. Brien Martin
M02	Capture of Tobruk	Using the Overlord rules for Memoir '44, the scene is set for the Capture of Tobruk. Rules will be taught but some prior experience is helpful. Rommel's attack from the South East came on the 20th. Under cover of a morning mist, German engineer units crept forward, clearing mines and wires. Once the mist cleared, the British saw a mass of troops and vehicles approaching. A horrific artillery bombardment followed by a wave of bombers left no doubt the battle had begun. The German Panzers and infantry rolled forward through the wire and minefields. A valiant British armor counterattack with artillery support briefly halted the advance but by noon the Germans had reorganized and resumed their advance. Once the line at Kings Cross fell, the way to Tobruk lay open and the British command structure disintegrated. How will you fare in the reconstruction of the Capture of Tobruk?	Memoir '44 Overlord, Newcomers Welcome. 8 players. Deane Geiken
M04	King Maker	This is not John Satterfield's Big Board game. What's different? A large self-made map, movement points, more ships, larger event deck and crown deck and 108 Nobles! Players will start off with a good size hand to give the game a jump start.	King Maker, variant rules, Newcomers Welcome. 8 players. Kenneth Vreeman
M10	Building in Alspach-land, Then and Now	Join us in the Building Guild of Ancient Alspach Land, where the Mad King Ludwig has commissioned wondrous Castles. Of course he has special preferences for how they are built. After all, he is not called Sane King Ludwig, is he? Then come to the modern world where the great city of Alspach-land requires Great Suburbs, and you are called to build them. We will have up to two games played simultaneously, one of Castles of Mad King Ludwig and one of Suburbia.	Suburbia & Castles of Mad King Ludwig, Newcomers Welcome. 8 players. Nate Johnson
M11	Formula De: Melbourne	The Grand Prix is on! Race on a giant 4' x 6' Formula De game board with Micro Machines cars. Will you be fast enough on the straights and nimble enough in the corners to be first to the checkered flag? Trophies will be awarded to the top three finishers in the race. Also, players taking part in any of my other Formula De races can compete for the weekend championship trophy!	Formula De, Newcomers Welcome. 10 players. Tad Ringo

Miniatures Events

Area	Title	Description	Details
A01	HeroClix For Fun and Prizes!	Come on out and play HeroClix for fun and prizes! This isn't any sort of major tournament, just fun play. Prizes to be awarded to first and second place, as well as a prize for most creative themed team! 500 Points Golden Age (Resources and Relics allowed).	HeroClix 500 point Golden Age, Some Experience with Specific Game. 12 players. Royce Thigpen
M01	Battle of Chippewa, 5 July 1814	The morning of 5 July 1814 saw a change in fortune for the United States and arguably the birth of the modern professional American army. Meeting British forces with even numbers and without advantage of terrain, turn them back on their own ground. A simple rule set for convention play of move, shoot, casualty. Each time slot is a reset, not a campaign event.	Judges own 15mm Napoleonic, Newcomers Welcome. 6 players. David Tait
M03	Conflict Among the Stars	The Terran Confederation is at war with a hostile race. Can the 5th Fleet stop the latest attack?	Colonial Battlefleet, Newcomers Welcome. 6 players. Ronald Ralston
M05	All is Not Quiet on the Eastern Front (1942)	Come relive the Russian 1942 debacle at Kharkov. 10mm miniatures. Fast, fun easy to learn and play; Kameraden WW2 Miniature Rules, always a good time. Newcomers and past Kameraden players always welcome!	Kameraden, Newcomers Welcome. 8 players. Anthony Guido
M06	Temple of the Beastmen A	Ten adventurers seek fame, fortune, lost relatives, Martian treasure and glory. In this Victorian era out-of-print GDW sci-fi game from the Space 1889 series. Cards, tiles, miniatures & dice!	Temple of the Beastmen, Newcomers Welcome. 10 players. Warren Burrus

Area	Title	Description	Details
M14	Brave sons of the Pharaoh	October 1973, come fly the unfriendly skies over the Suez Canal! Mirages, Migs, and Skyhawks, oh my!	Arab-Israeli aircraft, Check Your 6, Newcomers Welcome. 6 players. Chris Trimble
M15	The third Battle for Saratoga	American and British forces meet at the third battle of Saratoga. Find out if Andy Jackson can arrive in time to save American bacon or if the British forces can win on the north American border.	Fire and Fury Brigade, Newcomers Welcome. 6 players. Thomas C. Wirsing
M17	Basic Miniature Painting with Shoshie	Are you wanting to brush up on your basics for miniatures or are trying out painting them for the first time? In this workshop you will paint with the instruction of professional miniature artist Shoshie Bauer. Learn how to create a clean basic tabletop ready mini for your game. Shoshie will guide you through base coating, highlighting and shading. Choosing colors that work together and just learning the ropes. To see Shoshie's work check out Shoshie's Magnificent Miniature Painting on Facebook! Please bring your own brushes! Paints and miniatures will be supplied but you are welcome to bring your own as well.	n/a, Newcomers Welcome. 8 players. Shoshanna Bauer

Role-Playing Events

Area	Title	Description	Details
C02	The Pursuit of Velnoc	Despite your objections, your group has decided it would be in their best interests to pursue the criminal Velnoc. Of course, your being compensated quite well for the job. Will you be able to get the job done and obtain your just reward? Rules based on a heavily modified Advanced Dungeons and Dragons 2nd Edition system for use in a space theme.	AD&D 2E variant, Some Gaming Experience. 8 players. Daniel Conner
C03	The Other Cabin in the Woods	All of the monster hunters that have arrived in town have heard the stories. Nobody goes to the cabin in the woods and survives. Weird things happen out there. You've heard this story a million times. It might be nothing, or it might be some unspeakable horror from beyond the edge of sanity. Either way, it's your job to check it out. Monster of the Week is an Apocalypse World Engine game inspired by television shows like Buffy the Vampire Slayer, Supernatural, and Grimm. We will be filling out playbooks when we start the session. No previous experience with Monster of the Week is needed. Just hit Netflix and watch a bunch of monster hunting shows beforehand to get in the mood.	Monster of the Week, Newcomers Welcome. 6 players. Jared Rascher
C04	Microscope	It's a game of creating and exploring history over a long time. For example, human settlement of the galaxy! The microscope part is creating short scenes inside larger events, in order to answer questions about who really did what and why. No dice are used.	Microscope, Some Gaming Experience. 4 players. Rusty Rutherford
C05	A Taste for Murder: Hollywood Mayhem	Hollywood in the 1920s. The arrival of sound has thrown the industry into turmoil. Careers and fortunes turn on a dime. The scene is set for murder! "A Taste for murder" uses a rules-light roleplaying system to create a mystery story where anyone can be the killer. You won't know if you did it until you play!	A Taste for Murder, Newcomers Welcome. 6 players. Juliet Youngren
H01	Cloud Tower!	A huge cloud is floating near the town of Malforten. On top of the cloud is a stone tower. A dragon has been seen flying overhead, causing unrest in the community. You and your band of adventurers have been tasked with finding out who resides in the tower, thus putting the townsfolk at ease. This slightly-retooled adventure was generated by TSR veteran, James Ward, from his Towers of Adventure book. Castles and Crusades is the fantasy game you've played for years, made simpler by the Siege Engine mechanic.	Castles and Crusades, Newcomers Welcome. 8 players. Tyler Morrison
H02	Farm Trouble	Whatever happened to life in a small town being quiet? The past week I've seen colorful lights hovering over my cow pasture. The cows are so freaked out they stopped giving milk. The vet says they are fine, yeah right. I have paranormal investigators and friends coming over tonight. The invasion stops here!	Dark Conspiracy 3, Newcomers Welcome. 8 players. Michael Colleen
H03	G3 Hall of the Fire Giant King	A party of mere men, elf, and dwarf are faced with the ultimate challenge of breaching the fire giant stronghold of King Snurre Iron Belly. What can so few do against an enemy both numerous and massively powerful (and surely backed by an evil genius -- or genii)? This is the penultimate module of Gary Gygax's Against the Giants series. Pre-generated characters of levels 8 - 13 are provided for this highly challenging scenario.	AD&D 1e / OSRIC, Some Experience with Specific Game. 8 players. Alex Riedel

Area	Title	Description	Details
H04	The Grand Tournament	Your group has been invited to take part in the grand combat tournament. Held every 4 years on the island estate of its mysterious patron, the grand tournament promises wealth and fame to its champions. Will this year's champions be you?	D and D 5th ed., Newcomers Welcome. 6 players. Ryan Whelan
PFS	PFS 7-15 The Deepmarket Deception (3-7)	For character levels 3-7. When the Pathfinder Society claimed the Hao Jin Tapestry in Tian Xia, it seemed as though the Aspis Consortium's influence there had ended. An anonymous informant recently identified an Aspis resurgence in Goka's Deepmarket, and Venture-Captain Amara Li hopes that a small, well-trained team can ferret out the villains and prevent any greater atrocities. Can the PCs traverse the Deepmarket's treacherous politics and tunnels and neutralize the Consortium's local ringleader?	Pathfinder, Regular Play of Specific Game. 6 players. Nathan King
PFS	PFS 7-12 The Twisted Circle (1-5)	For character levels 1-5. A magical war between the archmages Geb and Nex left the landscape between their nations scarred and wracked by magical anomalies, a barren stretch known as the Mana Wastes. During the conflict, their generals also created countless weapons and defenses that pushed the limits of magic, yet most of these were destroyed in battle or lost forever. Recent investigations suggest that some of this ancient power is at play in an insular town outside Alkenstar, but there the trail runs cold. Can the PCs uncover the truth while braving the residents' eccentricities?	Pathfinder, Some Experience with Specific Game. 6 players. Megan Jones
PFS	PFS 7-11 Ancient's Anguish (7-11)	For Characters of Level 7-11. When the Jeweled Sages, an ancient order of Osirian scholars, fled Qadiran invaders millennia ago, some perished, and others disappeared deep into territories once held by the pharaohs of old. With the help of the Jeweled Sages' long-abandoned tools, the eminent Tahonikepsu has discovered one of the sages' last known whereabouts in the wilds of Nex. What secrets lie within these inhospitable ruins that date back to the Age of Darkness, and what fate did the so-called Amethyst Sage meet within? Content in "Ancients' Anguish" also contributes directly to the ongoing storyline of the Scarab Sages faction.	Pathfinder, High Degree of Experience. 6 players. Robert Jonquet
PFS	PFS 7-08 To Judge a Soul part II: Karma Reclaimed (3-7)	For characters of level 3-7. Venture-Captain Bakten's past lives and the history of northern Tian Xia are interwoven, and with the PCs' assistance he has uncovered a troubling legacy secreted within the mountains of Zi Ha. It is up to the Pathfinders to ascend into the ice-capped mountains to unveil the crimes of past generations and save one of the region's greatest heroes. "Karma Reclaimed" is the second scenario in the two-part To Judge a Soul campaign arc. It is preceded by Pathfinder Society Scenario #7-06: To Judge a Soul, Part 1: The Lost Legacy and is intended to be played in order.	Pathfinder, Regular Play of Specific Game. 12 players. Chris Murphy
PFS	PFS 7-09 The Blakros Connection (5-9)	For Character of Level 5-9 A recent attack on the Grand Lodge became all the more heinous when one of the invading agents employed an eldritch relic to abduct a high-ranking Pathfinder. In order to release the captive, the Society must understand the relic and track down the fleeing operative, a mission that leads the PCs into Absalom's most prestigious archives to uncover a dark secret. Content in "The Blakros Connection" also ties into a special metaplot element from Pathfinder Society Special #6-98: Serpents Rise. Players who have completed that special event are encouraged to bring its Chronicle sheet when playing this adventure.	Pathfinder, Some Experience with Specific Game. 6 players. James Holzhauser
PFS	PFS 7-07 Trouble in Tamran (1-5)	For Characters of Level 1-5. Less than a decade ago, the Pathfinder Society established a lodge in Nirmathas, an act that infuriated the nation's expansionist rival Molthune. The latter outlawed the Society soon after, and ever since Pathfinders have relied on smugglers like the Varisian entrepreneur Guaril Karela to slip supplies past the Molthuni blockade for both the lodge and the Society's war-torn neighbors. Something has intercepted those shipments. Can the PCs uncover the culprit and save the Society's reputation in Nirmathas? Content in "Trouble in Tamran" also ties into a special metaplot element from Pathfinder Society Special #6-98: Serpents Rise. Players who have completed that special event are encouraged to bring its Chronicle sheet when playing this adventure.	Pathfinder, Some Experience with Specific Game. 6 players. Chris Rathunde

Area	Title	Description	Details
PFS	PFS 7-05 School of Spirits (1-5)	For Characters of Level 1-5. Seven years ago, Pathfinders entered Absalom's shattered Precipice Quarter in pursuit of a ruby ring but also rescued a strange survivor. She has since grown to adulthood and exhibited a rebellious spirit connected to the ruined school where the Pathfinders found her. The woman's family has contacted the Society, hoping that its agents can escort her back to the haunted site and unravel the Drownyard's relentless mysteries.	Pathfinder, Some Experience with Specific Game. 6 players. Lance Larkin
PFS	PFS 6-10 The Wounded Wisp (1-2)	For Characters of Level 1-2. More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom and whose prize dates back to the Society's darkest years. "The Wounded Wisp" is an evergreen, replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites.	Pathfinder, Newcomers Welcome. 6 players. Duncan Ooms
PFS	PFS 6-99 True Dragons of Absalom (Special)	A Pathfinder Society Scenario designed for 4th-level pregenerated characters. For several years, the Pathfinder Society has enjoyed a mutually beneficial alliance with the Sewer Dragons, the dominant tribe of kobolds living beneath Absalom. When an elite patrol discovers a wounded member of the Society with a desperate message, the Sewer Dragons must move quickly intercept an extraordinary threat from seizing their territory, if not Absalom itself! In this special adventure the players portray kobolds as unlikely defenders of the City at the Center of the World using 4th-level pregenerated characters.	Pathfinder, Some Experience with Specific Game. 6 players. Richard Gilbert
PFS	PFS 1-30 The Devil We Know part II: Cassomir's Locker (1-7)	For character levels 1-7 The Pathfinder Society dispatches you to the catacombs called Cassomir's Locker to find the source of a rat cult breeding monstrous vermin. After clearing Cassomir's dank sewers and delving into the dirty dungeons below, will you find the artifact that powers Cassomir's Locker or bring about the destruction of Taldor's most important port? Cassomir's Locker is part 2 of the The Devil We Know series. Parts 1 and 2 can be played in any order, but parts 3 and 4 must be sequentially after 1 and 2.	Pathfinder, Some Experience with Specific Game. 6 players. Jeff Morse
PFS	PFS 7-13 Captive in Crystal (5-9)	For Characters of Level 5-9. Recent events have left the Master of Spells Aram Zey unable to fulfill his duties, and without his expertise, the Pathfinder Society struggles to resolve pressing arcane matters. The Decemvirate has reopened the decade-old case of the most qualified replacement: Aram Zey's predecessor and former Master of Spells Sorrina Westyr, who disappeared while handling a powerful wayfinder that the Society has since kept closely guarded. It is up to the PCs to track down Sorrina Westyr, and bring back whatever remains.	Pathfinder, Regular Play of Specific Game. 6 players. Chris Ooms

Session C - Friday Twilight

12:00 AM through 5:00 AM

Board and Card Game Events

Area	Title	Description	Details
H02	Cards Against Humanity	A party game for horrible people. Contains the base game, expansions 1-6, 90's nostalgia pack, box set, custom cards, and blank cards that you can fill out.	Base + expansions 1-6 + 90's nostalgia pack + box set + custom cards, Newcomers Welcome. 12 players. Tony stanley

Role-Playing Events

Area	Title	Description	Details
H01	Tremulus: In the Dust of this Planet	In Space, everyone will hear you scream. Your choices will seal your fate, as your vessel drifts deep in space. Tremulus is an Apocalypse World based Horror RPG (with dashes of Fiasco and Fate thrown in for good measure). With a focus on storytelling, the play is fast and easy.	Tremulus, Newcomers Welcome. 8 players. Christopher Fairfield

Board and Card Game Events

Area	Title	Description	Details
A01	Alhambra	Employ the most talented teams of builders to construct your Alhambra. Hire stonemasons from the north and gardeners from the south, who all want a fair wage and insist on being paid with their native currency. With their help, towers can be constructed, gardens designed, pavilions and mezzanines erected, and manors and royal chambers built. Compete against your opponents to build the greatest and most impressive Alhambra. Will play two separate games Saturday Morning.	Alhambra with Thief's Turn & Treasure Chamber, Newcomers Welcome. 12 players. EL NYBERG
A05	Descent: Journeys In The Dark Play and Learn	Descent: Journeys in the Dark Second Edition is a board game in which one player takes on the role of the treacherous overlord, and up to four other players take on the roles of courageous heroes. During each game, the heroes embark on quests and venture into dangerous caves, ancient ruins, dark dungeons, and cursed forests to battle monsters, earn riches, and attempt to stop the overlord from carrying out his vile plot. Please note : We will be playing as many scenarios as we can fit into the timeslot.	Descent 2nd ed., Newcomers Welcome. 5 players. Royce Thigpen
A06	Really Nasty Horse Racing	Win the race and take home the prize money. Or, if you prefer, bet on someone else's horse and run your own into the wall! With six races, you can do both during this lively and easy-to-learn British import.	Really Nasty Horse Racing rules, Younger Players Welcome. 6 players. Tim Gritten
A07	Network Building game - Play test	Play Testing In the spirit of <i>Forbidden Island</i> , in this collaborative game you will be building paths to connect people. The network is continually being threatened by snow and earthquakes as well as bureaucracy and bulldozers. Only by working together can your group create a system that will survive the final test. Note: This is a game in the design process and you as a player will be testing and refining it. You can suggest new rules and ways to make it more interesting that we can try during the session.	New rules, Newcomers Welcome. 5 players. Eric Johnson
A08	Formula De: Monaco	The Grand Prix is on! Race on a giant 4' x 6' Formula De game board with Micro Machines cars. Will you be fast enough on the straights and nimble enough in the corners to be first to the checkered flag? Trophies will be awarded to the top three finishers in the race. Also, players taking part in any of my other Formula De races can compete for the weekend championship trophy!	Formula De, Newcomers Welcome. 10 players. Patrick Ralph
M02	Wanta Build a Bomb? Manhattan Project	Each player races to build the first atomic weapons which score as pons. Mess with each other via aircraft or espionage. Excellent resource management game that actually teaches a bit of history. 2 Boards available.	Basic Manhattan Project, Newcomers Welcome. 10 players. James Richards
M07	Kingmaker on the Big Board	John Satterfield's annual KingMaker on the Big Board game using Avalon Hill's basic rules set plus some variants and a few house rules for fun.	Avalon Hill's Kingmaker, Newcomers Welcome. 7 players. John Satterfield
M16	Axis & Allies Global	The USSR has a non-aggression pact with Germany and Japan. Germany and Italy are ready to place England, France and others under their dictatorships. Japan is looking to expand its influence in China and possibly further as their country has few natural resources to modernize with. The USA has little interest in fighting another war on foreign soil. Make the other poor slob die for his country. Build! Fight! Rewrite history. If you have ever played any Axis & Allies game, then you know enough of the mechanics to play the "big" board. The game will continue from 1 session to the next.	1940 initial setup, Some Gaming Experience. 6 players. Robert Roby

Miniatures Events

Area	Title	Description	Details
M01	Battle of Chippewa, 5 July 1814	The morning of 5 July 1814 saw a change in fortune for the United States and arguably the birth of the modern professional American army. Meeting British forces with even numbers and without advantage of terrain, turn them back on their own ground. A simple rule set for convention play of move, shoot, casualty. Each time slot is a reset, not a campaign event.	Judges own 15mm Napoleonic, Newcomers Welcome. 6 players. David Tait
M04	Battle of Troy	Using 25mm figures on a large self-made map. The Achaeans attempt to storm into Troy. While the Trojans and their allies attempt to stop them. The Trojans are outnumbered, but their walls have never been breached.	Command & Colors Epic, Newcomers Welcome. 6 players. Kenneth Vreeman
M05	Capture the Bridge	In an alternate history American civil war, an armored steam land ship is too heavy for most bridges, and too likely to get stuck if it crosses a stream without one. Here the strong stone bridge is intact and it is a race to capture it. Can the confederate's armored train, cavalry, and land ships defend the bridge from an attack by union troops and land ships, or will the union secure a safe way across.	GASLIGHT, Some Gaming Experience. 6 players. Bill Pixley
M06	Chainmail: Rules for Medieval Miniatures	Did you ever wonder where Dungeons & Dragons began? Come play the original source, Chainmail! Take command of your army and challenge your foes on the field of battle. This game will make use of the fantasy supplement, so be prepared to command (or challenge) elves, goblins, orcs, trolls and even dragons! Miniatures provided.	3rd Edition, Newcomers Welcome. 4 players. Scott Smith
M08	FUBAR Wars A	It is a time of strife in the galaxy, but all is not lost. Rebel fighters, striking from a secret base, have struck a blow for freedom by destroying the Empire's secret weapon, The Death Star. One of the Emperor's spies has uncovered the location of the rebel base. An Imperial strike force has landed on the planet Ah'Chu in order to destroy the base and take prisoners for interrogation.	FUBAR, Newcomers Welcome. 8 players. Tom Reed
M09	Rise of the Blood Moon	Several groups of adventurers have found what appears to be an abandoned village. The stink of evil fills the air though. Can the adventures find the source and stop it before the Blood Moon rises?	Warlord 2nd Ed, Newcomers Welcome. 6 players. Ronald Ralston
M10	Sails of Glory	Can the French Fleet break through the English blockade and make it back to port? Size of fleets will be determined by number of players. Rules are easy to learn.	Sails of Glory, Newcomers Welcome. 10 players. Ken Lewandowski
M12	Circus Pirates	We all love Circus Maximus; now try it in sailing ships. Players will design their own ship and race around an oval track. Ships are able to ram, fire cannons and do boarding combat. Captains will have special abilities and a handicap. Catch a good wind and sail yourself into the lead.	Home rules, Newcomers Welcome. 12 players. Kurt Jeffries
M13	Cape Helles 1915	June, 1915: British, Commonwealth & French troops had landed on Cape Helles of the Gallipoli Peninsula to help open the Dardanelles, but stalemate settled in. The previous two attempts to break through the Turkish defenses and reach the town of Krithia (and the high ground of Achi Baba) have failed. But this third time is sure to succeed... Divisional size action of supported infantry battalions wrestling in the gullies of Helles	Square Bashing 2012 (2nd ed.), Some Gaming Experience. 6 players. Bob Swieringa
M14	Harbor Masters	After the Battle of Charleston Bay the Confederates send a salvage boat and crew to scrounge whatever they can from the sunk USS Keokuk. To guard this operation, they send 2 ironclads and 2 gunboats as security. Union naval forces, while defeated in the siege of Ft Sumter, have not left the area and just might have ideas of their own.	Steam and Black Powder, Newcomers Welcome. 7 players. Bob Starr
M15	Shootout	It's a good ole fashioned wild west shoot-em up. Walking down the street who can you trust or who just might shoot you in the back!	Desperado, Newcomers Welcome. 8 players. Forrest Harris
M17	Hot Lead & Burning Tires	Yep, we're back with more automobile mayhem! Fast cars with guns, nuff said! There will be action galore with these easy to learn vehicle combat rules.	Axles & Alloys 2, Newcomers Welcome. 8 players. Dean Spitz

Role-Playing Events

Area	Title	Description	Details
C02	Brachious & Companions I	Sir Brachious and his group of companions start up a mercenaries-for-hire business. Based off the popular Youtube show Doraleous and Associates. Both adult and juvenile humor are appreciated and required to play.	D&D v3.5, Some Gaming Experience. 6 players. Ben Maes

Area	Title	Description	Details
C03	Spears of the Tisangani	When they learn that the lost half of an antique map has been discovered, Our Heroes must journey into the heart of darkest Africa in search of the long-lost city of Tisangani! But they'd best beware, for one of their enemies seeks to thwart their efforts to find the fabled city. And if they do reach it, they'll find themselves plunged into a political battle between the king and his warlord, with the fate of all of Africa perhaps hanging in the balance....	Amazing Adventures, Newcomers Welcome. 5 players. John Parker
C04	The Slaver's Lash	The Shadow of the Demon Lord falls on . . . you! Orcs brought down the Empire, and now you find yourself in chains, captured, and at their mercy. It's time to rise up and escape, before the situation gets even worse. Shadow of the Demon Lord is an RPG that's part D&D, part Warhammer Fantasy, but grim, dark, and simpler than many of the RPGs that inspired the game. We will be randomly rolling characters at the beginning of the session, no previous experience with the system is required.	Shadow of the Demon Lord RPG, Newcomers Welcome. 6 players. Jared Rascher
C05	Dungeonteller: The Terrible Tunnels of Turvog-Ti	Dungeonteller is an easy-to-learn fantasy RPG designed for kids and their game-curious grown-ups. Experienced monster-bashers will enjoy it as well! Who is Turvog-Ti, and why does he annually invite adventurers to brave his twisted tunnels? Some believe he will bestow a valuable prize upon those who reach the bottom. Some believe that those other people are kidding themselves, and that Turvog-Ti's pets have grown hungry again since last year. Who's right? Will you find out? Will you be lunch? No previous experience required; rules will be taught and materials provided.	Dungeonteller, Newcomers Welcome. 6 players. David Thiel
H01	Cadillac Plan	Just outside the town of Nowhere, Ca. is a research lab in a box canyon. The area is off limits and they have their own security force. Workers haven't been to town for food and gas for two days. The town is getting worried and wants to send somebody to investigate the lab. Gear up! We leave at first light.	Dark Conspiracy 3, Newcomers Welcome. 9 players. Michael Colleen
H02	Elementary Watson	Role playing event where players attempt to solve a crime in victorian london.	Elementary Watson, Newcomers Welcome. 8 players. Michael Wilson
PFS	PFS 0-06 Black Waters (1-5)	For characters level 1-5. The Pathfinder Society seeks the ancient ruby ring of the salamander and it falls to a team of Pathfinders to find it. Last seen in the Tri-Towers Yard, a once elite academy for the youth of Absalom, the ruby ring is now lost in the Drownyard, all that remains of Tri-Towers after it was destroyed a decade ago in the great quake. The Pathfinders must risk the strange black ichors and salty brine to find their prize; will they risk their very souls as well?	Pathfinder, Some Experience with Specific Game. 6 players. Wilson Howell
PFS	PFS 7-14 Faithless and Forgotten part I: Let Bygones Be	For character levels 1-5. Ever since the tragedy at Delvehaven decades ago, the infernal empire Cheliah has rarely allowed Pathfinders to explore its many ruins and archaeological treasures, even then only after its recently disenfranchised liaison Zarta Dralneen fought for that privilege. Cheliah has once again extended its hand to the Society, inviting its agents to investigate an abandoned keep that dates back to the Chelish civil war. It's up to the PCs to navigate the Corentyn's streets and politics as they uncover the buried past and lay the foundation for a new partnership with a one-time foe. "Let Bygones Be" is the first scenario in the three-part Faithless and Forgotten campaign arc. It is followed by Pathfinder Society Scenario #7-16: "Lost Colony of Taldor" and Pathfinder Society Scenarios #7-18: "The Infernal Inheritance". All three chapters are intended to be played in order.	Pathfinder, Some Experience with Specific Game. 6 players. Seth Brummond
PFS	PFS 7-13 Captive in Crystal (5-9)	For Characters of Level 5-9. Recent events have left the Master of Spells Aram Zey unable to fulfill his duties, and without his expertise, the Pathfinder Society struggles to resolve pressing arcane matters. The Decemvirate has reopened the decade-old case of the most qualified replacement: Aram Zey's predecessor and former Master of Spells Sorrina Westyr, who disappeared while handling a powerful wayfinder that the Society has since kept closely guarded. It is up to the PCs to track down Sorrina Westyr, and bring back whatever remains.	Pathfinder, Some Experience with Specific Game. 6 players. Kristen Gipson

Area	Title	Description	Details
PFS	PFS 7-10 The Consortium Compact (1-2)	For Characters of level 1-2 The Aspis Consortium pays well, but few can stand its underhanded tactics for long. One operative fed up with the Consortium's practices has contacted the Pathfinder Society with a tempting offer: assist her in leaving the organization, and she will supply the Society with years of insider intelligence about their longstanding rival. It's up to the PCs to navigate Diobel, a proud town run by cutthroat smugglers, earn the defector's trust, and deal a telling blow to their Aspis foes. "The Consortium Compact" is an evergreen, replayable scenario designed to help introduce players to the Pathfinder Society, the Isle of Kortos, and one of the Society's longstanding rivals.	Pathfinder, Newcomers Welcome. 12 players. Lyle Ormsby
PFS	PFS 7-06 To Judge a Soul part I: The Lost Legacy (3-7)	For characters of level 3-7. When a Samsaran dies, he is reborn again with few memories of his past lives. The cycle continues until he has earned a righteous place in the afterlife. After years of service and lifetimes of accomplishment, Venture-Captain Bakten nears the end of his noble existence and has begun investigating his past lives as a means of understanding Tian Xia's rich history. However, he cannot complete his research alone, and only with the PCs' assistance can they decipher the region's past. "The Lost Legacy" is the first scenario in the two-part To Judge a Soul campaign arc. It is followed by Pathfinder Society Scenario #7-08: To Judge a Soul, Part 2: Karma Reclaimed and is intended to be played in order.	Pathfinder, Regular Play of Specific Game. 6 players. Chris Murphy
PFS	PFS 7-04 The Ironbound Schism (7-11)	For character levels 7-11 The cataclysmic Earthfall shattered the ancient Thassilonian civilization, and like its slumbering runelords who fled the destruction, many ruins lie hidden. The Ironbound Archipelago was once part of Edasseril, kingdom of envy, and word has reached the Pathfinder Society that an ancient ruin has emerged on the isle of Flintyreach. Can the PCs gain the local half-orcs' trust and brave the resident giants' wrath to secure this archaeological treasure?	Pathfinder, High Degree of Experience. 6 players. Seth Gipson
PFS	PFS 7-02 Six Seconds to Midnight (3-7)	For character levels 3-7 A strange confluence of circumstances leaves the researchers of Uringen understaffed and in need of able-bodied assistants. Conveniently, recent Pathfinder Society experiments call for a rare reagent found only in that area, and the two organizations have negotiated a mutually beneficial deal. Can the PCs reach the secluded settlement in time to witness this extraordinary event, and handle the phenomenon's aftermath?	Pathfinder, Regular Play of Specific Game. 6 players. Quinn Shannon
PFS	PFS 7-01 Between the Lines (1-5)	For Characters of Level 1-5. Rival explorers have beaten the Pathfinders to a valuable site in Katapesh, but fortunately most of the riches, including the obscure text the Society sought in the first place, have ended up in the capitol's extensive bazaars. What is at first a routine shopping trip spirals out of control as the PCs uncovers the writing's secret past, and secret messages.	Pathfinder, Some Experience with Specific Game. 6 players. Jerry Wayne
PFS	PFS 2-03 The Rebel's Ransom (5-9)	For Characters of Level 5-9. The Ruby Prince of Osirion sends you to the Parched Dunes to find what became of a secret Pathfinder expedition sent there to recover artifacts for the Ruby Prince himself. What you find there may very well end the Pathfinder Society as you know it.	Pathfinder, Regular Play of Specific Game. 6 players. Don Shippy
PFS	PFS 6-98 Serpents Rise (Special)	Years of political maneuvering, espionage, smuggling, and diplomacy have set the stage for the Aspis Consortium's most ambitious attack on their Inner Sea rivals: the Pathfinder Society. All that remains are several key preparations that only an elite team of Aspis agents can arrange, and once the fireworks begin, these same agents must strike quickly and mercilessly to secure objectives, some shared and some connected to deeper plots, and escape without the Society being any the wiser. In this adventure the players portray agents of the Aspis Consortium using 7th-level pregenerated characters. The events in this story also connect to and expand upon those in "Siege of Serpents".	Pathfinder, Some Experience with Specific Game. 6 players. Joe Kirner
PFS	PFS 1-51 The City of Strangers part I: The Shadow Gambit (1-7)	For character levels 1-7 The Pathfinder Society sends you to Kaer Maga, the City of Strangers, where you are ordered to find a local Pathfinder associate who sent a strange letter to Venture-Captain Drandle Dregg in Absalom. When the local associate turns up dead and you find evidence linking his death to a mysterious organization called The Shadow Lodge, it's up to you to track them down and solve the man's murder. The Shadow Gambit is the first scenario in the two-part The City of Strangers campaign arc. Pathfinder Society Scenario #52: The City of Strangers-Part II: The Twofold Demise is the sequel.	Pathfinder, Some Experience with Specific Game. 6 players. Harold Ravlin

Board and Card Game Events

Area	Title	Description	Details
A01	Dark Moon	Dark Moon, is a game of deception and betrayal at the cold edge of space. You are a crew member on a deep space mining expedition to Titan, the dark moon of Saturn. During a routine excavation, an "incident" occurs whereby some of the crew become infected with an unknown virus, and become paranoid, deceitful, and violent, trying to destroy the others.	Dark Moon, Newcomers Welcome. 7 players. Jon McDonald
A02	The Last Firefighter	A Cooperative game wherein everyone works together to save people from a raging (Or not so raging) Fire. Use your special ability to its fullest, communicate well, and succeed. Otherwise, well... the other outcome is not so good, but it's only a game.	Flash Point, Newcomers Welcome. 6 players. Clark Barthel
A03	Carrion	Take control of five historic generals, each with their own unique characteristics, to destroy your foes and claim your rightful lands. Use deception, strategy, and diplomacy to outmaneuver your enemies and conquer their empires. Help us perfect the rules to this innovative new war game.	Play test, Newcomers Welcome. 6 players. Dan O'Rourke
A05	Keyflower	Compete to become the most successful small settlement in the new world, building up your fledgling town and visiting other towns to acquire materials you need. New settlers are arriving soon, so get to work!	Keyflower, Some Gaming Experience. 5 players. Jim Ferguson
A06	Puerto Rico	How do you win Puerto Rico? You can grow lots of corn and (with luck) get it to Spain. You can grow a high-value crop (coffee!), trade it for coins, and buy buildings. There are several other strategies, but, if yours happens to fail, remember this: you can always choose roles that hurt the other players; it's quite fun to see their goods rot.	Standard, Newcomers Welcome. 5 players. Alan Dyche
A07	Thirty-Sixth Annual Blind Sniper Tournament	See Information Wall for scenario details. Starts at 4 PM Saturday Afternoon, continues through Saturday Twilight until only one remains standing.	Sniper modified rules., Newcomers Welcome. 20 players. Bruce Gletty
M03	Sentinels of the Multiverse	Take on the roles of mighty super heroes in this fast-paced, cooperative card game. Each player controls a hero through their unique deck while fighting against the Villain Deck and Environment Deck which run automatically. Work together to thwart the evil villain's machinations alongside your fellow players and save the day! We'll be running multiple games using a single set of cards, so come early to claim your favorite hero!	Sentinels of the Multiverse Card Game, Newcomers Welcome. 12 players. Brian Snowden
M07	Firefly: The Game	Each player starts with a ship, 6 fuel, 2 repair parts, & \$3,000. Players move their ship, drawing a Nav card for each sector they enter for possible encounters. As a Firefly captain, you will need to hire crew, buy equipment, and deal with contacts to get jobs. Jobs require hauling legal or illegal types of cargo/passengers and many also require passing skill checks to complete. Skills are negotiation, tech skill, and weapon skill. Crew members and equipment provide bonuses to 1 or more skills, or provide various other benefits. If you qualify as an outlaw ship, you will want to avoid the Alliance ship - and you will always want to avoid encountering a Reaver ship. Game is based on the Firefly TV series.	Standard (including Blue Sun expansion), Newcomers Welcome. 5 players. Don Botkin
M11	Formula De: Suzuka	The Grand Prix is on! Race on a giant 4' x 6' Formula De game board with Micro Machines cars. Will you be fast enough on the straights and nimble enough in the corners to be first to the checkered flag? Trophies will be awarded to the top three finishers in the race. Also, players taking part in any of my other Formula De races can compete for the weekend championship trophy!	Formula De, Newcomers Welcome. 10 players. Tad Ringo
M13	George's Giant 4-D Robo Rally	It's Robo Rally played on a huge 3-D grid 14 squares long x 5 squares wide x 6 squares high. Robots can move up and down as well as normally. But now they can also travel in time. Conveyor forces circle black and white holes.	Robo Rally, Newcomers Welcome. 8 players. George Marino

Miniatures Events

Area	Title	Description	Details
M01	Battle of Chippewa, 5 July 1814	The morning of 5 July 1814 saw a change in fortune for the United States and arguably the birth of the modern professional American army. Meeting British forces with even numbers and without advantage of terrain, turn them back on their own ground. A simple rule set for convention play of move, shoot, casualty. Each time slot is a reset, not a campaign event.	Judges own 15mm Napoleonic, Newcomers Welcome. 6 players. David Tait

Area	Title	Description	Details
M02	Mordheim - Clash at Mystic Square	Warbands gather in the ruined City of the Damned to pillage and loot. dwarves, mercenaries, cultists and witch hunters clash in the destroyed city! You are drawn to Mystic Square, former home the the wise, powerful and learned of Mordheim. Rumors of arcane artifacts, treasure and exotica abound! "Seek the Sunstone and the Obelisk of the Moon-- there lies riches, power and danger!	Mordheim by Games Workshop, Newcomers Welcome. 8 players. Mark Morris
M04	Dark Side of Uranus (part 1)	The Ork invasion of Uranus has finally been broken. But while mopping up the scattered Ork pockets of resistance, a large hulk was seen crashing near a settlement on the dark side of Uranus. Six squads of the Alliance have been dispatched to recon the area.	Home Skirmish, Newcomers Welcome. 7 players. Kenneth Vreeman
M05	Isandlwana 1879	1500 British troops under Lord Chelmsford are under attack on the slope of Isandlwana by 20,000 Zulus.	Black Powder Zulu, Some Gaming Experience. 6 players. Stanley Arbogast
M08	FUBAR Wars B	It is a time of strife in the galaxy, but all is not lost. Rebel fighters, striking from a secret base, have struck a blow for freedom by destroying the Empires secret weapon, The Death Star. One of the Emperor's spies has uncovered the location of the rebel base. An Imperial strike force has landed on the planet Ah'Chu in order to destroy the base and take prisoners for interrogation.	FUBAR, Newcomers Welcome. 8 players. Tom Reed
M09	Aliens -Battle for LV-428 15mm	LV-428 was successful as a mining colony. Operations continued without trouble for almost 20 years. Eight weeks ago the colony went dark.... Colonial Marines don't drop into this sector with less than a company anymore - not after LV-426. Play cooperatively to win... or survive. This game will use the popular Gruntz 15mm Sci-Fi rules - some great You Tube videos exist for the rules.	Gruntz 15mm Sci Fi, Newcomers Welcome. 8 players. Chris Mikucki
M10	Castle of the Dead	Six mighty armies march upon a large castle across various fantastical terrain, but the castle is not unoccupied. The dead have set up a strong position in the keep, and they must be expelled. But only one can claim the castle once the dead are done. Fight with factions spanning time and space in this epic game of Heroscape.	Heroscape 3rd Edition, Newcomers Welcome. 7 players. Andrew Taylor
M12	Pirates & Skeletons	A new game where pirates and skeletons conduct ship to ship combat with boarding party action in an attempt to steal treasures from one another, while also digging up treasures on islands and improving the quality of their ships. Come and sail the high seas in an attempt to bank the most gold at Pirate's Cove to win the game.	Home rules, Newcomers Welcome. 8 players. Kurt Jeffries
M14	My Town - Your Town	Late war western front scenario involving German SS units and American armor and Mechanized infantry. This is a meeting engagement with both sides trying to control the villages.	Rapid Fire, Newcomers Welcome. 8 players. Chris Trimble
M15	Ambush	Recreate one of the more famous scenes from the movie, Last of the Mohicans, in Hollywood style. The scene follows the surrender of Ft. William Henry as Colonel Munro has departed with his men and civilians. Indians ambush them along the way. In the end will it be Hawkeye or Magua?	Last of the Mohicans, Simple home rules, Newcomers Welcome. 6 players. Tim Mikesell
M17	Hot Lead & Burning Tires	Yep, we're back with more automobile mayhem! Fast cars with guns, nuff said! There will be action galore with these easy to learn vehicle combat rules.	Axles & Alloys 2, Newcomers Welcome. 8 players. Dean Spitz

Role-Playing Events

Area	Title	Description	Details
C02	Brachious & Companions II	Since Sir Brachious and his companions have established themselves, more troubling problems face the Kingdom of Men. Help them earn their honor... or not. Based off the popular YouTube show Doraleous and Associates. Both adult and juvenile humor are appreciated and required to play.	D&D v3.5, Some Gaming Experience. 6 players. Ben Maes
C03	Spears of The Tisangani	When they learn that the lost half of an antique map has been discovered, Our Heroes must journey into the heart of darkest Africa in search of the long-lost city of Tisangani! But they'd best beware, for one of their enemies seeks to thwart their efforts to find the fabled city. And if they do reach it, they'll find themselves plunged into a political battle between the king and his warlord, with the fate of all of Africa perhaps hanging in the balance....	Amazing Adventures, Newcomers Welcome. 5 players. John Parker
C04	Mechanomicon: Slimelord of Lake Michigan	The lost city of R'lyeh is lost no more! Turns out it was in Lake Michigan. (Who knew?) But now horrible monsters are pouring out of the lake into the city of Chicago! Will 1925 mark the year the world (or at least Cook County)? Not if your band of eager teenage heroes and their giant robots have anything to say about it!	Mechanomicon, Some Gaming Experience. 8 players. Josh Medin

Area	Title	Description	Details
C05	Legacy of the Terra Arcanum	After a colleague of the Foundation for Research Enlightenment is assassinated on a busy Marseilles street, the investigators must track down who did it and why. The search leads to Venice and a disturbing discovery that may threaten the entire world!	Hollow Earth Expedition, Newcomers Welcome. 6 players. Steve Sanders
H01	Road to Nowhere	The small town of Nowhere, Ca. just woke up to trouble. A biker gang has ridden into town and is looking for something. They are trespassing and hassling citizens. The local bar owner thinks some of the bikers are not human. Grab your pitchfork! It's time to run some bikers out of town.	Dark Conspiracy 3, Newcomers Welcome. 9 players. Michael Colleen
PFS	PFS 7-00 The Skykey Solution (1-2)	A Pathfinder Society Scenario special event designed for levels 1-11. This offering is for character levels 1-2. At long last, the Pathfinder Society has reassembled the Numerian device known as the Sky Key. Initial tests suggest it is capable of projecting a location's past into the present, allowing Society agents to peruse books from destroyed libraries and speak with echoes of long-dead heroes. Now that it has perfected the Sky Key's controls, the Pathfinder Society is prepared to extract a slice of Absalom's history and bring it into the present; however, there's no telling what might be waiting inside, or who in the present might wish to wield the same power.	Pathfinder, Newcomers Welcome. 12 players. Gabriel Anderson
PFS	PFS 7-00 The Skykey Solution (3-4)	A Pathfinder Society Scenario special event designed for levels 1-11. This offering is for character levels 3-4. At long last, the Pathfinder Society has reassembled the Numerian device known as the Sky Key. Initial tests suggest it is capable of projecting a location's past into the present, allowing Society agents to peruse books from destroyed libraries and speak with echoes of long-dead heroes. Now that it has perfected the Sky Key's controls, the Pathfinder Society is prepared to extract a slice of Absalom's history and bring it into the present; however, there's no telling what might be waiting inside, or who in the present might wish to wield the same power.	Pathfinder, Some Experience with Specific Game. 12 players. Howard Black
PFS	PFS 7-00 The Skykey Solution (5-6)	A Pathfinder Society Scenario special event designed for levels 1-11. This offering is for character levels 5-6. At long last, the Pathfinder Society has reassembled the Numerian device known as the Sky Key. Initial tests suggest it is capable of projecting a location's past into the present, allowing Society agents to peruse books from destroyed libraries and speak with echoes of long-dead heroes. Now that it has perfected the Sky Key's controls, the Pathfinder Society is prepared to extract a slice of Absalom's history and bring it into the present; however, there's no telling what might be waiting inside, or who in the present might wish to wield the same power.	Pathfinder, Regular Play of Specific Game. 12 players. Eric Ives
PFS	PFS 7-00 The Skykey Solution (7-8)	A Pathfinder Society Scenario special event designed for levels 1-11. This offering is for character levels 7-8. At long last, the Pathfinder Society has reassembled the Numerian device known as the Sky Key. Initial tests suggest it is capable of projecting a location's past into the present, allowing Society agents to peruse books from destroyed libraries and speak with echoes of long-dead heroes. Now that it has perfected the Sky Key's controls, the Pathfinder Society is prepared to extract a slice of Absalom's history and bring it into the present; however, there's no telling what might be waiting inside, or who in the present might wish to wield the same power.	Pathfinder, High Degree of Experience. 18 players. Joe Kirner
PFS	PFS 7-00 The Skykey Solution (10-11)	A Pathfinder Society Scenario special event designed for levels 1-11. This offering is for character levels 10-11. At long last, the Pathfinder Society has reassembled the Numerian device known as the Sky Key. Initial tests suggest it is capable of projecting a location's past into the present, allowing Society agents to peruse books from destroyed libraries and speak with echoes of long-dead heroes. Now that it has perfected the Sky Key's controls, the Pathfinder Society is prepared to extract a slice of Absalom's history and bring it into the present; however, there's no telling what might be waiting inside, or who in the present might wish to wield the same power.	Pathfinder, High Degree of Experience. 6 players. Bryan Knedgen
PFS	PFS 6-18 From Under Ice (1-5)	For character levels 1-5. Rumors of an ancient settlement and its priceless treasure locked beneath Irrisen's perpetual ice have reached the Society's ears. The Pathfinders set out to the Land of the Linnorm Kings with a precious cargo of trade goods to buy their way into the witch-ruled nation, but even approaching Irrisen is fraught with danger. Can the PCs navigate the frozen wastes and recover the relics within, or will the icy climate claim their lives?	Pathfinder, Some Experience with Specific Game. 6 players. Robert Jonquet

Board and Card Game Events

Area	Title	Description	Details
A01	Settlers of Catan Tournament	Individual players vie for control of the island of Catan, using Resource Start and Knight's Choice options. Top two point winners of each game play against each other, losers battle for consolation round; all players will play three games during the event, total score for all games determines winners.	Mayfair, Some Experience with Specific Game. 20 players. EL NYBERG
M02	Battlestar Galactica: The Board Game	Battlestar Galactica: The Board Game puts players in the role of one of ten of their favorite characters from the show and is a semi-cooperative game for 3-6 players ages 10 and up that can be played in 2-3 hours. Players choose from pilots, political leaders, military leaders, or engineers to crew Galactica. They are also dealt a loyalty card at the start of the game to determine if they are a human or Cylon along with an assortment of skill cards based on their character abilities. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons. Players must attempt to expose the traitor while fuel shortages, food contaminations, and political unrest threatens to tear the fleet apart. Rule will be taught. Depending on players, Pegasus expansion may be used.	Battlestar Galactica - Basic Set, Newcomers Welcome. 7 players. Deane Geiken
M03	ZOMBIES!!!!	One last bullet, One last heart, One last step to the Helicopter. Try and beat your friends to the helipad to be the lone survivor!	Zombies, Newcomers Welcome. 6 players. Jacob McDonald
M06	RoboRally A	Try a tougher race, what am I saying.... it's a killer course. Same old problems. It's a hard (and short) life being a robot.	RoboRally, Some Experience with Specific Game. 6 players. Alan Conrad
M08	Hegemonic	Hegemonic is a fast-paced game of galactic expansion, empire-building, conflict, and intrigue. As the leader of a Great House, you must expand your control over the sectors of the galaxy, build up your industrial, political, and martial capability, develop awe-inspiring technologies, and carefully time your actions to outmaneuver the other empires. It is an area control Euro-style game, with 4X elements.	Hegemonic, Some Gaming Experience. 6 players. Thomas Hodgson
M09	The Spice Must Flow	This is a six player Dune game using the 1979 Avalon Hill rules.	Dune (Avalon Hill), Newcomers Welcome. 6 players. David Dubin
M11	Formula De: Brazil	The Grand Prix is on! Race on a giant 4' x 6' Formula De game board with Micro Machines cars. Will you be fast enough on the straights and nimble enough in the corners to be first to the checkered flag? Trophies will be awarded to the top three finishers in the race. Also, players taking part in any of my other Formula De races can compete for the weekend championship trophy!	Formula De, Newcomers Welcome. 10 players. Tad Ringo
M17	Age of Empires	Send your colonists to the New World, trade goods, fight wars (with indians and each other.) Both the original and the new 'deluxe' version will be available.	Basic Rules, Newcomers Welcome. 9 players. Ken Lewandowski

Miniatures Events

Area	Title	Description	Details
M01	Battle of Chippewa, 5 July 1814	The morning of 5 July 1814 saw a change in fortune for the United States and arguably the birth of the modern professional American army. Meeting British forces with even numbers and without advantage of terrain, turn them back on their own ground. A simple rule set for convention play of move, shoot, casualty. Each time slot is a reset, not a campaign event.	Judges own 15mm Napoleonic, Newcomers Welcome. 6 players. David Tait
M04	Dark Side of Uranus (part 2)	The Alliance is mopping up the last of Ork resistance when a large hulk was seen crashing near an outpost on the dark side of Uranus. Six squads of the Alliance have been dispatched to investigate. Have more Orks landed?	Home Skirmish, Newcomers Welcome. 7 players. Kenneth Vreeman
M07	Operation Michael	Can the Kaiser's men break the Allied line with their temporary numerical superiority before the Americans arrive and turn the tables? Replay a small section of the 1918 final German offensive in this divisional level game where each figure represents one hundred men. Simple, two page rules are easy to learn and beginner friendly.	Storm of Steel (modified), Younger Players Welcome. 6 players. Mark Lueckenhoff

Area	Title	Description	Details
M10	Heroscape Battle Royale	Six factions have stumbled across an important relic buried deep beneath a castle. This unholy relic has immense power, but comes at a price. Fight with fantasy and historical factions spanning over time and space in this epic conquest to control the relic and win the day for your faction. Destroy foes over various types of fantastical terrain and seize control of a mighty castle to dominate them. Allies are enemies and enemies, allies in this massive game of Heroscape.	Heroscape 3rd Ed., Newcomers Welcome. 6 players. Andrew Taylor
M12	Circus Pirates 2	If you liked the first game, then try it again on a figure eight track. Players will design their own ship. Ships may ram, fire and do boarding party action. Captains have special abilities and a handicap.	Home rules, Newcomers Welcome. 12 players. Kurt Jeffries
M14	The battle of Cape Spartivento	The Italians have learned that the British have a major force at sea. Seeking an opportunity to engage and destroy a significant British force the Italians put to sea with a powerful task force comprised of the 1st and 2nd fleets.	Naval Thunder, Newcomers Welcome. 8 players. Brad Trumpinski
M15	Surprise Attack	During the revolt lead by Queen Boudicca, British war bands launch a surprise attack on a small Roman force defending a vital crossroads. Can fresh reinforcements arrive in time to stem the barbarian tide? This scenario will use fast paced and easy to learn rules and 25mm miniatures.	Ancient Romans vs Britains, Ancient and Medieval War gaming, Newcomers Welcome. 5 players. Kevin Brown

Role-Playing Events

Area	Title	Description	Details
C02	A Tribal Hunger	The court wizard of the kingdom of Razah has assembled your group to investigate the disappearance of a local tribe in the nearby jungle. Don't worry, your group wasn't the first she hired, there were others before you that failed. What could have happened to the tribe?	AD&D 2E, Some Gaming Experience. 8 players. Daniel Conner
C03	The Corrupt Crypt of Illmater	While travelling through the misty woods our heroes discover a defiled Druids grove next to an abandoned cemetery. Do they dare challenge the Corrupt Crypt of Illmater? 4th level characters from the Castles and Crusades rpg provided.	Castles & Crusades, Newcomers Welcome. 5 players. John Parker
C04	Mary's Rest: Revival of the Fittest	Winter Friday nights in Kansas means high school basketball, and in Mary's Rest it's no different. In fact, it is a touchstone of normal life in a town with a history full of weirdness. Unfortunately, nothing ever stays normal in Mary's Rest, and small-town life is no exception...	Savage Worlds, Newcomers Welcome. 6 players. Dave Hoover
C05	Crawl in, Crawl Out	The London underground tube system has always been in a state of flux, new tunnels being added and old ones being shut down. But what happens to those old tunnels? What denizens dare to lurk beneath the streets of the big city? What ancient, undying evils are lurking, waiting for their chance to crawl out of the darkness and worm their way into the society above?	Call Of Cthulhu 7th ed., Newcomers Welcome. 6 players. Royce Thigpen
H02	Unknown Classification	A local college has found a dead animal that they can't identify. There are calls in to biology departments around the world. But the dead thing has already been identified, by someone, just not in the scientific community. You and your fellow hunters arrive at the university, and you hope you have arrived before bad things start to happen. But what are the odds of that? Monster of the Week is an Apocalypse World Engine RPG, where the players roll all of the dice. We'll be picking playbooks at the beginning of the session. No previous experience with the game is necessary, but if you wanted to watch old episodes of Buffy, Angel, Supernatural, or Grimm, feel free to get yourself in the mood.	Monster of the Week, Newcomers Welcome. 6 players. Jared Rascher
H03	Time Hunt!	Come on down! You're the next contestant on America's most popular reality game show in the year 2054! Will you and your fellow contestants win the fabulous grand prize?	Savage Worlds Deluxe Edition, Newcomers Welcome. 6 players. Ryan Whelan
H04	The Dwarven Ruins	Within a day's journey north of the village of Lush, deep in the orc infested Blacktooth Wood lies the ruins of a long extinct and ancient clan of dwarves. Adventurers like yourselves are frequent in the region, as the lure of long forgotten treasure and magic is too great to pass up. Can you and your companions survive the depths of the dwarven ruins and claim your fortune?	Dungeons & Dragons (Original White Box), Some Experience with Specific Game. 8 players. Scott Smith

Area	Title	Description	Details
H05	The Looking Stone	In the Days before Days there were many Dwarven Kingdoms. Roads were built across mountains and tunnels beneath them. In the Rhodope Mountains folks came, and they built mansions of stone, bath houses, and the like. They waxed powerful and grew wealthy. But in time of war, plagues and other devastations left the Dwarven Glory in ruin, forgotten by all but the wandering monsters that haunt distant locales. Bravely adventure in the world of Ahrde in The Looking Stone. Castles and Crusades is the fantasy game you've played for years, made simpler by the Siege Engine mechanic.	Castles and Crusades, Newcomers Welcome. 8 players. Tyler Morrison
H01	DDEX23_The_Dr owned_Tower	You are approached by someone claiming to be a member of the Brotherhood of the Cloak investigating unusual incidents involving some of his brethren. Discretion is vital, as there is rumored to be a link between the denizens of the Tower of Arcane Might and one of the elemental cults. Can you uncover the truth? An adventure for 5th-10th level characters.	Dungeons & Dragons 5th Ed, Newcomers Welcome. 6 players. Ronald Ralston
PFS	PFS 5-08 The Confirmation (1-2)	For character of level 1-2. Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Even the noteworthy field commissioned agents sometimes participate in such trials as a way to familiarize themselves with the Pathfinder Society's rules and expectations. Although Confirmation is typically an individual affair, the society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone. Successfully uncovering this site's secrets will not only contribute to the society's body of knowledge but shape the exciting careers ahead for each of the prospective agents.	Pathfinder, Newcomers Welcome. 6 players. Brent Cordes
PFS	PFS 7-15 The Deepmarket Deception (3-7)	For character levels 3-7. When the Pathfinder Society claimed the Hao Jin Tapestry in Tian Xia, it seemed as though the Aspis Consortium's influence there had ended. An anonymous informant recently identified an Aspis resurgence in Goka's Deepmarket, and Venture-Captain Amara Li hopes that a small, well-trained team can ferret out the villains and prevent any greater atrocities. Can the PCs traverse the Deepmarket's treacherous politics and tunnels and neutralize the Consortium's local ringleader?	Pathfinder, Regular Play of Specific Game. 6 players. Nathan King
PFS	PFS 7-12 The Twisted Circle (1-5)	For character levels 1-5. A magical war between the archmages Geb and Nex left the landscape between their nations scarred and wracked by magical anomalies, a barren stretch known as the Mana Wastes. During the conflict, their generals also created countless weapons and defenses that pushed the limits of magic, yet most of these were destroyed in battle or lost forever. Recent investigations suggest that some of this ancient power is at play in an insular town outside Alkenstar, but there the trail runs cold. Can the PCs uncover the truth while braving the residents' eccentricities?	Pathfinder, Some Experience with Specific Game. 6 players. Quinn Shannon
PFS	PFS 7-13 Captive in Crystal (5-9)	For Characters of Level 5-9. Recent events have left the Master of Spells Aram Zey unable to fulfill his duties, and without his expertise, the Pathfinder Society struggles to resolve pressing arcane matters. The Decemvirate has reopened the decade-old case of the most qualified replacement: Aram Zey's predecessor and former Master of Spells Sorrina Westyr, who disappeared while handling a powerful wayfinder that the Society has since kept closely guarded. It is up to the PCs to track down Sorrina Westyr and bring back whatever remains.	Pathfinder, Some Experience with Specific Game. 6 players. Kristen Gipson
PFS	PFS 7-11 Ancient's Anguish (7-11)	For Characters of Level 7-11. When the Jeweled Sages, an ancient order of Osirian scholars, fled Qadiran invaders millennia ago, some perished, and others disappeared deep into territories once held by the pharaohs of old. With the help of the Jeweled Sages' long-abandoned tools, the eminent Tahonikepsu has discovered one of the sages' last known whereabouts in the wilds of Nex. What secrets lie within these inhospitable ruins that date back to the Age of Darkness, and what fate did the so-called Amethyst Sage meet within? Content in "Ancients' Anguish" also contributes directly to the ongoing storyline of the Scarab Sages faction.	Pathfinder, High Degree of Experience. 6 players. Seth Gipson

Area	Title	Description	Details
PFS	PFS 7-08 To Judge a Soul part II: Karma Reclaimed (3-7)	For characters of level 3-7. Venture-Captain Bakten's past lives and the history of northern Tian Xia are interwoven, and with the PCs' assistance he has uncovered a troubling legacy secreted within the mountains of Zi Ha. It is up to the Pathfinders to ascend into the ice-capped mountains to unveil the crimes of past generations and save one of the region's greatest heroes. "Karma Reclaimed" is the second scenario in the two-part To Judge a Soul campaign arc. It is preceded by Pathfinder Society Scenario #7-06: To Judge a Soul, Part 1: The Lost Legacy and is intended to be played in order.	Pathfinder, Regular Play of Specific Game. 6 players. Derek Rompot
PFS	PFS 7-07 Trouble in Tamran (1-5)	For Characters of Level 1-5. Less than a decade ago, the Pathfinder Society established a lodge in Nirmathas, an act that infuriated the nation's expansionist rival Molthune. The latter outlawed the Society soon after, and ever since Pathfinders have relied on smugglers like the Varisian entrepreneur Guaril Karela to slip supplies past the Molthuni blockade for both the lodge and the Society's war-torn neighbors. Something has intercepted those shipments. Can the PCs uncover the culprit and save the Society's reputation in Nirmathas? Content in "Trouble in Tamran" also ties into a special metaplot element from Pathfinder Society Special #6-98: Serpents Rise. Players who have completed that special event are encouraged to bring its Chronicle sheet when playing this adventure.	Pathfinder, Some Experience with Specific Game. 6 players. Barbara Wilkins
PFS	PFS 7-05 School of Spirits (1-5)	For Characters of Level 1-5. Seven years ago, Pathfinders entered Absalom's shattered Precipice Quarter in pursuit of a ruby ring but also rescued a strange survivor. She has since grown to adulthood and exhibited a rebellious spirit connected to the ruined school where the Pathfinders found her. The woman's family has contacted the Society, hoping that its agents can escort her back to the haunted site and unravel the Drownyard's relentless mysteries.	Pathfinder, Some Experience with Specific Game. 6 players. Gregg Homerding
PFS	PFS 5-25 Vengeance at Sundered Crag (7-11)	For Characters of Level 7-11. Two foes of the Pathfinder Society race toward the dwarven Sky Citadel Jormurdun, aiming to snatch away the Pathfinders' prize. The Society dispatches its best agents to intercept the duo. Can the PCs prevent their enemies from ruining the expedition and put an end to the threat posed by these villains?	Pathfinder, High Degree of Experience. 6 players. Guy Martelle
PFS	PFS 1-52 The City of Strangers part II: The Twofold Demise (1-7)	For character levels 1-7. A powerful local gang in Kaer Maga demands that you end the threat of the Shadow Lodge at once as the Lodge's very existence upsets the delicate local balance of power. Refusal means both the expulsion of the Pathfinder Society from Kaer Maga forever and your untimely deaths. The choice is yours. The Twofold Demise is the second and final scenario in the The City of Strangers campaign arc and is the sequel to Pathfinder Society Scenario #51: The City of Strangers-Part I: The Shadow Gambit.	Pathfinder, Some Experience with Specific Game. 6 players. Jeff Morse
PFS	PFS 6-99 True Dragons of Absalom (Special)	A Pathfinder Society Scenario designed for 4th-level pregenerated characters. For several years, the Pathfinder Society has enjoyed a mutually beneficial alliance with the Sewer Dragons, the dominant tribe of kobolds living beneath Absalom. When an elite patrol discovers a wounded member of the Society with a desperate message, the Sewer Dragons must move quickly intercept an extraordinary threat from seizing their territory, if not Absalom itself! In this special adventure the players portray kobolds as unlikely defenders of the City at the Center of the World using 4th-level pregenerated characters.	Pathfinder, Some Experience with Specific Game. 6 players. Allen Wilkins
PFS	PFS 5-11 Library of the Lion (1-5)	For Levels 1-5 Few societies have so vaunted a tradition of leading crusades as Taldor, yet the constant revisions to its history by scheming factions leaves the truth obscured by countless acts of political modifications. Even the lauded Kitharodian Academy's texts are riddled with these changes, so when a secretive ally approaches the Pathfinder Society with information about a hidden archive that contains the unaltered histories, the Pathfinders plan a daring infiltration to recover the secrets of Taldor's past victories so that Mendev might benefit from the discovery.	Pathfinder, Some Gaming Experience. 6 players. Chris Hays

Session G - Saturday Twilight**12:00 AM through 4:00 AM****Session H- Sunday Morning****9:00 AM through 1:00 PM****Board and Card Game Events**

Area	Title	Description	Details
A01	Artemis Spaceship Simulator	Artemis simulates a spaceship bridge by networking computers together. Players serve on duty stations for the normal jobs a bridge officer might perform such as captain, science, helm, communication, and weapons control. Artemis is a social game where players work together on the bridge in order to win. Role play is encouraged for the game. Please go to http://www.signupgenius.com/go/8050f44afa72ea57-artermis and sign up for the two-hour session and duty station that you or your bridge crew wish to be part of. Sessions are 2 hours in length and first come first served! If you have questions, please contact Dave Buhr at davebuhr@yahoo.com or Deane Geiken at d_geiken@yahoo.com .	2.9, Newcomers Welcome. 6 players. Deane Geiken
M04	Civilization - Far East	Annual Civilization game. Players try to advance their civilization and acquire the most advances, while trying to avoid or survive the calamities. This year's map is of the far east. Mongolia to Japan down to Indonesia. This game will be played until 4pm Sunday afternoon	Advanced Civilization, Newcomers Welcome. 9 players. Kenneth Vreeman
M06	Cthulhu Wars	Cthulhu Wars is a strategy boardgame in which the players take the part of alien races and gods taken from the Cthulhu mythos created by H. P. Lovecraft. Pick one of four factions (The Black Goat, The Yellow Sign, The Crawling Chaos, or Great Cthulhu), each with their own unique mechanics, to seek dominance on this pitiful planet.	Standard, Newcomers Welcome. 4 players. Thomas Nicol
M10	Caverna	Dwarves love Gold. you and your neighbors have found starter caves that are ripe for exploiting for shiny, shiny Gold. Will you delve deep for Ore and Rubies, raise herds of Animals and grow Grain (Golden Grain), or take up arms and go Adventuring? Or maybe some of each! The Wealthiest Dwarf can claim the title of King Under the Edge of the Mountain.	Standard, Newcomers Welcome. 7 players. Nate Johnson
M11	Rail Baron Express	All players start with an express train, super chief costs \$30,000, total assets are counted towards victory, and game victory total is \$250,000.	Rail Baron variant, Younger Players Welcome. 15 players. EL NYBERG
M13	Power Grid - Northern Europe	Ever wondered how those cool northern European countries power their lives? Come and learn in a game of power grid. where players build the grid. poker chips used instead of paper money.	Power Grid - 2nd Ed., Newcomers Welcome. 6 players. James Richards
M16	Axis & Allies Global	The Germans are at the gates of Moscow! The Japanese have captured Hong Kong, Manila and Singapore and are ready to capture all of the East Indies! Can the Allies hold on while the arsenal of democracy gears up? You decide how the history books will be written. If you have ever played any Axis & Allies game, then you know enough of the mechanics to play the "big" board. The game will continue from 1 session to the next.	1942 setup, Some Gaming Experience. 6 players. Robert Roby
M17	Balance of Power	It is 1815 and the world has been turned upside down. As each nation eagerly tries to grow, a careful balance of governmental, military and economic interests must be maintained. In Balance of Power, players carefully create and move Kings, Generals and Bankers as they capture territories and expand their empires. A player's skill and strategy are all that stand between him and ultimate victory!	Area of control, Newcomers Welcome. 6 players. j Walther

Miniatures Events

Area	Title	Description	Details
M01	Battle of Chippewa, 5 July 1814	The morning of 5 July 1814 saw a change in fortune for the United States and arguably the birth of the modern professional American army. Meeting British forces with even numbers and without advantage of terrain, turn them back on their own ground. A simple rule set for convention play of move, shoot, casualty. Each time slot is a reset, not a campaign event.	Judges own 15mm Napoleonic, Newcomers Welcome. 6 players. David Tait
M02	Temple of the Beastmen B	Ten adventurers seek fame, fortune, lost relatives, Martian treasure and glory. In this Victorian era out-of-print GDW sci-fi game from the Space 1889 series. Cards, tiles, miniatures & dice!	Temple of the Beastmen, Newcomers Welcome. 10 players. Warren Burrus
M05	All is Not Quiet on the Eastern Front (1945)	Payback time as German operation "Spring Awakening" in Hungary meets up with some very resolved Russians, much different from our 1942 Kharkov crew. 10mm Kameraden miniature rules. Fast paced, easy to learn and fun for both sides. Newcomers and old-time Kameraden players always welcome.	Kameraden, Newcomers Welcome. 8 players. Anthony Guido
M12	Canvas Eagles	Spring 1915. The battle over Europe's skies still rages on. Many pilots have gone down and only the best have survived. How good are you?	Canvas Eagles rules, Some Gaming Experience. 8 players. Kurt Jeffries
M15	Back to the North	June 1951, way north of the 38th parallel. USAF F-84's and F-51's take the fight to North Korea and are jumped by a hot new fighter in the hands of the Chinese... or are they Chinese, comrade!	Korean War aircraft, Check Your 6, Newcomers Welcome. 6 players. Chris Trimble

Role-Playing Events

Area	Title	Description	Details
A05	Building Collapses, Everyone Dies	They say that Ariel is a paradise of technology. That it is. But every paradise has its snakes and apples. The one in Ariel is an underground bunker called Government Facility #42. Something is loose in there, something only a specialized team of military, espionage agents, and scientists have a chance of bringing down. It's a Tze Sah Ju Yi, a suicide mission plain and simple. But, in the middle of all these Mo Min Chi Meow scientific experiments, there may be something here that saves you. Or kills you. Or both. This is using the Firefly Cortex Plus rules, with slight modifications.	Firefly, 1st Edition, Newcomers Welcome. 8 players. Bryan Jonker
A06	Bullets, Fists, & Dynamite!!! Third Time's the Charm	Whitlock's Warriors are engaged in a little smash-and-grab action, when a tip comes down that changes everything, but puts the Warrior's in a place they've been several times before... ..in the middle of someone's crosshairs.	Feng Shui, 2E, Newcomers Welcome. 6 players. Dave Hoover
A07	The Restless Dead	Your group has found its way to the good town of Greenbriar. This is supposed to be a stop on your journey to an area of the wilderness rumored to have an ancient ruin ripe for exploration. As you settle in for the evening at the Crossed Saber Inn, you hear screams in the street. The dead has risen from their graves and are attacking the peaceful folk. Are you able to defend the town and the villagers? If you succeed, what caused the dead to rise. Could it have something to do with an ancient book written in blood and bound in human skin? This will be a blend of Tainted Lands and Castles & Crusades both produced by Troll Lord Games, both of which have their origins in 1st Edition AD&D. No experience necessary to play and pre-generated characters will be provided. This will be a low level adventure with characters ranging from 2nd to 3rd level of experience.	Tainted Lands, Newcomers Welcome. 6 players. Barry Thaxton
A08	The Slaver's Lash	The Shadow of the Demon Lord falls on . . . you! Orcs brought down the Empire, and now you find yourself in chains, captured, and at their mercy. It's time to rise up and escape, before the situation gets even worse. Shadow of the Demon Lord is an RPG that's part D&D, part Warhammer Fantasy, but grim, dark, and simpler than many of the RPGs that inspired the game. We will be randomly rolling characters at the beginning of the session, no previous experience with the system is required.	Shadow of the Demon Lord RPG, Newcomers Welcome. 6 players. Jared Rascher

Area	Title	Description	Details
PFS	PFS 0-06 Black Waters (1-5)	For character levels 1-5. The Pathfinder Society seeks the ancient ruby ring of the salamander and it falls to a team of Pathfinders to find it. Last seen in the Tri-Towers Yard, a once elite academy for the youth of Absalom, the ruby ring is now lost in the Drownyard, all that remains of Tri-Towers after it was destroyed a decade ago in the great quake. The Pathfinders must risk the strange black ichors and salty brine to find their prize. Will they risk their very souls as well?	Pathfinder, Some Experience with Specific Game. 6 players. Wilson Howell
PFS	PFS 7-14 Faithless and Forgotten part I: Let Bygones Be	For character levels 1-5. Ever since the tragedy at Delvehaven decades ago, the infernal empire Cheliah has rarely allowed Pathfinders to explore its many ruins and archaeological treasures, even then only after its recently disenfranchised liaison Zarta Dralneen fought for that privilege. Cheliah has once again extended its hand to the Society, inviting its agents to investigate an abandoned keep that dates back to the Chelish civil war. It's up to the PCs to navigate the Corentyn's streets and politics as they uncover the buried past and lay the foundation for a new partnership with a one-time foe. "Let Bygones Be" is the first scenario in the three-part Faithless and Forgotten campaign arc. It is followed by Pathfinder Society Scenario #7-16: "Lost Colony of Taldor" and Pathfinder Society Scenarios #7-18: "The Infernal Inheritance". All three chapters are intended to be played in order.	Pathfinder, Some Experience with Specific Game. 6 players. Guy Martelle
PFS	PFS 7-09 The Blakros Connection (5-9)	For Character of Level 5-9. A recent attack on the Grand Lodge became all the more heinous when one of the invading agents employed an eldritch relic to abduct a high-ranking Pathfinder. In order to release the captive, the Society must understand the relic and track down the fleeing operative, a mission that leads the PCs into Absalom's most prestigious archives to uncover a dark secret. Content in "The Blakros Connection" also ties into a special metaplot element from Pathfinder Society Special #6-98: Serpents Rise. Players who have completed that special event are encouraged to bring its Chronicle sheet when playing this adventure.	Pathfinder, Some Experience with Specific Game. 6 players. James Holzhauser
PFS	PFS 7-06 To Judge a Soul part I: The Lost Legacy (3-7)	For characters of level 3-7. When a Samsaran dies, he is reborn again with few memories of his past lives. The cycle continues until he has earned a righteous place in the afterlife. After years of service and lifetimes of accomplishment, Venture-Captain Bakten nears the end of his noble existence and has begun investigating his past lives as a means of understanding Tian Xia's rich history. However, he cannot complete his research alone, and only with the PCs' assistance can they decipher the region's past. "The Lost Legacy" is the first scenario in the two-part To Judge a Soul campaign arc. It is followed by Pathfinder Society Scenario #7-08: To Judge a Soul, Part 2: Karma Reclaimed and is intended to be played in order.	Pathfinder, Regular Play of Specific Game. 6 players. Barbara Wilkins
PFS	PFS 7-04 The Ironbound Schism (7-11)	For character levels 7-11 The cataclysmic Earthfall shattered the ancient Thassilonian civilization, and like its slumbering runelords who fled the destruction, many ruins lie hidden. The Ironbound Archipelago was once part of Edasseril, kingdom of envy, and word has reached the Pathfinder Society that an ancient ruin has emerged on the isle of Flintyreach. Can the PCs gain the local half-orcs' trust and brave the resident giants' wrath to secure this archaeological treasure?	Pathfinder, High Degree of Experience. 6 players. Chris Rathunde
PFS	PFS 7-02 Six Seconds to Midnight (3-7)	For character levels 3-7 A strange confluence of circumstances leaves the researchers of Uringen understaffed and in need of able-bodied assistants. Conveniently, recent Pathfinder Society experiments call for a rare reagent found only in that area, and the two organizations have negotiated a mutually beneficial deal. Can the PCs reach the secluded settlement in time to witness this extraordinary event, and handle the phenomenon's aftermath?	Pathfinder, Regular Play of Specific Game. 6 players. Jason Leonard
PFS	PFS 7-01 Between the Lines (1-5)	For Characters of Level 1-5. Rival explorers have beaten the Pathfinders to a valuable site in Katapesh, but fortunately most of the riches, including the obscure text the Society sought in the first place, have ended up in the capitol's extensive bazaars. What is at first a routine shopping trip spirals out of control as the PCs uncovers the writing's secret past, and secret messages.	Pathfinder, Some Experience with Specific Game. 6 players. Jerry Wayne

Area	Title	Description	Details
PFS	PFS 6-10 The Wounded Wisp (1-2)	For Characters of Level 1-2. More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom, and whose prize dates back to the Society's darkest years. "The Wounded Wisp" is an evergreen, replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites.	Pathfinder, Newcomers Welcome. 6 players. Duncan Ooms
PFS	PFS 6-98 Serpents Rise (Special)	Years of political maneuvering, espionage, smuggling, and diplomacy have set the stage for the Aspis Consortium's most ambitious attack on their Inner Sea rivals: The Pathfinder Society. All that remains are several key preparations that only an elite team of Aspis agents can arrange, and once the fireworks begin, these same agents must strike quickly and mercilessly to secure objectives, some shared and some connected to deeper plots, and escape without the Society being any the wiser. In this adventure the players portray agents of the Aspis Consortium using 7th-level pregenerated characters. The events in this story also connect to and expand upon those in "Siege of Serpents".	Pathfinder, Some Experience with Specific Game. 6 players. Allen Wilkins
PFS	PFS 1-41 The Devil We Know part III: Crypt of Fools (1-7)	For character levels 1-7 Another kidnapping spree erupts in Cassomir and the Pathfinder Society sends you to the notorious Swift Prison to interrogate a captured cultist about the recent disappearances. With clues gathered there, you must explore Old Cassomir and find secret locations that lead you to the source of the spree: the long lost Crypt of Fools. Crypt of Fools is part 3 of the The Devil We Know series. Parts 1 and 2 can be played in any order, but parts 3 and 4 must be sequentially after 1 and 2.	Pathfinder, Some Experience with Specific Game. 6 players. Jeff Morse
PFS	PFS 7-13 Captive in Crystal (5-9)	For Characters of Level 5-9. Recent events have left the Master of Spells Aram Zey unable to fulfill his duties, and without his expertise, the Pathfinder Society struggles to resolve pressing arcane matters. The Decemvirate has reopened the decade-old case of the most qualified replacement: Aram Zey's predecessor and former Master of Spells Sorrina Westyr, who disappeared while handling a powerful wayfinder that the Society has since kept closely guarded. It is up to the PCs to track down Sorrina Westyr, and bring back whatever remains.	Pathfinder, Regular Play of Specific Game. 6 players. Chris Ooms

Session J - Sunday Afternoon

2:00 PM through 6:00 PM

Board and Card Game Events

Area	Title	Description	Details
A01	Artemis Spaceship Simulator	Artemis simulates a spaceship bridge by networking computers together. Players serve on duty stations for the normal jobs a bridge officer might perform such as captain, science, helm, communication, and weapons control. Artemis is a social game where players work together on the bridge in order to win. Role play is encouraged for the game. Please go to http://www.signupgenius.com/go/8050f44afa72ea57-artemis and sign up for the two-hour session and duty station that you or your bridge crew wish to be part of. Sessions are 2 hours in length and first come first served	2.9, Newcomers Welcome. 6 players. Deane Geiken
M03	Bonanza	Join Ben, Adam, Hoss and Little Joe as they have a contest to see who can become the richest raising beans out on the Ponderosa Ranch.	Bohnanza + extra cards, Newcomers Welcome. 7 players. Paul Pomykala
M06	RoboRally B	Do the robot dance while you try to win the race without falling into bottomless pits or being shot to pieces by your brother robots. It's a hard (and short) life being a robot.	RoboRally, Newcomers Welcome. 6 players. Alan Conrad
M12	Acquire	Become the wealthiest player by forming hotel chains, obtaining blocks of stock, merging chains to obtain capital, and adding onto chains you control to increase their value.	Acquire rules, Some Gaming Experience. 10 players. Kurt Jeffries
M13	Card Game Free for All	Break open the Big Box of Card Games and play whatever you please. We'll have Munchkin, Gloom, Boss Monster, Chez Geek, Redshirts, Three Dragon Ante, Illuminati, Ninja Burger, The Testimony of Jacob Hollow, the Army of Darkness Card Game, and maybe a few mystery items all on hand and ready to play.	Various Card Games, Newcomers Welcome. 12 players. Brian Snowden
M17	Commissioned	Players are the early Christian Apostles and must work together to mature their faith decks, grow the church, collect the books of the New Testament, and overcome persecution. You do not need to know anything about Christianity to play. The game also includes five scenarios that cover the first 150 years of church history, two difficulty levels that can be played depending on the players.	Cooperative-style, Newcomers Welcome. 6 players. j Walther

Miniatures Events

Area	Title	Description	Details
M01	Battle of Chippewa, 5 July 1814	The morning of 5 July 1814 saw a change in fortune for the United States and arguably the birth of the modern professional American army. Meeting British forces with even numbers and without advantage of terrain, turn them back on their own ground. A simple rule set for convention play of move, shoot, casualty. Each time slot is a reset, not a campaign event.	Judges own 15mm Napoleonic, Newcomers Welcome. 6 players. David Tait
M14	NASCAR 5000	The top 6 space craft racers vie for to be the #1 pilot in the galaxy. Each pilot has an identical craft racing on an X shaped course. Who has the skill and crew to become #1?	Silent Death, Newcomers Welcome. 6 players. Bob Starr

Role-Playing Events

Area	Title	Description	Details
A05	Laser Kittens	Welcome to Knoll Street School for Wayward Kittens! There are many things young cats need to learn, but the most important one is how to control their lasers. Every cat has a laser, and each cat's laser is unique. Lasers let cats do things that ordinary animals can't do. But lasers can be dangerous when you don't know how to use them properly! Laser Kittens is a shared-GM game for 3-5 players. In addition to controlling your character, you can bid to be Class Captain and shape the direction of the story.	Laser Kittens, Some Gaming Experience. 6 players. Juliet Youngren
A08	The Other Cabin in the Woods	All of the monster hunters that have arrived in town have heard the stories. Nobody goes to the cabin in the woods and survives. Weird things happen out there. You've heard this story a million times. It might be nothing, or it might be some unspeakable horror from beyond the edge of sanity. Either way, it's your job to check it out. Monster of the Week is an Apocalypse World Engine game inspired by television shows like Buffy the Vampire Slayer, Supernatural, and Grimm. We will be filling out playbooks when we start the session. No previous experience with Monster of the Week is needed. Just hit Netflix and watch a bunch of monster hunting shows before hand to get in the mood.	Monster of the Week, Newcomers Welcome. 6 players. Jared Rascher
A10	Unaussprechlichen Klutzen	All you wanted to do was impress your crush from the coffee shop. Several ancient texts later, there's a mile-high squid striding across the landscape, devastating everything in its path. And you're pretty sure it just stepped on your crush. Fiasco is an award-winning storytelling game. During a game you will engineer and play out stupid disastrous situations usually at the intersection of greed, fear and lust.	Fiasco, Newcomers Welcome. 7 players. Christopher Fairfield
PFS	PFS 7-15 The Deepmarket Deception (3-7)	For character levels 3-7. When the Pathfinder Society claimed the Hao Jin Tapestry in Tian Xia, it seemed as though the Aspis Consortium's influence there had ended. An anonymous informant recently identified an Aspis resurgence in Goka's Deepmarket, and Venture-Captain Amara Li hopes that a small, well-trained team can ferret out the villains and prevent any greater atrocities. Can the PCs traverse the Deepmarket's treacherous politics and tunnels and neutralize the Consortium's local ringleader?	Pathfinder, Regular Play of Specific Game. 6 players. Nathan King
PFS	PFS 7-12 The Twisted Circle (1-5)	For character levels 1-5. A magical war between the archmages Geb and Nex left the landscape between their nations scarred and wracked by magical anomalies, a barren stretch known as the Mana Wastes. During the conflict, their generals also created countless weapons and defenses that pushed the limits of magic, yet most of these were destroyed in battle or lost forever. Recent investigations suggest that some of this ancient power is at play in an insular town outside Alkenstar, but there the trail runs cold. Can the PCs uncover the truth while braving the residents' eccentricities?	Pathfinder, Some Experience with Specific Game. 12 players. Jason Leonard

Area	Title	Description	Details
PFS	PFS 7-10 The Consortium Compact (1-2)	For Characters of level 1-2. The Aspis Consortium pays well, but few can stand its underhanded tactics for long. One operative fed up with the Consortium's practices has contacted the Pathfinder Society with a tempting offer: assist her in leaving the organization, and she will supply the Society with years of insider intelligence about their longstanding rival. It's up to the PCs to navigate Diobel, a proud town run by cutthroat smugglers, earn the defector's trust, and deal a telling blow to their Aspis foes. "The Consortium Compact" is an evergreen, replayable scenario designed to help introduce players to the Pathfinder Society, the Isle of Kortos, and one of the Society's longstanding rivals.	Pathfinder, Newcomers Welcome. 6 players. Alison Ooms
PFS	PFS 7-11 Ancient's Anguish (7-11)	For Characters of Level 7-11. When the Jeweled Sages, an ancient order of Osirian scholars, fled Qadiran invaders millennia ago, some perished, and others disappeared deep into territories once held by the pharaohs of old. With the help of the Jeweled Sages' long-abandoned tools, the eminent Tahonikepsu has discovered one of the sages' last known whereabouts in the wilds of Nex. What secrets lie within these inhospitable ruins that date back to the Age of Darkness, and what fate did the so-called Amethyst Sage meet within? Content in "Ancients' Anguish" also contributes directly to the ongoing storyline of the Scarab Sages faction.	Pathfinder, High Degree of Experience. 6 players. Robert Jonquet
PFS	PFS 7-08 To Judge a Soul part II: Karma Reclaimed (3-7)	For characters of level 3-7. Venture-Captain Bakten's past lives and the history of northern Tian Xia are interwoven, and with the PCs' assistance he has uncovered a troubling legacy secreted within the mountains of Zi Ha. It is up to the Pathfinders to ascend into the ice-capped mountains to unveil the crimes of past generations and save one of the region's greatest heroes. "Karma Reclaimed" is the second scenario in the two-part To Judge a Soul campaign arc. It is preceded by Pathfinder Society Scenario #7-06: To Judge a Soul, Part 1: The Lost Legacy and is intended to be played in order.	Pathfinder, Regular Play of Specific Game. 6 players. Derek Rompot
PFS	PFS 7-07 Trouble in Tamran (1-5)	For Characters of Level 1-5. Less than a decade ago, the Pathfinder Society established a lodge in Nirmathas, an act that infuriated the nation's expansionist rival Molthune. The latter outlawed the Society soon after, and ever since Pathfinders have relied on smugglers like the Varisian entrepreneur Guaril Karela to slip supplies past the Molthuni blockade for both the lodge and the Society's war-torn neighbors. Something has intercepted those shipments. Can the PCs uncover the culprit and save the Society's reputation in Nirmathas? Content in "Trouble in Tamran" also ties into a special metaplot element from Pathfinder Society Special #6-98: Serpents Rise. Players who have completed that special event are encouraged to bring its Chronicle sheet when playing this adventure.	Pathfinder, Some Experience with Specific Game. 6 players. Chris Hays
PFS	PFS 7-05 School of Spirits (1-5)	For Characters of Level 1-5. Seven years ago, Pathfinders entered Absalom's shattered Precipice Quarter in pursuit of a ruby ring but also rescued a strange survivor. She has since grown to adulthood and exhibited a rebellious spirit connected to the ruined school where the Pathfinders found her. The woman's family has contacted the Society, hoping that its agents can escort her back to the haunted site and unravel the Drownyard's relentless mysteries.	Pathfinder, Some Experience with Specific Game. 6 players. Gregg Homerding
PFS	PFS 7-03 The Bronze House Reprisal (5-9)	For Characters of Level 5-9. A recent assault on the Pathfinder Society has renewed hostilities with the Aspis Consortium, and clues left behind point to one of its masterminds: the gold agent Maiveer Sloan. By infiltrating one of the Consortium's artifact-smuggling operations, the PCs can sabotage their rivals' criminal operations and send a clear message: No attack will go unanswered.	Pathfinder, Regular Play of Specific Game. 6 players. Eric Ives
PFS	PFS 1-48 The Devil We Know part IV: Rules of the Swift (1-7)	For character levels 1-7. In the conclusion of the Devil We Know campaign arc, you are called once more to Cassomir, where a mass abduction of the residents of Swift Prison has the entire town in a panic. Venture-Captain Hestia Themis once more partners you with an Aspis agent to see what link the Swift Prison event has to the earlier kidnapping of a Pathfinder agent. You will explore an empty prison, delve the tunnels below, and come face-to-face with the source of Cassomir's troubles in a vile grotto deep beneath the city. Rules of the Swift is the fourth and final installment of the Devil We Know campaign arc.	Pathfinder, Some Experience with Specific Game. 6 players. Jeff Morse
PFS	PFS 6-99 True Dragons of Absalom (Special)	A Pathfinder Society Scenario designed for 4th-level pregenerated characters. For several years, the Pathfinder Society has enjoyed a mutually beneficial alliance with the Sewer Dragons, the dominant tribe of kobolds living beneath Absalom. When an elite patrol discovers a wounded member of the Society with a desperate message, the Sewer Dragons must move quickly intercept an extraordinary threat from seizing their territory, if not Absalom itself! In this special adventure the players portray kobolds as unlikely defenders of the City at the Center of the World using 4th-level pregenerated characters.	Pathfinder, Some Experience with Specific Game. 6 players. Guy Martelle

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CONVENTION MAP

