



HEXACON 4

GAMING CONVENTION

JUNE 17-19, 1994

MESA, ARIZONA

WELCOME TO HEXACON 4!

A WORD FROM THE CHAIRMAN

Thanks for attending Hexacon 4. The committee, the staff, and I welcome you to the largest gaming convention in Arizona.

A few things have changed from the previous years. Most noticeable is the size — we have more than tripled the amount of gaming space from last year, and not by chance. The one thing that was at the top of everybody wish list was “more games!” You asked for it, and we did it.

With triple the space one might think it would triple the costs. Fortunately we were able to keep the price of your membership to a minimum by streamlining our budget and maximizing the use of our space. Some budget items got the ax, including the ‘consuite.’ The consuite was an idea carried over from other types of conventions and was well intentioned. But between the cost of \$1,000 or so to operate it, and the several hundred square feet of space it occupies, I chose to eliminate it.

The other eliminated areas that were seen at past conventions are Japanese Animation, Video, and Computer Gaming. These areas require lots of space, and the computers in particular use a lot of scarce and expensive electrical outlets. With computer gaming, a minimum of 1 computer per 20 attendees is required to ensure sufficient availability—that means we would need about 40 PC's. No

company in the valley is going to donate that many to us for the weekend, and it would cost several thousand to rent them. Asking attendees to bring in their own computers for others to use has met with limited success in the past, and has been a logistical and liability nightmare.

In addition to the thousands of square feet of added gaming space, we've also brought you some very special guests. Brian Nystul is here from FASA, which produces the continually popular game Battletech. Peter Adkison, president of Wizards of the Coast (makers of the runaway success MAGIC: The Gathering), will be here on Friday and Saturday. They'll be in several seminars, and will be mingling with attendees.

We are also fortunate to have the Mesa Sheraton as our convention hotel. With other gaming convention hotels charging \$80 to over \$100 per night, our \$54 per night rate for such luxurious accommodations is a great deal for everyone.

I would like to thank all of the Hexacon Committee and Staff who have spent the past year working to make this convention possible. I'd also like to thank all of the game companies for their donations, and thanks to our guests for attending. A very special thanks goes out to all the game masters for volunteering their time and making the effort to provide first class gaming.

Kenneth Lemons — Chairman

COMMITTEE AND STAFF

Chairman

Ken Lemons

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Margaret Grady

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Ros Lyn Jeppesen

Sharan Hoyle

Nora Rankin

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Kris Pearson

Dan Tech

Bobby Warren

Battletech

Bill Hall

Board Gaming

Mike Majeski

Miniatures

Barb Barous

Live Action Role Playing

Jon Bonnell

Game Auction

Gregg Fischer

Mark Boniece

Robert Osman

Extra Special Thanks

Gregg Fischer

Mike Majeski

Kris Pearson

RULES TO LIVE BY

Please note the following items.

- 1) No weapons, real or simulated, may be worn in the Centennial Hall or the Mesa Sheraton.
- 2) No Smoking is allowed in Centennial Hall or the Mesa Sheraton except as posted per city and state regulations.
- 3) The city of Mesa does have curfews for persons under 18. Also Hexacon nor the hotel will tolerate drunkenness, partying and disruptive behavior.
- 4) If you have signed up for a game please be on time. After you have started playing you are expected to remain until the game is finished (or your character is dead).
- 5) Be courteous to your game master. They are all volunteers and we would not be able to do this without them.

DEALERS' ROOM

Dealers' Room hours are as follows:

Friday: 2:00pm–7:00pm

Saturday: 10:00am–7:00pm

Sunday: 10:00am–2:00pm

You'll find these great dealers: Roaming Panther, Lion's Den, Dragon's Den, Tomes & Treasures, Game Depot, Games Etc., Waterloo Games, John Gaffney Books & Games, Major Players, Patrick Connors, Bary Bard, Curtis Jensen, and Precendence.

CONVENTION HOURS

Friday: 1:00pm–1:00am

Saturday: 8:00am–2:00am

Sunday: 8:00am–8:00pm

OUR GUESTS

Bryan Nystul

After years of working in retail management and playing games in his spare time, bryan was hired by Mayfair games as an editor and developer. Primarily coordinating the DC Heroes line, he also lent a hand on many Role Aids and Underground products. Bryan left mayfair to take the position of BattleTech Developer at FASA in January of 1994, where his most important project to date has been developing the BattleTech Compendium: The Rules of Warfare. In his scarce free time, Bryan enjoys educational television (The Simpsons, Star Trek) and classical music (Pink Floyd, Devo).

Peter Adkison

Peter is the President of Wizards of the Coast, the makers of “MAGIC The gathering” card game. He'll give us all kinds of information about what to expect from this incredibly popular game in the near future.

MINIATURES PAINTING COMPETITION

Entries will be accepted at the miniatures case Friday and Saturday. Judging will take place Sunday, and prizes will be awarded immediately following the judging.

Definitions:

There are two classes and five categories per class in this competition. Classes refer to the entrant; categories refer to the miniatures.

Classes

An entrant must be either one or the other class; he/she may not split their entries between the two classes. The two classes are as follows —

MASTER CLASS (1) — Those persons who have won two first place ribbons or Best-of-show prizes in previous miniatures competitions. This includes persons who have painted miniatures professionally, or who, in the opinion of the judges, display master Class Quality in their work. Anyone who wishes may enter as a master.

OPEN CLASS (2) — All those entrants who do not fall into the Master Class.

Categories

All entries must be in 25 mm scale or less, as those are the scales most commonly used in wargaming and fantasy gaming. (Please, no entries larger than 10 inches high, in length or width.) Each

entrant may have no more than three entries per category. The five categories are:

SINGLE FIGURE, SMALL (1) — Any single figure whose largest dimension does not exceed 2 inches, and is not a mech or vehicle.

SINGLE FIGURE, LARGE (2) — Any single figure which exceeds 2 inches in any dimension, and is not a mech or vehicle.

MECHS AND VEHICLES (3) — Giant robots, tanks, aerospace, etc. Elaborate vehicles involving three or more miniatures (i.e. tank, driver and passenger) may be classed as a diorama at the judges' discretion.

VIGNETTES & DIORAMAS (4) — Two or more individual figures on a common scenic base.

UNITS (20 MM OR LESS) (5) — Multiple miniatures on a common, non-scenic base, for use in wargaming. The individual miniatures must be 20 mm scale or less.

Entering Miniatures

Miniatures must be submitted to HexaCon staff who will make an initial determination of class and category. Only members of the convention will be allowed to enter, including staff, guests and merchants. All entries must be the work of the named entrant.

All miniatures entered will be placed on display and may not be removed before judging. The entrant's name will be hidden for fairness in judging.

There is a maximum of three entries per category per entrant.

Therefore, there is a maximum of 15 entries total per entrant.

No previously winning entry will be allowed. HexaCon reserves the right to photograph and publish any entry. HexaCon is not responsible for any damage which may occur while handling the miniatures. The judges will have to handle the entries to judge workmanship and quality. If your miniature is fragile, you may not want to enter it.

Judging

Judges are appointed by HexaCon. Judges will award all prizes for which there are suitable entries. The judges have final say on acceptance or rejection of figures for the competition. The judges have final say on the appropriate category for any entry. Judges may exercise these choices at any time prior to the awarding of prizes.

Prizes

Prizes will be awarded in each of the five categories for each Class. Second Place and First place for each Category in each class will receive ribbons. There will also be special ribbons awarded for Battletech miniatures, for Battlemechs, Vehicles and Aerospace Fighters. Additional prizes may be awarded to these winners at the discretion of HexaCon.

Retrieving Entries

Entries may be picked up after 12:00 noon on Sunday and before 6:00 pm Sunday.

USED GAME AUCTION

The used game auction has become the largest event at HexaCon and the most difficult to manage. Last year the auction room was packed to overflowing and took about five hours to complete. So this year we are going to divide it into two parts. There will be two auctions on Sunday, role playing games and board games.

Both auctions will be held in the Sheraton ballroom in rooms E — G. The first auction will be for Role playing games and will start at noon on Sunday and last till 2:00 pm. This will be for all RPG type games, modules and related items. The second auction will start at 2:00 pm and go until finished. The second auction will be for all types of board games, card games, miniatures and misc items.

To place items in the auction, take your used games to the auction desk Friday or Saturday.

You will receive an owner's lot form to fill out. You will need to list your items and your desired minimum bids. Minimum bids must be in increments of \$1.00. The lower your minimum bid, the more likely that your item will be bid on.

You will be limited to a maximum of ten items for your lot, one lot per person. If you have small items such as magazines, modules, cards, etc; group them as single units for the auction. Magazines should be bundled in groups of 10; modules should be bundled in groups of 5; cards should be grouped in the packs they were originally purchased with. Single magazines, modules and cards not only slow down the auction, they are rarely bid on.

Games will be collected at the auction desk and stored until the auction on Sunday.

At the end of both parts of the auction, after all payments have been received from bidders, you will be paid the sum of your sales less 10% commission to HexaCon, along with any unsold items.

The auction will start at noon, come a little early to get your bidder card. Bids will be accepted in increments of \$1.00. At the end of both parts of the auction all items bid on must be paid for in cash only. No items may be picked up before the end of both parts of the auction. If you have a successful bid on an item, plan to stay till the end.



BOARDGAMES

B001 ■ *Empire Builder, Eurorails, British Rails, Nippon Rails*

These are "build your own railroad games, and all use a similar set of rules. These are "best score" tournaments. Players can play more than once. Each game is its own tournament with its own prizes. Players are urged to bring their own copy of the game to ensure a seat.

Bob Harder/Bob Williams •
Any Level

Friday 6pm-10pm
[14 Players]
Sunday 9am-1pm
[14 Players]

B002 ■ *Shogun Tournament*

Shogun is a take-over-the-world game set in 16th century Japan.

This is a point tournament consisting of as many boards as we have interest. Players are urged to bring their own copy of the game to ensure a seat.

Bob Harder/Bob Williams •
Any Level

Friday 6pm-10pm
[10 Players]
Sunday 9am-1pm
[10 Players]

B003 ■ *Circus Maximus*

Bill Banks • Intermediate Level
Friday 7pm-10pm [6 Players]

B004 ■ *Talisman*

Talisman is a fantasy board game. Players quest for the mystical talisman, the key to the inner plane and ultimate victory. But be wary, lest you are turned into a frog and one of your competitors steals your loot!

Barb Barcus • Beginner Level
Sunday 10am-2pm
[6 Players]

B005 ■ *Axis & Allies*

This version of Axis & Allies is played in a simultaneous fashion, with two boards, a partition, and a referee. Teams consist of 2-3 players per side, and are unable to see the placement of opposing forces. Each side has a starting amount of points per nation to purchase their own set up. These units are placed in their realm of influence.

All movement is designated with twist ties. Movement and combat are resolved simultaneously by the referee on the battle board. The basic rules for Axis & Allies are used, but several adjustments have been made for simultaneous play. One copy of the adjusted rules will be given to each team.

NOTE: Must be familiar with Axis & Allies rules.
Bob Harder/Bob Williams •
Intermediate and Expert Level

Saturday 9am-1pm
[Int] [6 Players]
Saturday 2pm-6pm
[Exp] [6 Players]
Saturday 7pm-11pm
[Int & Exp] [12 Players]
Sunday 1pm-5pm
[FINALS]

B006 ■ *Acquire*

Simple. Fast. Fun.
Jason Sato • Any Level
Saturday 10am-12pm
[6 Players]

B007 ■ *History of the World*

Players who bring a copy of the game are ensured a seat.
Bill Banks • Intermediate Level
Sunday 9am-1pm
[36 Players]

B008 ■ *Lords of Sierra Madre [Demo]*

Both Civilization fans and bloodthirsty wargamers will enjoy this exciting simulation taking place in the southwest during the time of the Mexican Revolution.

Phil Eklund • Beginner Level
Sunday 10am-2pm
[9 Players]

B009 ■ *A Night in the Lonesome October [Demo]*

Come playtest this game in development which is based on Roger Zelazny's *A Night In The Lonesome October*. Gather sorcerous materials, minions, and spirits in an effort to either open the gate and allow Cthulhu to run rampant throughout the world, or close the gate and save the world for all mankind.

Jimmy Walker • Beginner Level
Sunday 2pm-6pm [6 Players]

B010 ■ *Nightmare*

The Gatekeeper dares you to meet him in his realm of terror. This interactive video board-game will take place in Open Gaming.
Alice Schreiber • Beginner Level
Friday 9pm-10am [6 Players]

B011 ■ *The Russian Campaign*

Relive the experience of vast armored encirclements, amphibious invasions and evacuations along the Black Sea coast, and the Luftwaffe battering Russian strongpoints.

Cliff Gleeson •
Intermediate Level
Friday 4pm-12am [8 Players]
Saturday 3pm-9pm
[Finals] [8 Players]

B012 ■ *History of the World, Rail Baron, Junta, Acquire*

Multi-player games running consecutively Friday and Saturday. The best 6 players from each game will enter the finals on Sunday. Stop by the tables for start times of the next game.

Jeff Clark • Beginners
Friday 1pm-11pm
Saturday 9am-11pm
Sunday 9am-6pm [FINALS]

B013 ■ *Phoenix Historical Simulations Group Tournaments*

Check sign-ups and tables for current games and number of players. Beginners welcome.
P.H.S.G.

Friday-Sunday All Day



B014 ■ Cortez

A game for those of you who like to sacrifice and eat Spanish Conquistadors!

Phil Weltsch • Beginner Level
Friday 1pm–7pm [8 Players]

B015 ■ Empire Builder

Build your own rail lines across America. Beginners welcome.

Ray Ulman • Any Level
Friday 4pm–8pm [6 Players]
Saturday 9am–1pm [6 Players]
Saturday 2pm–6pm [6 Players]

Sunday 9am–3pm [FINALS]

B016 ■ Britannia

Conquest of Britain from Roman times through Normans. Up to 16 people [in groups of 4] can participate.

Ray Ulman • Intermediate Level
Saturday 10am–2pm [16 Players]
Sunday 9am–1pm [16 Players]

B017 ■ Rail Baron

Rail Baron is played on a large board of the US Railroad network. It is a game where fortunes see-saw until the last rail baron is bankrupt—or has accumulated enough money to win!

Ray Ulman • Any Level
Friday 5pm–9pm [6 Players]
Saturday 9am–1pm [6 Players]
Sunday 9am–3pm [FINALS]

B018 ■ World in Flames

The boy scouts have turned pre WWII Europe into the perfect pile of kindling. Are you the match?

Steve Harmon • Expert Level
Friday 6pm–
Sunday 6pm [6 Players]

B019 ■ Axis & Allies

Classic A&A with some slight rules modifications.

Russell Moulton • Intermediate Level
Friday 6pm–10pm [5 Players]

B020 ■ Atlantic Wall

Steve Harmon • Expert Level
Friday 6pm–
Sunday 6pm [4 Players]

B021 ■ Hougamount

This is a Napoleonic wargame featuring the action surrounding the Chateau at Hougamount.

Phil Weltsch • Beginner Level
Friday 7pm–1am [8 Players]

B022 ■ Merchant of Venus

Can you match wits with other independent interstellar merchants and build a trade empire in the 32nd Century?

Ted Ulman • Intermediate Level
Saturday 10am–2pm [6 Players]
Saturday 2pm–4pm [6 Players]

B023 ■ Titan

Recruit monster armies to eliminate other players.

Ted Ulman • Intermediate Level
Saturday 9am–1pm [6 Players]

B024 ■ Dawn Patrol

WWII Aircraft combat game. Game Master will describe rules modifications.

Russell Moulton • Intermediate Level
Saturday 12pm–4pm [18 Players]

B025 ■ AH Richthofen's War

This is a double elimination tournament of WWI aerial combat.

Bob Barber • Beginner/Int Level
Friday 4pm–8pm [8 Players]

B026 ■ Wooden Ships & Iron Men

Naval warfare in sailing ships.

Bob Barber • Intermediate Level
Friday 5pm–9pm [8 Players]

B028 ■ Star Fleet Battles

Sanctioned Patrol Format Tournament. Do you have what it takes to make Rated Ace? Tourney details available at the SFB Command table.

Ken Burnside/Steve Simms
Friday–Sunday

B029 ■ Star Fleet Battles

Playtest this new scenario, and you could get listed in the credits when it gets published!

*SFB Command Table/
Ken Burnside*
Saturday 9am–1am

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Thursday and Friday nights are **Games Workshop League Nights**, featuring *Warhammer Fantasy Battle*, *Space Marines*, *Warhammer 40,000*, *Man O' War*, painting seminars, and more—call for more details!

Open Mon–Wed 11–7, Thu 11–10, Fri 11–Mid, Sat–Sun 10–6

MINIATURES

M002 ■ Napoleon's Battles

1813 Napoleonic Battles [AH modified version rules]. Join in as one of the many nations who engage in this historic battle. Several thousand miniatures will be provided.

Kevin Neely/Rob Placer • Intermediate Level

Friday 3pm-1am [18 Players]
Saturday 9am-1am [18 Players]

M003 ■ Battletech

Always wanted to learn how to play Battletech? Now's your chance!

Shane Stevens • Beginner Level
Saturday 9am-11am [6 Players]

M004 ■ Warhammer Fantasy Battle

Bring a 3000 pt army — published, current lists only. House rules will be provided at the time of play.

Carlos Hernandez • Expert Level
Saturday 9am-1pm
Saturday 2pm-6pm

M005 ■ Johnny Reb

The Union and Confederate players will be battling to control key positions while trying to keep their losses to a minimum.

John Gephardt/Adam Walters • Beginner Level
Saturday 10am-2pm [6 Players]

M006 ■ Tactics

Come learn this Ancients miniatures game. Rules and miniatures will be provided.

John Gephardt/Adam Walters • Beginner Level
Saturday 3pm-7pm [4 Players]

M007 ■ Warhammer Fantasy Battle

This is a multi-battle tourney with points given to both sides in each battle. Best total score wins. Players are limited to one character model, one magic item, and one regiment, not exceeding 500 points total. Please bring a copy of Warhammer Battle Magic if you have one.

The Tournament is expected to have at least four battles of 20 minutes each. Only players playing the required number of battles will be eligible for prizes. Battles will be fought one-on-one. Victory points will be totaled for each battle for both sides by the amount of damage done to the opponent. Bring your own miniatures.

Jeremy Harder • Intermediate Level
Saturday 10am-2pm

M008 ■ Fire & Fury

The scenario is Pickett's Charge, July 3rd, 1863, the third day of the battle of Gettysburg. Three divisions of rebels, 15,000 men, under the command of General Longstreet, attack the Union Center headed by six divisions in a desperate frontal assault. Players control brigades and divisions in this fast-moving, easy to learn miniatures game system. Beginners are welcome.

Baird Greene/Jeff Blasco
Saturday 11am-3pm [7 Players]
Saturday 5pm-9pm [7 Players]

M009 ■ Battletech

Mechs will be provided for this scenario.

Shane Stevens • Intermediate Level
Saturday 11am-3pm [6 Players]

M010 ■ Battletech ■ The Flight at Water Plant #3

Battle for control of a precious commodity on a desert planet. Introductory game for those interested in Battletech, but who have little or no experience. Forces will consist of medium mechs using 3025 A.D. level technology. Mechs, record sheets and basic rules will be provided.

Bob Munsen • Beginner Level
Saturday 11am-3pm [12 Players]

M011 ■ Battletech ■ Command & Communication Center Raid on Lovinac

An introductory, more complex Battletech game. Beginners or relatively new players preferred. 3025 level technology. Operations will involve considerable combat in a water dominated environment. Mechs, record sheets and basic rules provided.

Bob Munsen • Beginner Level
Sunday 9am-1pm [12 Players]

M012 ■ Man-O-War

Naval Combat for the Warhammer system.

Carlos Hernandez • Beginner Level
Sunday 9am-1pm [4 Players]

M013 ■ Warhammer 40K

A multi-battle tourney with points given to both sides in each battle. Best total score wins. Players limited to 1 character model, 1 wargear card, and at least 1 squad. Maximum 500 pts. Bring a copy of Dark Millennium if possible.

Tourney will have at least 4 battles of 20 minutes each. Only players playing the required number of battles will be eligible for prizes. Battles will be fought one-on-one. Victory points will be totaled for each battle by the amount of damage done to the opponent. Bring your own miniatures.

Jeremy Harder • Intermediate Level
Saturday 3pm-7pm



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M014 ■**Crossbows and Catapults**

Crossbows and Catapults consists of two castles placed on either end of a table. Players use various devices to shoot caroms at the opponent's castle, attempting to knock it over.

That's all there is to it, but don't miss this one! Sign up early. If you lose and there is room left, we will let you try again.

Jeremy Harder • Beginner Level
Sunday 9am–1pm
[32 Players]

M015 ■ WWII Micro Armor

Matt Moyer • Intermediate Level
Saturday 12pm–8pm
[8 Players]

M016 ■ Stonewall Jackson's Way Series

Sign up to learn about this great historical miniatures system!
Steve Brasseur • Beginner Level
Saturday 9am–10pm
[12 Players]

M017 ■ Covered with Glory

Napoleonic– Brigade level
 1:20 Scale
 Will Provide armies, but if you have your own, feel free to bring them.
Don Enevoldsen • Beginner Level
Saturday 10am–2pm
[8 Players]

M018 ■ Space Marine

Bring your own 3000 pt armies. Use all current rules and army lists.
Sean Layton • Expert Level
Saturday 12pm–6pm
[8 Players]

M019 ■ Space Marine

Bring your own 3000 pt armies and equipment for play.
Nathan Morris • Expert Level
Friday 6pm–10pm [4 Players]

M020 ■ Ancients

Bert Tsutakwa • Beginner Level
Saturday 7pm–12am
[6 Players]
Sunday 10am–4pm
[6 Players]

M021 ■ Clay-O-Rama

Fun for all! Children of all ages welcome. Build your own play-dough monsters to stomp your foes.
Chad Reynolds • Beginners Level
Sunday 2pm–4pm
[16 Players]

M022 ■ Battletech ■ Bloodname: Elemental

This is a single elimination tournament, one elemental vs. one elemental.
John Brad • Intermediate Level
Friday 7pm–12am
[10 Players]

M023 ■**Battletech ■ Blind Game**

Lance vs lance combat using the rules from the Battletech Tactical Handbook.
Randal Bills/ Sharma • Intermediate Level
Friday 8pm–1am [8 Players]

M024 ■ Battletech ■ Beginners' Game

Come and learn Battletech from Waterloo's Old Guard!
Randal Bills/Dan Grendal • Beginner Level
Friday 7pm–12am [24 Players]

M025 ■**Battletech ■ Grand Melee**

Win a spot in the Bloodname: Mech game. Winner will be the last surviving Mechwarrior.
Steve Pitcher • Intermediate Level
Friday 7pm–1am [20 Players]

**M026 ■ Battletech ■ Mechforce North America Grand Nationals**

Style after the Mechforce Open.
 Four Mechs [125–225 tons]
 First round 3025 tech
 Second round 3056 tech
 Third round Clan

See information sheet at sign-up. Mechforce members will be given priority.
George Holmes • Intermediate Level
Saturday 9am–12pm
[First Round] [20 Players]
Saturday 7pm–10pm
[Second Round] [20 Players]
Sunday 12:30pm–3:30pm
[Third Round]

M027 ■ Battletech ■ Three Man Team

Build a force of 12 mechs and/or vehicles using 40,000 combat value points, any Tech level, using any published

'Mech by either FASA or Mechforce that has a CV value. Damage and ammo expenditure will carry over into the next round. Winner of round determined by CV damage at the round's end. **Defending Champions: L.A. Mechs**
Bill Hall/George Holmes • Intermediate Level

Saturday 12pm–3pm
[First Round]
[10 Teams Players]
Saturday 3:30pm–6:30pm
[Second Round]
[10 Teams Players]
Sunday 12:30pm–3:30pm
[Third Round]

M028 ■ Battletech ■ Bloodname: Mech

Win your Clan Bloodname. Be the best among the best! Mechforce members will be given priority. You can also enter the Grand Melee on Friday to try to win a spot in this game.

Steve Pitcher • Intermediate Level
Sunday 4pm–8pm
[20 Players]

M029 ■ Battletech ■ Double Vision: Battle for Helen

Make Battletech history! Players will determine the future of the Battletech universe!
Intermediate Level
Sunday 3:30pm–8:00pm
[24 Players]

	9 ^{AM}	10 ^{AM}	11 ^{AM}	NOON	1 ^{PM}	2 ^{PM}	3 ^{PM}	4 ^{PM}	5 ^{PM}	6 ^{PM}	7 ^{PM}	8 ^{PM}	9 ^{PM}	10 ^{PM}	11 ^{PM}	MIDNIGHT	1 ^{AM}
TABLE 41																	
TABLE 42								NAPOLEAN'S BATTLES [M02]									
TABLE 43																	
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TABLE 50																	
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TABLE 70												BATTLETECH • GRAND MELEE [M025]					
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BALCONY												MAGIC: THE GATHERING • UNLIMITED/KILLER DECK TOURNEY [G001]					
BALCONY												MAGIC: THE GATHERING • CHARITY TOURNAMENT [G004]					
L.A.R.P.																	
OPEN-GAMING															NIGHTMARE [B010]		
DEALERS' RM								DEALERS' ROOM OPEN DURING THESE HOURS									

	9AM	10AM	11AM	NOON	1PM	2PM	3PM	4PM	5PM	6PM	7PM	8PM	9PM	10PM	11PM	MIDNIGHT	1AM	
TABLE 1	RECON • UP TO YOUR BRASS IN TR... [R031]		BULLWINKLE & ROCKY • MIGHTY... [R045]			EARTHDAWN • JOURNEY TO BALKOR [R062]												
TABLE 2	AD&D VARIANT • DIAMOND BEARD'S CHALLENGE [R043]											AMBER • BLOOD TIES [R065]						
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TABLE 4	AMBER • AND THE CHILDREN SHALL... [R039]			CHAMPIONS • THE 'Q' FILES [R049]			PSI WORLD • THE AWAKENING [R063]											
TABLE 5	CHAMPIONS • YOU CAN'T BE SERIOUS [R040]			SHADOWRUN • FIREFLIGHT [R050]			PALLADIUM • BEYOND THE SUPERN... [R068]											
TABLE 6	AD&D • THE CAVERNS OF EVIL [R030]			IMMORTAL • DEMO [R009]			IMMORTAL • DEMO [R009]											
TABLE 7	TOON • CARTOON WARS [R034]			TOON • HAMPIRE [R046]			GURPS WEREWOLF • WYRMHEART [R057]			GURPS VAMPIRE • CONFEDERACY [R067]								
TABLE 8	STONEWALL JACKSON'S WAY SERIES [M16]																	
TABLE 9																		
TABLE 10																		
TABLE 11																		
TABLE 12	STAR WARS • HUNTER'S... (2 OF 2) [R027]			GURPS FANTASY • ADVENTURES... [R051]			CHAMPIONS • JUST A MAT... (2 OF 2) [R016]											
TABLE 13	MYSTIC ASIA • THE IMP [R032]			FANTASY HERO • VICTORY AT AIN... [R018]			PRIME DIRECTIVE • WEB OF DARKNESS [R060]											
TABLE 14	INSECTA • DEMO [R042]			MAGE • INCANTATION OF PARADOX [R053]														
TABLE 15	GURPS POST HOLOCAUST • THE FA... [R033]			RIFTS • JOURNEY TO MARS [R047]			CYBERPUNK • MEANWHILE, BACK... [R059]											
TABLE 16	AD&D • NECROPOLIS [R037]			DARK CHAMPIONS • TARGET HERO [R048]			FANTASY HERO • BETWEEN... (2 OF 2) [R028]											
TABLE 17	WWII MICRO ARMOR [M015]																	
TABLE 18	ATLANTIC WALL CAMPAIGN (CONTINUED) [B020]																	
TABLE 19	WORLD IN FLAMES CAMPAIGN (CONTINUED) [B018]																	
TABLE 20	VAMPIRE THE MASQUERADE • WHAT... [R041]																	
TABLE 21	TUNNELS & TROLLS • THE WARREN... [R004]			VAMPIRE THE MASQUERADE • THE Q... [R056]														
TABLE 22	AD&D • A SEARCH FOR PETRILON [R036]			AD&D • A SEARCH FOR PETRILON [R036]			BURROS & BANDITOS • THE REVEN... [R058]											
TABLE 23	ACQUIRE [B006]			KULT • THE SHADOWS BEYOND [R055]														
TABLE 24	AD&D • MERCENARY TOWN (EXPERT) [R012]			MEGATRAVELLER/TRAVELLER NEW ERA • WAR AGAINST THE RULL [R064]														
TABLE 25	AD&D • TROUBLE IN SILVERBROOK [R061]																	
TABLE 26	HISTORY OF THE WORLD, RAIL BARON, JUNTA, ACQUIRE [B012]																	
TABLE 27																		
TABLE 28																		
TABLE 29																		
TABLE 30	DARK CONSPIRACY • NOT NECESSARILY THE NEWS [R044]									AD&D • REALM OF CHAOS [R021]								
TABLE 31	WARHAMMER • MAGE'S REVENGE [R038]			MYSTIC ASIA • THE IMP [R032]														
TABLE 32	AD&D RAVENLOFT • TO STOP A DEATHMASTER [R035]																	
TABLE 33	MERCHANT OF VENUS [B022]			MERCHANT OF VENUS [B022]														
TABLE 34																		
TABLE 35																		
TABLE 36	DAWN PATROL [B024]																	
TABLE 37	TITAN [B023]																	
TABLE 38																		
TABLE 39	COVERED WITH GLORY [M017]			ANCIENTS [M020]														
TABLE 40	JOHNNY REB [M005]			TACTICA [M008]			STAR TREK • ONE DAY ON THE WAY... [R066]											

	9 ^{AM}	10 ^{AM}	11 ^{AM}	NOON	1 ^{PM}	2 ^{PM}	3 ^{PM}	4 ^{PM}	5 ^{PM}	6 ^{PM}	7 ^{PM}	8 ^{PM}	9 ^{PM}	10 ^{PM}	11 ^{PM}	MIDNIGHT	1 ^{AM}		
TABLE 41	FIRE & FURY [M008]				FIRE & FURY [M008]														
TABLE 42	NAPOLEAN'S BATTLES [M002]																		
TABLE 43	WARHAMMER FANTASY BATTLE [M004]				WARHAMMER FANTASY BATTLE [M004]														
TABLE 44																			
TABLE 45	SPACE MARINE [M018]								ANCIENTS [M020]										
TABLE 46																			
TABLE 47																			
TABLE 48	RIFTS • THE BATTLE OF REPTWELL [R054]																		
TABLE 49	PHOENIX HISTORICAL SIMULATION GROUP (P.H.S.G.) TOURNAMENTS [B013]																		
TABLE 50																			
TABLE 51	RAIL BARON TOURNEY [B017]																		
TABLE 52	EMPIRE BUILDER TOURNEY [B015]				EMPIRE BUILDER TOURNEY [B015]														
TABLE 53	BRITANNIA [B016]				THE RUSSIAN CAMPAIGN (CONTINUED) [B011]														
TABLE 54																			
TABLE 55	WARHAMMER FANTASY BATTLE [M007]				WARHAMMER FANTASY BATTLE [M007]														
TABLE 56																			
TABLE 57																			
TABLE 58	AD&D • [R07]	AD&D • [R07]	AD&D • [R07]	AD&D • [R07]				AD&D • [R07]	AD&D • [R07]	AD&D • [R07]	AD&D • [R07]	AD&D • [R07]	AD&D • [R07]	AD&D • [R07]	AD&D • [R07]	AD&D • [R07]	AD&D • [R07]		
TABLE 59																			
TABLE 60	BATTLETECH • MNA GR... [M026]		BATTLETECH • THREE... [M027]		BATTLETECH • THREE... [M027]		BATTLETECH • THREE... [M027]		BATTLETECH • MNA GR... [M026]										
TABLE 61	AXIS & ALLIES • BLIND VERSION [B005]				AXIS & ALLIES • BLIND VERSION [B005]				AXIS & ALLIES • BLIND VERSION [B005]										
TABLE 62																			
TABLE 63	STAR FLEET BATTLES • SCENARIO PLAYTEST [B029]																		
TABLE 64	BATTLETECH • MNA GR... [M026]		BATTLETECH • THREE... [M027]		BATTLETECH • THREE... [M027]		BATTLETECH • THREE... [M027]		BATTLETECH • MNA GR... [M026]										
TABLE 65	STAR FLEET BATTLES • PATROL TOURNAMENT [B028]																		
TABLE 66																			
TABLE 67	BATTLETECH [M009]																		
TABLE 68	BATTLETECH • MNA GR... [M026]		BATTLETECH • THREE... [M027]		BATTLETECH • THREE... [M027]		BATTLETECH • THREE... [M027]		BATTLETECH • MNA GR... [M026]										
TABLE 69	STAR FLEET BATTLES • PATROL TOURNAMENT [B028]																		
TABLE 70	BATTLETECH • FIGHT AT WATER PLA... [M010]																		
TABLE 71	BATTLETECH • MNA GR... [M026]		BATTLETECH • THREE... [M027]		BATTLETECH • THREE... [M027]		BATTLETECH • THREE... [M027]		BATTLETECH • MNA GR... [M026]										
TABLE 72	STAR FLEET BATTLES • PATROL TOURNAMENT [B028]																		
BALCONY	MAGIC: THE GATHERING • DUELIST CONVOCATION TOURNEY [G002]																		
BALCONY	MAGIC: THE GATHERING • CHARITY TOURNAMENT [G004]																		
L.A.R.P.	LONG AGO AND FAR AWAY L.A.R.P.				AMBER LIVE ACTION ROLE PLAYING				MASQUERADE LIVE ACTION ROLE PLAYING										
OPEN-GAMING	▶ [B010]																FANTASY HERO [R069]		VA [R020]
DEALERS' RM	DEALERS' ROOM OPEN DURING THESE HOURS																		

	9AM	10AM	11AM	NOON	1PM	2PM	3PM	4PM	5PM	6PM	7PM	8PM	9PM	10PM	11PM	MIDNIGHT	1AM		
TABLE 41																			
TABLE 42								CLAY-O-RAMA [M021]											
TABLE 43			MAN-O-WAR [M012]																
TABLE 44			CROSSBOWS & CATAPULTS [M014]					A NIGHT IN THE LONESOME OCTOBER [B009]											
TABLE 45																			
TABLE 46			ANCIENTS [M020]																
TABLE 47																			
TABLE 48																			
TABLE 49			PHOENIX HISTORICAL SIMULATION GROUP (P.H.S.G.) TOURNAMENTS [B013]																
TABLE 50																			
TABLE 51			RAIL BARON TOURNEY [B017]																
TABLE 52			EMPIRE BUILDER TOURNEY [B015]																
TABLE 53			BRITANNIA [B016]																
TABLE 54			MAYFAIR RAIL GAMES [B001]																
TABLE 55			SHOGUN TOURNAMENT [B002]																
TABLE 56			MAYFAIR RAIL GAMES [B001]																
TABLE 57			SHOGUN TOURNAMENT [B002]																
TABLE 58																			
TABLE 59																			
TABLE 60			BATTLETECH • THREE... [M027]			BATTLETECH • MNA GR... [M026]													
TABLE 61						AXIS & ALLIES • BLIND VER [B005]													
TABLE 62																			
TABLE 63																			
TABLE 64			BATTLETECH • THREE... [M027]			BATTLETECH • MNA GR... [M026]													
TABLE 65			STAR FLEET BATTLES • PATROL TOURNAMENT [B029]																
TABLE 66												BATTLETECH • DOUBLE VISION: BATTLE... [M074]							
TABLE 67												BATTLETECH • BLOODNAME: MECH [M028]							
TABLE 68			BATTLETECH • THREE... [M027]			BATTLETECH • MNA GR... [M026]													
TABLE 69			STAR FLEET BATTLES • PATROL TOURNAMENT [B029]																
TABLE 70			BATTLETECH • COMMAND & COM... [M011]										BATTLETECH • DOUBLE VISION: BATTLE... [M074]						
TABLE 71			BATTLETECH • THREE... [M027]			BATTLETECH • MNA GR... [M026]													
TABLE 72			STAR FLEET BATTLES • PATROL TOURNAMENT [B029]																
BALCONY			MAGIC: THE GATHERING • BEGINNER'S EVENT [G003]																
BALCONY			MAGIC: THE GATHERING • CHARITY TOURNAMENT [G004]																
L.A.R.P.																			
OPEN-GAMING																			
DEALERS' RM			DEALERS' ROOM OPEN DURING THESE HOURS																

ROLE PLAYING GAMES

NOTE: All role playing events are "Characters Provided" unless otherwise stated.

R001 ■ Warhammer ■ The Dark Morn'

The PCs must descend into the underworld of Nuln in a quest to acquire a century old artifact. PCs should be experienced in underground adventures.

D.J. Edward • Beg/Int Level
Friday 1pm-5pm [6 Players]

R002 ■ GURPS: Bunnies & Burrows ■ Rat Patrol

When Rabbits and Rats mix it up, they make Bosnians and Serbs look like a pop Warner League. Sign up quickly before the con committee comes to their senses and cancels this!

Jason Sato • Beginner Level
Friday 2pm-6pm [5 Players]

R003 ■ AD&D - Ravenloft ■ The Mysterious Case of the Singing Vampire

Sounds like a simple vampire hunt? Don't bet your life on it!

Steve Marsh • Intermediate Level
Friday 2pm-6pm [6 Players]

R004 ■ Tunnels & Trolls ■ The Warrens of Von

A group of adventurers are on a quest to free a wizard from his own castle.

Will Watts • Beginner Level
Friday 2pm-6pm [6 Players]
Saturday 9am-1pm [6 Players]

R005 ■ Champions ■ It's Just a Small Problem...

The newest defenders of Gotham City, the Gothic Knights, must face one of the greatest nemeses of the oldest, as they meet the menace of the Joker. Are they up to the challenge?

Rich Shaffstall • Intermediate Level
Friday 3pm-7pm [6 Players]

R006 ■ GURPS: Fantasy ■ Murder in a Border Town

The Knight charged with upholding the law in the town of Harrow has been murdered. The Baron suspects foreigners. Can you solve the murder before war starts?

Darin Cochran • Beginners Level
Friday 3pm-9pm [6 Players]

R007 ■ AD&D Tourney ■ The Temple to Heros

So you think that your favorite character has what it takes to be a hero? The gates to the temple to Heros stand wide, accepting all challenges.

The first round of this tourney lasts about one hour, and is one-on-one with the GM. Please sign up for one of the following sessions:

Friday: 3pm, 4:30pm, 7pm, 8:30pm, 10pm, 11:30pm
Saturday: 9am, 10:30am, 12pm, 3pm, 4:30pm, 7pm, 8:30pm, 10pm, 11:30pm

All those who are successful will advance to the finals, held on Sunday. Good Luck!

Bring your own character, 5th lvl or higher is recommended.
Mark Trubel • Intermediate Level

Friday [See above]
Saturday [See above]
Sunday 9am-1pm [FINALS]

R008 ■ Rifts ■ A Pilot's Revenge

The new German Republic's high command made the mistake of busting their best robot pilot down to Sergeant. Now he has stolen one of the military's newest and most powerful robots. Your team is just one of those trying to capture him before he can cause irreparable damage.

Scott Crandell • Any Level
Friday 4pm-8pm [8 Players]

R009 ■ Immortal [Demo]

Everything you know about history is wrong, and the legends of our past are more true than you might ever imagine. Now, the forgetfulness has ended and the age of innocence is over. Immortals everywhere are waking up to an era of unprecedented drama. Hercules, Merlin, Marilyn Monroe, and other personae are shedding the illusion of mortal life to resume their place in perpetual society.

Randy Lindsay/Ran Ackels/John Pysher • Beginner Level

Friday 5pm-9pm [6 Players]
Friday 9pm-1am [6 Players]
Saturday 1pm-5pm [6 Players]
Saturday 7pm-11pm [6 Players]
Sunday 9am-1pm [6 Players]

R010 ■ Werewolf ■ Vengeance: With a Passion

Formed for the purpose of seeking out and destroying the Wyrms wherever it breeds, the questing pack has become well known and respected. Now the pack has been called upon once again to battle a corruption so great that the only ones they can turn to for help is each other.

Matt Hall • Intermediate Level
Friday 5pm-1am [6 Players]

R011 ■ Macross II ■ A New Beginning

FLASH MESSAGE FROM U.N. SPACEY COMMAND: Proceed to coordinates and investigate unidentified electro-magnetic distortion. Determine threat level and report findings to U.N. SPACEY Command.

Mike Ronnau • Intermediate Level
Friday 5pm-9pm [6 Players]
Sunday 11am-3pm [6 Players]

R012 ■ AD&D ■ Mercenary Town

Mercenaries throughout the countryside come to Mercenary Town for adventure and riches beyond compare. Come and join us if you dare!

Friday—Intermediate Level players. Characters will be provided.

Saturday—Expert Level players. Bring your own tenth - fifteenth level character.

Diane Ball • Int/Exp Level
Friday 5pm-9pm [6 Players]
Saturday 3pm-7pm [6 Players]

**R013 ■ Shadowrun ■
The S.I.S.**

Shadowrunners have gotten a bad name. They need to clear their name before the Special Investigation Section of Lonestar finds them. Bring your own character, or one can be provided.

Fred Gill • Beginner Level

Friday 6pm–10pm [6 Players]

**R014 ■
GURPS: Pirates ■ Pirates**

Treasure hunting and high seas adventure in the Spanish Main.

Jesse Foster • Beginner Level

Friday 6pm–10pm [6 Players]

**R015 ■ AD&D ■ The Puzzling
Manor of Dr. Quandary**

A mischievous band of misfits has taken a wizard prisoner and are baffled by his puzzles, traps, and obnoxious henchmen. Survive the logic puzzles and prosper. Characters provided, or you can bring your own.

Tom Vincent • Beginner Level

Friday 6pm–10pm

**R016 ■ Champions ■
Just a Matter of Time**

This is a two part adventure. Players may, but are not required to play in both sessions. Part 1: Science has gone mad. The past becomes the present to determine a new future.

Part 2: The past continues to destroy our future.

Ben Reid • Intermediate Level

Friday 7pm–11pm

[6 Players] pt 1

Saturday 7pm–11pm

[6 Players] pt 2

**R017 ■ Frontier & Empire ■
Stagecoach**

A stagecoach journey through bandit & Indian territory in the 1880s. Not just another ride in the country.

Michael Duckett •

Intermediate Level

Friday 7pm–11pm [6 Players]

**R018 ■ Fantasy Hero ■
Victory at Ain Dao**

The adventurers are summoned by a great conqueror to assist in capturing his greatest prize: the fabled city of Ain Dao.

Ron Kanwischer •

Intermediate Level

Friday 7pm–11pm [6 Players]

Saturday 1pm–5pm

[6 Players]

**R019 ■ AD&D ■ The Tomb of
the Really Bad Dead Things**

This is a beginner's event. If you've never given AD&D a try, now's your chance to come and learn!

Steve Marsh • Beginner Level

Friday 7pm–11pm [6 Players]

**R020 ■ Vampire: The
Masquerade [1st Edition] ■
Waves of Blood**

Surfin' vampires? You bet! Grab your board and join the nocturnal surfers on Mill's Island. The best waves of fall can be found off the shores of Mill's Island, and only a select few know about it. A perfect weekend of wave-riding fun by the light of the moon; no worries, just parties and surfing. Until something goes seriously wrong...

Cynthia Carman •

Intermediate Level

Friday 7pm–11pm [6 Players]

Saturday 12am–4am

[6 Players]

**R021 ■ AD&D ■
Realm of Chaos**

Six heroes— one of them is the chosen, the rest will be doomed. Do you have what it takes?

Shane Stevens •

Intermediate Level

Friday 7pm–11pm [6 Players]

Saturday 9pm–1am [6 Players]

**R022 ■
Megatraveller/Traveller
New Era ■ Woodrose**

Based on the War for Eternity novel series. Settlers on a frontier planet stay one step ahead of the law—Earth Patrol.

Unfortunately, Earth Patrol sends marines after your group, after learning of the new drug which extends life.

Mitchell Robinson •

Beginner Level

Friday 7pm–11pm [8 Players]

**R023 ■ AD&D ■
Dragon Mountain**

The ultimate dungeon crawl.

Full of danger, suspense, and all the money you could wish for.

Eric Swett • Expert Level

Friday 8pm–12am [8 Players]

**R024 ■ Earthdawn ■ In
Pursuit of Kaer Caldoran**

Kaer Calderon was located deep in the Thunder Mountains in the south of Barsaive. An eccentric merchant in Bartertown relates to you the story of the legendary trolls that inhabited this kaer and of their great wealth. In the days since the passing of the Scourge, no one has heard from this kaer. Will you accept the challenge of finding Kaer Caldoran and solving its mysteries?

Paul Nuttall • Beginner Level

Friday 8pm–12am [7 Players]

**R025 ■ Champions ■
What Went Wrong?**

A hodgepodge group of heroes and villains is the world's last hope, if they can find a way to get to the alien's central power source. Will that be enough?

Gilbert Peppin •

Intermediate Level

Friday 9pm–1am [6 Players]

**R026 ■ Vampire ■ Two Ships
That Pass in the Night**

The love of your life is gone forever. But, is he really? Even death can't keep you apart...

Richard Whatley •

Intermediate Level

Friday 9pm–1am [6 Players]

**R027 ■ Star Wars ■
Hunter's Empire**

You are caught in a race between the Empire and the Rebels. Who will emerge victorious? This is a two round event.

Doug Jankowski/Mike Majors

Friday 9pm–1am [6 Players]

Friday 9pm–1am [6 Players]

Saturday 11am–3pm

[FINALS]

**R028 ■ Fantasy Hero ■
Between a Rock
and a Hard Place**

This is a two part event. Players may play in both sessions. The adventure will be played in an exciting 3-D environment!

Part 1: It was a dark and evil day when the Demonlord Grat'z abducted the Fyr Princess, Fyrissa, from her husband Skanderbag the Unexpected. The day grew even darker when the demon forced him and his friends to recover the ancient artifact known as The Box, in exchange for her return...

Part 2: Long ago the Demonlord Grat'z forced Skanderbag the Unexpected and his friends to recover an ancient evil artifact against their will. Now the day has come to clash with him again as he brings the power of The Box to bear against them, the Kingdom, and their world.

Jim Pacek • Beg/Int Level
Friday 9pm-1am [6 Players]
Saturday 9pm-1am [6 Players]

**R029 ■ Paranoia ■
Chaos in Red Sector**

Fast action and random violence highlight this scenario. Beginners welcome.

Bill Scott • Beginner Level
Friday 10pm-1am [8 Players]

**R030 ■ AD&D ■
The Caverns of Evil**

PCs will have to see if they will be in time to stop the emergence of an evil god. Bring your own 3rd-5th lvl character.

Steve Hitchcock • Beginner Level
Saturday 9am-1pm [6 Players]
Sunday 9am-1pm [6 Players]

**R031 ■ Recon ■
Up to Your Brass in Trouble**

R.E.M.F. in charge. Need we say more?

Robert "Ozzie" Osman • Intermediate Level
Saturday 9am-1pm [6 Players]

R032 ■ Mystic Asia ■ The Imp

Mystic Asia is an RPG set in ancient China/Japan, circa 1200 BC, with combat, martial arts, and wizardry. Your team will try to find the magic dragon's pearl in the Wudong Mountains.

Jerry Coblentz • Beginner Level
Saturday 9am-1pm [6 Players]
Saturday 7pm-11pm [6 Players]

**R033 ■
GURPS: Post Holocaust ■
The Fall of Phoenix**

Adventure through a post holocaust Phoenix wasteland in a war against the machines.

Jesse Foster • Intermediate Level
Saturday 9am-1pm [6 Players]

R034 ■ Toon ■ Cartoon Wars

This is a Toon version of Car Wars. PCs can be drivers, gunners, or even cars!

Susan Embide • Any Level
Saturday 9am-1pm [6 Players]
Saturday 3pm-7pm [6 Players]

**R035 ■ AD&D ■
To Stop a Deathmaster**

The characters are in Ravenloft to prevent the creation of more undead.

Leland Majeski • Int/Exp Level
Saturday 9am-5pm [6 Players]

**R036 ■ AD&D ■
A Search for Petrillon**

Your group sets out in search of a missing ranger. You may bring your own characters with GM approval [levels 9-12 preferred].

Eric Swanson • Expert Level
Saturday 9am-1pm [6 Players]
Saturday 1pm-5pm [6 Players]

R037 ■ AD&D ■ Necropolis

Come adventure in this desert setting filled with undead and original monsters. Bring your own 3rd to 8th level characters. No psionics or gunpowder allowed.

Charles & Tasha Cady • Intermediate Level

Saturday 9am-1pm [6 Players]
Sunday 9am-1pm [6 Players]

**R038 ■ Warhammer ■
Mage's Revenge**

The PCs must match wits with a mage in order to settle a matter of family honor. Players must be willing to solve problems and be active ROLE-PLAYERS.

D.J. Edwards • Intermediate Level
Saturday 11am-3pm [6 Players]

**R039 ■ Amber ■
And the Children Shall Lead**

Elder Amberites have been disappearing in bunches and the one true city is assaulted by the forces of Chaos. King Corwin gathers the members of Amber's second generation to help stop the madness.

Gilbert Peppin • Expert Level
11am-3pm [6 Players]

**R040 ■ Champions ■
You Can't Be Serious**

The crooked warbots are swarming the Earth. Help Slartibartfast in stopping the evil alien menace.

Alex Marsh • Beginner Level
11am-3pm [5 Players]

**R041 ■ Vampire ■ What You
Don't Know Will Kill You**

Life as a vampire hunter is never easy. Sure, you get paid well by your patron for your work, but when you're actually stalking the vampire on his own turf, you wonder whether all that money is really worth it.

Matt Hall • Intermediate Level
11am-3pm [6 Players]

R042 ■ Insecta [Demo]

Role playing in a post-holocaust world taken entirely over by insects! Players design mutated bugs using head, abdomen, and limb cards. Grow and metamorphose into bigger and uglier creatures, as you gobble up friend and foe alike.

Phil Eklund • Beginner Level
Saturday 11am-3pm [6 Players]

**R043 ■ AD&D Variant ■
Diamond Beard's Challenge**

Players will be challenged by a dwarven pirate in a race for treasure. GM will supply house rules at the beginning of the session. You may bring your own 6th-10th level character with GM approval.

Robert Marsden • Any Level
Saturday 11am-7pm [8 Players]

**R044 ■ Dark Conspiracy ■
Not Necessarily the News**

You've gotten a tape with one of the largest meetings of darklings on it; something that could possibly blow the whole conspiracy wide open. Now all you have to do is break into NBC and televise the tape without getting killed.

Eric Shepard • Any Level

Saturday 11am-7pm
[6 Players]

**R045 ■ Bullwinkle & Rocky ■
Mighty Moose Muscles**

Fly the friendly skies with Rocky.

*Robert "Ozzie" Osman •
Beginner Level*

Saturday 1pm-5pm
[6 Players]

R046 ■ Toon ■ Hampire

Take a walk on the dark side of Toon Town.

Wayne Myers • Beginner Level

Saturday 1pm-5pm
[6 Players]

R047 ■ Rifts ■ Journey to Mars

The team: a group of "glitter boys". The mission: investigate strange occurrences on Mars.

Eric Swett • Intermediate Level

Saturday 1pm-5pm
[5 Players]

**R048 ■ Dark Champions ■
Target Hero**

Role play on the dark, gritty side of Champions.

*Todd Laughlin •
Intermediate Level*

Saturday 1pm-9pm
[10 Players]

**R049 ■ Champions ■
The 'Q' Files**

Elite, weird, Superheros investigate the FBI's secret supernatural files. Not for the faint of heart.

Jimmy Walker • Expert Level

Saturday 3pm-7pm
[6 Players]

**R050 ■
Shadowrun ■ Fireflight**

The deal has gone sour; run for your life!

*Matt Carpenter •
Intermediate Level*

Saturday 3pm-7pm
[6 Players]

**R051 ■ GURPS: Fantasy ■
Adventures Under the Skye**

High mana fantasy. All PCs are mages. This is an underground adventure.

Jesse Foster • Intermediate Level

Saturday 3pm-7pm
[6 Players]

**R053 ■ Mage ■
Incantation of Paradox**

Finding an artifact that would summon and banish paradox would be very useful for any mage. The problem is that no one knows how to use it. This game will make you think twice about power; it does come with a price.

*Dan Tech •
Intermediate Level*

Saturday 3pm-7pm
[6 Players]

**R054 ■ Rifts ■
The Battle of Reptweil**

The gargoyle Empire has pushed its armies deep into NGR territory. Now, the small village of Reptweil is in grave danger of being overrun. Only one team can be spared to protect it from total destruction. Only you can protect the people of Reptweil from the savage Gargoyles.

Scott Crandell • Any Level

Saturday 3pm-7pm
[8 Players]

**R055 ■ Kult ■
The Shadows Beyond**

Experience the Darkness with a twist. Weak of heart, look the other way.

*George Fancher •
Intermediate Level*

Saturday 4pm-12am
[6 Players]

**R056 ■ Vampire ■
The Quickening**

The fate of the world is in your hands. Which path will you take?

*Richard Whately •
Intermediate Level*

Saturday 5pm-9pm
[6 Players]

**R057 ■ GURPS: Werewolf ■
Wyrnheart**

Past lives & pure breeds are fine, but when your ancestors need you to face the menace that destroyed them, is it really worth it?

*Michael Jackson •
Intermediate Level*

Saturday 5pm-9pm
[6 Players]

**R058 ■ Burros & Banditos ■
The Revenge of Pancho Villa**

Role playing in the era of the American Frontier & Revolutionary Mexico, early this century. Gatling guns, buried treasure, espionage, Seri Indians, Yaqui slaves, outdoor survival, superstition, women, tequila, gambling, and so much more.

Phil Eklund • Beginner Level

Saturday 5pm-9pm
[6 Players]

**R059 ■ Cyberpunk ■
Meanwhile, Back
at the Rehab Center...**

The killer's been kidnapped and only you and your small band of ex-mercs can get her back.

Alex Marsh • Intermediate Level

Saturday 5pm-9pm
[6 Players]

**R060 ■ Prime Directive ■
Web of Darkness**

Role-playing in the Star Fleet Battles universe.

An alien spacecraft has been detected in the Neutral Zone bordering Romulan space, and is believed to be responsible for the destruction of a Romulan ship. Your team has been ordered to investigate.

*Darin Cochran •
Intermediate Level*

Saturday 5pm-9pm
[6 Players]

**R061 ■ AD&D ■
Trouble in Silverbrook**

The Mayor and several people from Silverbrook have been captured and are being held for ransom. Your party's quest is to deliver the ransom and free all of the captives.

David Stiles • Intermediate Level

Saturday 5pm-9pm
[12 Players]

Sunday 1pm-5pm
[12 Players]

**R062 ■ Earthdawn ■
Journey to Balkor**

Rumor has it there is a hidden kaer at Balkor. Your party decides to explore in hopes of finding magic.

Eric Swett • Beginner Level

**Saturday 6pm-10pm
[5 Players]**

**R063 ■ Psi World ■
The Awakening**

Characters awake in a mental hospital, with no memory of who they are.

Michael Duckett • Intermediate Level

**Saturday 7pm-11pm
[6 Players]**

**R064 ■ Megatraveller/
Traveller New Era ■
War Against the Rull**

Based on the novel by A.E. Van Vogt, *The War Against the Rull*. Characters are involved in a space battle with invaders from another galaxy.

Mitchell Robinson • Beginner Level

**Saturday 7pm-1am
[8 Players]**

R065 ■ Amber ■ Blood Ties

Never trust a relative, and check your blood type.

Rich Shaffstall • Beginner Level

**Saturday 7pm-1am
[8 Players]**

**R066 ■ Star Trek ■
One Day on the Way to
the Gamma Quadrant**

Special note: This scenario takes place in the Next Generation of Star Trek, shortly after the 7th season of *ST:TNG*.

Welcome aboard the USS Endeavor. Star Fleet Command has relayed your new orders. Immediately set course for station Deep Space 9 and then, finally, the mission you have been waiting for: an exploration of the Gamma Quadrant! Are you ready to face the greatest challenges of your career?

Paul Nuttall • Beginner Level
8pm-12am [9 Players]

**R067 ■ GURPS: Vampire ■
Confederacy**

Can the undead immortal lords of the night and the shape changing children of Gaia find peace between themselves in order to battle a new threat? Both GURPS Werewolf and Vampire rules will be used.

Michael Jackson • Intermediate Level

**Saturday 9pm-1am
[6 Players]**

**R068 ■ Palladium:
Beyond the Supernatural ■
Home Alone**

A night alone in a haunted house.

Mike Majors • Intermediate Level

**Saturday 9pm-1am
[6 Players]**

**R069 ■ Fantasy Hero ■
Korgan's Tower**

The Kingdom has been overthrown by the evil magician, Korgan. Your party are the last of the King's warriors, and must destroy Korgan.

Characters will be created at the beginning of the session. Optional rules from the Fantasy Hero System will NOT be used.

R.C. Craigo • Intermediate Level
**Saturday 11pm-7am
[12 Players]**

**R070 ■ Earthdawn ■ Mages,
Magic, and Mysticism**

Come join us for a demo of FASA's new fantasy setting.

Andrew Finch • Beginner Level
Sunday 9am-1pm [6 Players]

**R071 ■ Toon ■
Golden Anvil Awards**

You are hereby invited to the 2nd Annual Golden Anvil Awards.

Wayne Myers • Beginner Level
**Sunday 10am-2pm
[6 Players]**

**R072 ■ AD&D ■
What is a Pantheon and
Why is it Mad at Me?**

It started with the gods, but it ends with you. Play against evil, or against good. Two teams with the same objectives, but differing goals, will play for the very existence of the Forgotten Realms, where the enemy isn't

the same tired monster, but the person sitting next to you.

Bruce Campbell/Chris Monroe • Intermediate Level

Friday 2pm-1am [16 Players]

R073 ■ Torg ■ Sword of Israel

Help stop the Empire's advance upon Israel.

Matt Carpenter

Sunday 10am-2pm [8 Players]

**R074 ■ Rifts ■
Steinburk's Escape**

Steinburk used to be the NGR's best robot pilot, that is, until they busted him down to Sergeant.

The past six months he has been in the stockade waiting for his court martial hearing. Two hours ago, an outside force broke him out. Will he run, or will he seek revenge? Your team's mission is to find him and bring him back for trial. Unfortunately, that may not be as easy as it sounds...

Scott Crandell • Any Level
**Saturday 9am-1pm
[8 Players]**

**R075 ■ Shadowrun ■
Just Another Day**

The runners have been hired to find and retrieve Stanton Haukshorn II, the heir to the Haukshorn chemical and financial empire.

Players may bring in their own characters with GM approval.

Fred Gill • Beginner Level
Sunday 11am-3pm [6 Players]

**R076 ■
Theatrix – Super Hero [Demo] ■
Dr. Nefarious' Vacation**

From the very pits of the abyss, emerges an unholy creature of mindbogglingly destructive power. Fortunately, your group is on vacation in Barbados.

Unfortunately, your arch-nemesis Wausau and his band of surly henchpeople have decided to tour the Caribbean as well.

Andrew Finch • Beginner Level
Sun 2pm-6pm [6 Players]

**R077 ■ Underground ■
Abject Chaos**

Not just a game. A manifesto for insurrection. Come try this new superhero game with a twist. Characters will be created at the start of the session.

Mark Maggard • Beginner Level
Friday 1pm-5pm [16 Players]

**R078 ■ Millennium's End ■
The Grange Affair**

The PCs must investigate an eco-terrorist attack on a chemical manufacturer.

Any Level
Saturday 9am-1pm [6 Players]

Thanks for the Art!

J.D. "Chip" Craig on page 1, Kelly Freas on page 2, and George Barr for pages 4 and 5!

MAGIC: THE GATHERING

Note: All scheduled Magic:
The Gathering events will
be held in the balcony
area of Centennial Hall.

G001 ■

Magic: The Gathering ■ Unlimited/Killer Deck Tourney

Bring a 40–100 card deck to
this event, no holds barred!

Friday 5pm–1am [64 Players]

G002 ■

Magic: The Gathering ■ Duellst Convocation Tourney

This sanctioned event will use
standard Convocation rules,
available at the Magic
Command table. Members will
receive points in this event.

Saturday 11am–7pm
[64 Players]

G003 ■

Magic: The Gathering ■ Beginner's Event

Now you've seen the game,
come on up and try it!

Sunday 11am–5pm
[32 Players]

G004 ■

Magic: The Gathering ■ Charity Tournament

Specifics of this event will be
available up at the Magic
Command table. But, for \$2.00,
you can enter this charity event,
and play as much Magic as you
can cram into one weekend!

Jeff Schreiber

Friday 6pm–Sunday 6pm

LIVE ACTION ROLE PLAYING

Amber

Live Action Role Playing

An Amber LARP by Scott Bachmann, for use with the Parallel Live Action Gaming system

Eric wants his crown back, and Osric and Finndo are backing him. Characters are provided. You might be one of the Amberites, or a member of the Court of Amber, or even a member of one of the royal houses of the Golden Circle.

Saturday 2pm–8pm
[25–30 Players]

Masquerade

Live Action Role Playing

The Last Rites of Passage, by Mike Cone, for the Masquerade LARP.

Arganus, the prince of Phoenix, is stepping down and in grand and due Ventrue tradition he must make a choice and name a successor. Can you survive?

Characters will be provided.

Saturday 8pm–??
[35–40 Players]

Long Ago and Far Away

Long Ago and Far Away, by Aimee Yermish and Steve Balzac for the Nexus Play This Book system from Chaosium. Play Kings, Queens, Princes, Djinn, Dragon, Frog princes and Foxes in this entertaining romp through a mystical fantasy world. All characters provided.

Saturday 10am–2pm
[45 Players]

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