

HEXACON 6

GAMING CONVENTION



July 12-14, 1996
ASU Memorial Union
and the Twin Palms Hotel

Convention Guests of Honor:

Dave Williams
Shadis Magazine Editor

Steve Long
Champions designer

HEXACon 6



presented by
T.H.E.M.
and

Central Arizona Speculative Fiction Society (CASFS)

COMMITTEE and STAFF

Chairman
Banker/Auctions
Dealer's Room
Registration
Role playing Games
Collectable Card Games/
Program Book
Board games/Miniatures Games
Battletech
Live Action Games
Guest Liaison
Hotel Liaison
Security
Miniatures/ Pre-con flyers/
Chief cook/bottlewasher
T.H.E.M. Liaison

Bill Scott
Margaret Grady
Jerry Edward
Diane Elliott
Jessie Foster

Jeff Schreiber
Greg Fischer / Jeff Smith
Bill Hall
Jon Bonnell
Mike Cone
Janis Wood
Jake Finnan

Don Harrington
Brian Korn

CONVENTION SAFETY RULES

We gamers enjoy a good reputation among the convention industry and I'd like to enlist your aid in preserving that image. To that end the convention and Memorial Union have some rules we'd like you to follow. I'm sure you'll be familiar with most of them.

1. No firearms or other realistic projectile weapons are allowed.
 2. Please no other weapons in public areas.
 3. No horseplay or behavior that could result in injury to others or damage to property.
 4. No Smoking is allowed in the building at any time. If you smoke please go outside (smoking is allowed on the balcony (RM 201A)
 5. Please clean up after games and events, trash should be put in proper receptacles, report spills or other needs to gaming central so it can be cleaned up right away.
 6. Badges will be required to enter gaming areas. Those without badges will be asked to leave by the convention staff. Visitor badges (for those who be staying less than one hour and not gaming, such as parents and the curious) are available at registration.
 7. THE CITY OF TEMPE HAS A CURFEW OF 10PM FOR MINORS.
- People under eighteen are welcome and encouraged to stay until the convention closes, however when leaving the facility they must be accompanied (or picked up by) parents or guardians.

One Last Note: The Memorial Union will be open to the public during most of the conventions hours please be courteous to non-convention members and staff of the Memorial Union.

If you see something unsafe going on please don't hesitate to bring it to the staff's attention. Otherwise enjoy the convention.

A Word from the Chairman:

Hello!

Welcome to Hexacon 6, Arizona's largest gaming convention. I hope you enjoy your stay and get in as much gaming as you can stand. Whether you enjoy board games, roleplaying, miniatures, card games or live roleplaying Hexacon has it for you. Or maybe you just like to shop? We have more dealers than you could shake a stick at and two auctions, one for cards and one for, well, everything else. Still not enough? How about entering our miniatures painting contest or attending a panel. Or maybe you'd like to sign up for a prize drawing or attend a demo game run by game company reps? Or maybe you'd like to run a game or volunteer to help? If any of these are your cup of tea or if you'd just like to hang around and shoot the breeze with fellow gamers then Hexacon has something for you.

As you've noticed we're at a brand new sight this year, the ASU Memorial Union. More space for gaming and food in the same sight, and its walking distance from Tempe's business district (What, you forgot the graph paper?) what could be better?

I'd like to take a moment to thank all the people who helped with this convention. First take a look at the list of folk in the credits, all of them worked hard to bring this con to light. Anything you like is probably their doing. Anything you don't like blame on me (that's the chairman's job).

I'd also like to thank the staff of the Memorial Union, especially Jill Howard and Greg Crever in the Reservation Office. If you've ever moved you know there are million little details, when Hexacon moved to the MU These two folk made sure they were all covered. Thanks again.

There is a long list of others. Briefly:

T.H.E.M. - Not Giant ants but ASU's resident Science Fiction Club and our on campus sponsors.

CASFS- Central Arizona Speculative Fiction Society, the presenters of Hexacon6

and all the past Hexacons. Also they organize Coppercon Science Fiction convention

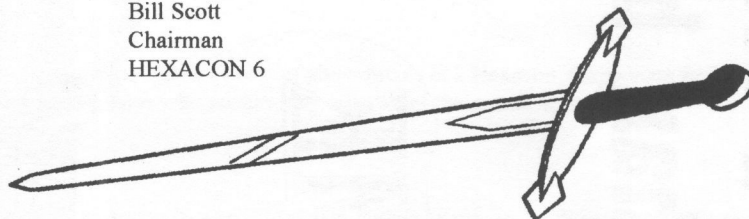
Game Daze, Jesters Court, Lion's Den, Stalking Moon, Things for Thinkers and Waterloo game stores for selling pre registrations, providing prizes and all their other support.

DAEMON HORDE game club for all there massive help in organizing games, contacting guests and general enthusiasm.

The Game Masters without whom we'd be standing around wondering what we should do. The Dealers in the Dealers room who are glad not only to tell us what we want to do but to sell it to us.

Last but not least THANK YOU for attending!

Bill Scott
Chairman
HEXACON 6



CONVENTION FACILITIES

The convention hours are:

Fri. noon to midnight

Sat 9am to midnight

Sun 9am to 6pm

24 hour gaming is available at the Twin Palms Hotel's Frontier room. Space is limited and first come first serve.

PARKING: Parking is Available at structure #1 on Apache Boulevard. The cost is \$4 for anyone entering before 7PM and is collected till 9PM FRIDAY ONLY. SATURDAY AND SUNDAY PARKING IS FREE.

Hexacon is happy to be at the ASU Memorial union. The following rooms are Hexacon's:

RM 223 (LaPaz) GAMING CENTRAL

RM226 & 207 (Arizona & Ventana Ballroom) SCHEDULED & OPEN GAMING

RM226a(Ventana Ball Room west) GAME REGISTRATION

RM226c(Ventana Ball Room east)DEALERS ROOM

RM222(Mohave) PBM GAMING

RM212(Cochise) PANELS(Friday), OPEN GAMING (Sat, Sun)

RM218(Pima) PANELS(Sat) GAME AUCTIONS

RM202(Alumni Lounge), 201(Balcony) LIVE ROLEPLAYING

RM203(Gold) BATTLETECH

RM211,213,209 OPEN GAMING (Sat, Sun)

Other rooms are in use by other groups, please do not use them. Thank you.

GAME CENTRAL AND GAME REGISTRATION WILL BE OPEN:

Friday	noon to 11pm
Saturday	9am to 11pm
Sunday	9am to 5pm

GAMING CENTRAL (rm 223, LaPaz)

Hexacon offers you Gaming Central, a one stop concept for you informational needs. Here you can register for the con, drop off used games for the game auction, enter the miniatures painting contest (or just look at the entries), referees can pick up there hexabucks, or you can check out games to play. If you need information try game central first.

GAME REGISTRATION (rm 226a, Ventana Ball Room)

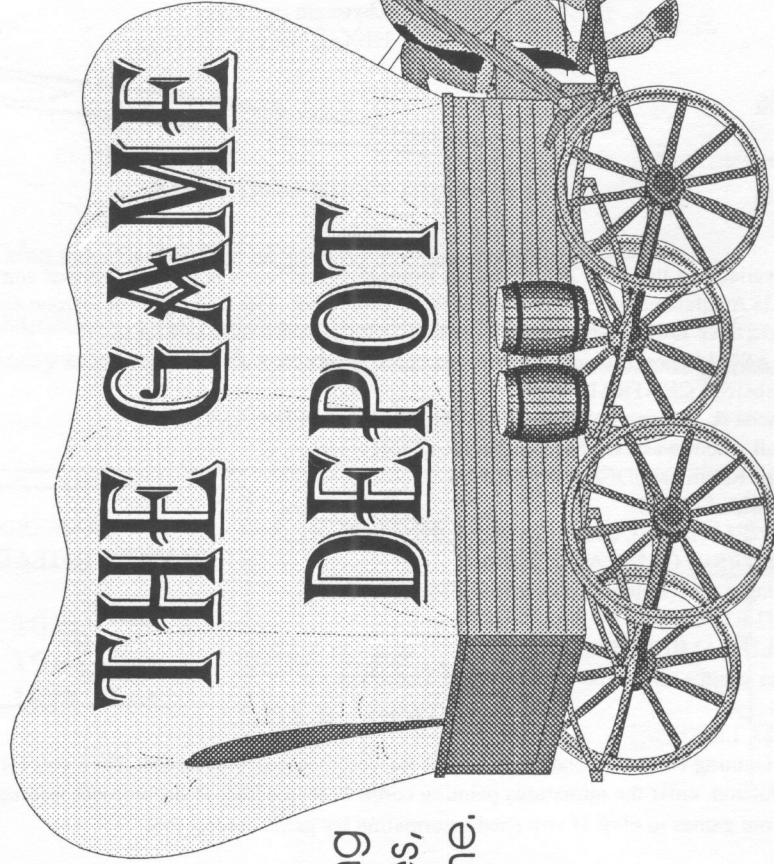
For your convenience game registration has been located west end of the Ventana ball room. Game sign up sheets will be placed out at 9am, 12noon, 3pm, 6pm. Game registration will also have announcement of games and events as they happen.

All games have spaces for main players and alternates but, Please be courteous and sign up as a main player for only one game at any one time! You wouldn't want someone to miss out on a game because you signed up but didn't show.

**We've moved! To a brand new location,
bigger and better than before!**

**But don't worry - we're
easy to find. We're right
across the street from
where we used to be!**

10% off
all gaming
miniatures,
all the time.



707A S. Forest Ave.

Tempe, AZ 85281

602-966-4727

Hours
"For the games people play!"

M-Sat 10-6
Game room now available!

War Games, Board Games,
Family Games, Roleplaying,
Collectible Card Games,
Miniatures, and more...

Sun 12-5

WATERLOO ADVENTURE GAMES

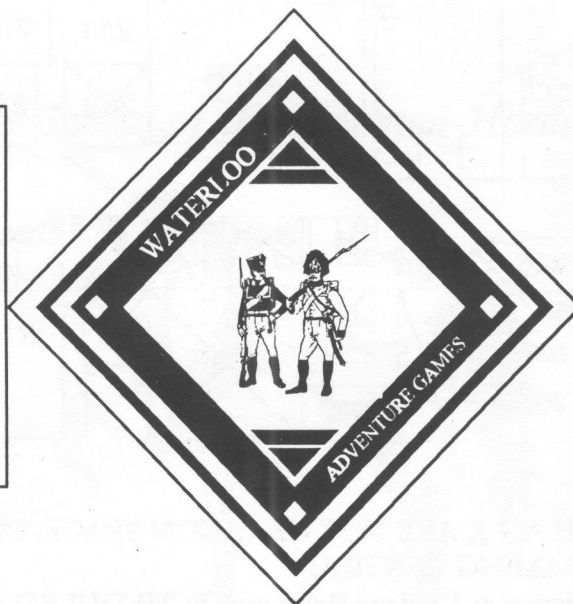
SOON AT TWO GREAT LOCATION IN THE VALLEY

NOW OPEN

GILBERT

213 N. GILBERT RD.
GILBERT, AZ.
85234

602-497-9554



OPENING SOON

PHOENIX

12436 N. 28TH DR.
PHOENIX, AZ.
85029

602-942-0110

WATERLOO ADVENTURE GAMES

ARIZONA'S LARGEST
CHAPTER APPROVED

RETAILER

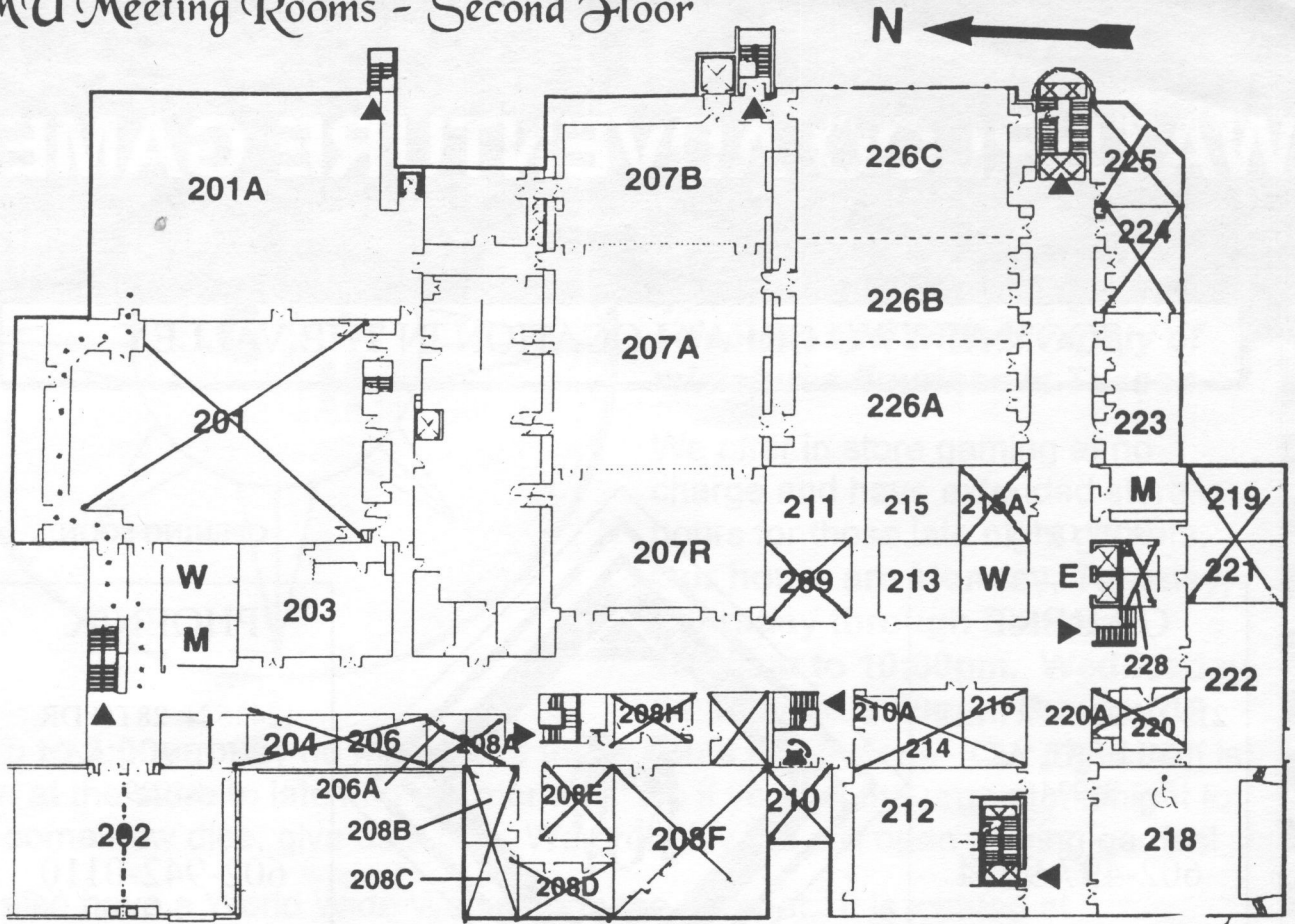
will soon have a 2nd Valley location

Opening Sept. 1st 1996

Same great service, Same great selection

RECEIVE 10% DISCOUNT WITH THIS ADD

MU Meeting Rooms - Second Floor



ROOMS MARKED WITH AN X ARE NOT HEXACON SPACE. Please do not use.

- RM 223 (LaPaz) GAMING CENTRAL
- RM226 & 207 (Arizona & Ventana Ballroom) SCHEDULED & OPEN GAMING
- RM226a(Ventana Ball Room west) GAME REGISTRATION
- RM226c(Ventana Ball Room east)DEALERS ROOM
- RM222(Mohave) PBM GAMING
- RM212(Cochise) PANELS(friday), OPEN GAMING (Sat, Sun)
- RM218(Pima) PANELS(Sat) GAME AUCTIONS
- RM202(Alumni Lounge), 201(Balcony, fri sat night) LIVE ROLEPLAYING
- RM203(Gold) BATTLETECH
- RM211,213,209 OPEN GAMING (Sat, Sun only)

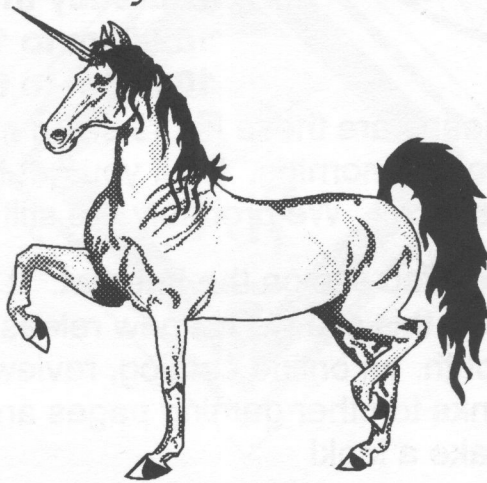


Legend	
E	Elevators
W	Restrooms
M	To Balcony
▲	Exits
☎	Telephones
⊠	Area of Refuge
♿	Wheel Chair Access

Live Action Role-Playing:

At 5pm on Friday, The Daemon Horde will be running a Vampire Live Action, set in White Wolf's 'Dark Ages' - 11th century Poland's Kindred community is thrown into turmoil when one of the mysterious Clan Tremere and his get suddenly waltz into a heavily Tzimisce influenced region of eastern Europe. Clan Tzimisce, bitter enemies the sorcerous Tremere are outraged by their presence, and threaten war. Making matters more uncertain is the fact that the ruling Prince of the area is one of the shrewd and manipulative Clan Lasombra. All are welcome to join the intrigue as it unfolds, Live Action experience is not required. Notable parts that will be handed out at random include: A Ventrue Prince, A Tzimisce Elder, A Malkavian Elder, and a Gargoyle.

Sam and Teresa of the Daemon Horde present:



Amber Live!

The "Happy Anniversary" Game.

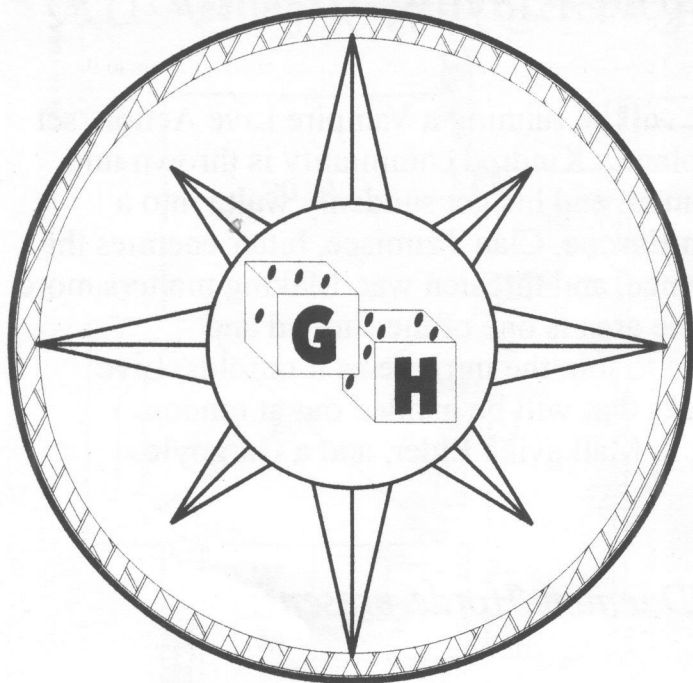
Being a celebration of the 20th wedding anniversary of the King and Queen of the One True Realm formal attire is encouraged (costumes) in the Great Hall of Castle Amber. There will be 40 guests attending from Amber, Chaos, and the Golden Circle for the celebration.

Characters will be handed out at 4:00pm in the Great Hall (the Alumni Lounge), and the Anniversary Celebration will begin promptly at 6:00pm.

**Including live entertainment from the Castle Amber Orchestra (Live String Quartet)*

**Banquet provided by the Castle Amber Kitchen (Marriot Catering)*

-Presented by the Daemon Horde



Gamers Haven offers a wide variety of specialty gaming items. ***We carry Role Playing Games, Card Games, Military Board Games, Chess, Backgammon, Dominoes, Dice and Gaming Accessories of all types. We have the Largest selection and Widest variety of miniatures figurines in Tucson.***

We offer in store gaming at no charge and have extended store hours for those late night gamers. ***Our hours are Monday, Tuesday, Thursday through Saturday 10:00am to 10:00pm. Wednesday 10:00am to 6:00pm. Sunday 12***

noon to 5:00pm. By no means are these hours set in stone. Our night staff is often at the store to late into the morning. So if you get the urge at midnight to buy some new dice, give us a call. We probably are still open playing games!

We also have a World Wide Web site on the Internet. It is located at ***www.gamerhaven.com***. On this site we list new releases, upcoming conventions, sale of the month, an online catalog, reviews of games, and a comprehensive list of hot links to other gaming pages and gaming companies on the Web. Stop by and take a look!

!!Bring this add into our store and receive 20% off purchase!!

Gamers Haven

2235 East Broadway Blvd.

Tucson, Arizona 85719

Telephone: (520) 624-7423

Fax: (520) 624-9847

E-Mail: sem@gamerhaven.com

Visit our Web site at: www.gamerhaven.com

DEALER'S ROOM (rm 226c, Ventana Ball Room east)

We can safely say that all your gaming needs and wants can be found in our dealers room. Game store from Tucson to flagstaff have traveled here to sell there wares. Others have come from out state. Looking for the latest hot title or an old used favorite,? Its here. Looking for the most popular or most obscure game? It's her. Collectable cards, parts, miniatures, games for playing (new and used), books for research (new and used) its all here.

GAME AUCTION (rm218, Pima)

Pick up your Bidder number at the auction site up to 1 hour before the auction.

This year there will be two game auctions, one for collectable card games only, the other for all other games. Remember to bundle magazines in groups of 10 (or 1 years worth). Bundling not only speeds the auction but single magazines are almost never bid on.

CARD AUCTION: Sat 4-6pm. All items must be turned in by 2pm Sat at GAMING CENTRAL. Only collectable card game items are eligible. Please remember time is limited, bundling is encouraged. Collectable Card Items may not be entered in the Game auction.

GAME AUCTION: Sun10am to 6pm. All items must be turned in by 11pm Saturday with lot sheet. All other games, magazines and attached items are eligible. remember time is limited and though we will go as fast as we can lots may have to be limited (I.E. We may stop the auction if things go too late.)

MINIATURES PAINTING CONTEST

Entries will be accepted all day Friday and Saturday. Judging will be 9AM Sunday.

Prizes will be awarded immediately following.

Definitions: There are two classes and seven categories per class. classes refer to entrants, categories to the miniatures entered.

Classes: An entrant must be of one class or another, they may not split entries between the two classes (please note the rules in the progress report had a misprint). The two classes are:

1. **Master class:** This includes anyone who has won two or more first place or best of show prizes at a Hexacon, Coppercon or Leprecon. Also anyone who paints models professionally. Anyone else who wishes may also enter the master class.
2. **Open class:** Anyone who does not fall into the Master class.

Categories: All entries must be "25mm" or less (the sizes most common in wargaming and fantasy gaming). Each entrant may enter no more than three (3) entries per category. The categories are:

1. Single figure, small: Any single figure not more than 3" in any dimension. vehicles and mechs are judged in separate categories (see below)
2. Single figure, large: Any single figure more than 3" in any dimension. vehicles and mechs are judged in separate categories (see below)
3. Battletech: Any vehicle associated with battletech including but not limited to Mechs, Aerospace and tanks.
4. Vehicles: Any vehicle, war machine etc. that does not fall into category 3.
5. Vignettes and dioramas: Two or more miniatures on a common, scenic base.
6. Unit, small: Multiple figures of less than 20mm on a common, non-scenic base for use in wargaming.
7. Unit, large: Multiple figures of greater than 20mm on a common, non-scenic base for use in wargaming.

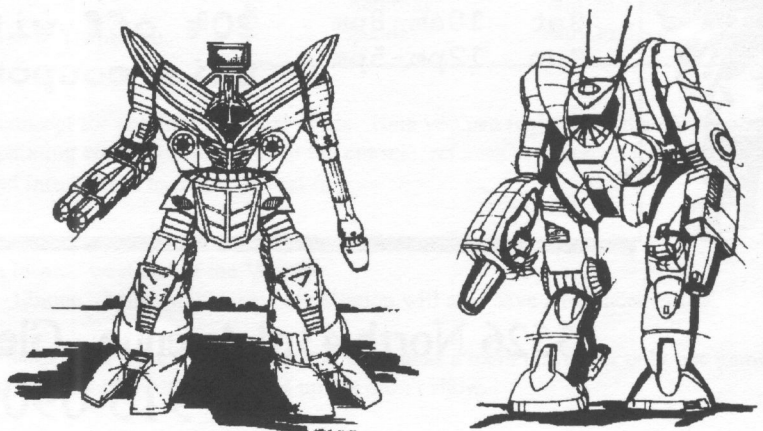
Entering miniatures: Miniatures may be entered at **GAMING CENTRAL**. Only members of the convention may enter, including staff, dealers and guests. Entries must be the work of the named entrant. No previously winning entries will be allowed. All miniatures entered will be displayed. Entrants names will be hidden for fairness in judging.

Judging: Judges are appointed by Hexacon and will award prizes for all categories which have suitable entries. Judges have the right to accept, reject or change the class or category of any miniature. The judges may exercise this right anytime before the awarding of prizes.

Prizes: First and Second place ribbons will be awarded in each of the seven categories for each of the two classes and for a best of show in each class. Hexacon reserves the right to award prizes in addition to ribbons.

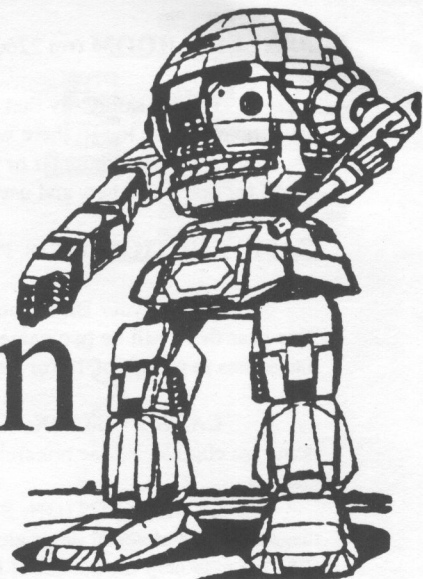
Retrieving Entries: Entries may retrieved at any time after judging and before the convention closes.

Unretrieved entries become the property of Hexacon.





Lion's Den



The west valley's best source for your gaming needs.

Featuring games by;

Avalon Hill

Ral Partha

Games Workshop

Task Force Games

Citadel

Osprey Publications

G.D.W.

G.H.Q.

F.A.S.A

T.S.R.

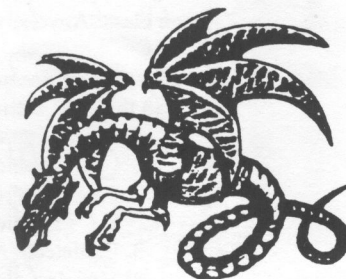
W.O.T.C.

I.C.E.

And many many more!

We also stock a full line of gaming accessories including:

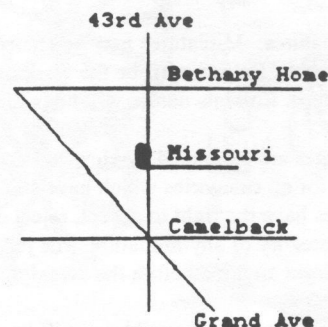
Minatures, paint, brushes, games mats, source books, dice, and a friendly sales staff with a working knowledge of many of our games.



Coupon

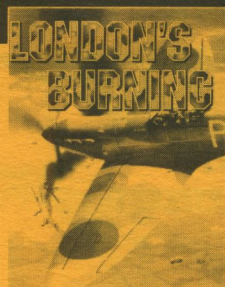
M-F 10am-7pm
Sat 10am-8pm
Sun 12pm-5pm

20% off with
this coupon!

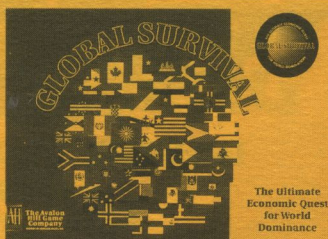


5526 North 43rd Avenue. Glendale, Arizona 85301
915-0909

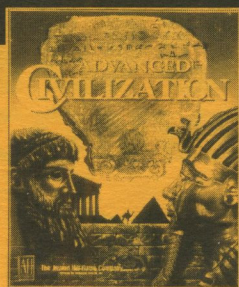
Avalon Hill's Top 10 Strategy Games



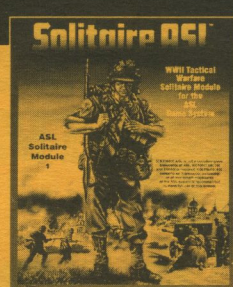
1. LONDON'S BURNING #899 August 1940: Defend London against German bombers and fighters in this solitaire WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. \$35.00.



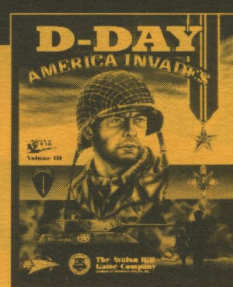
2. GLOBAL SURVIVAL #6448 Inspired by historic events and a radically changing world in which all rules of economic survival are being rewritten, the game challenges up to eight players to achieve global survival and ultimate world dominance. \$65.00.



3. ADVANCED CIVILIZATION IBM CD-ROM #4083759 YOU start at the Dawn of History and lead your society through the mists of time to the civilized state—8000 BC to 250 BC. The game's object is to gain overall advancement in which cultural, economic, and political factors are paramount. \$69.95.



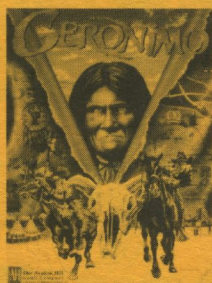
4. SOLITAIRE ASL #8239 Chapter 5 of the ASL rules gives a full set of one-player missions, with randomization charts for events and terrain. You must own ASL, YANKS, and BEYOND VALOR (plus a full range of mapboards) to use SOLO ASL. \$35.00.



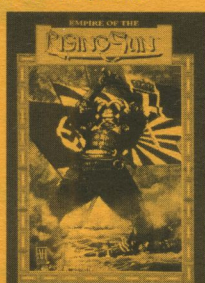
5. D-DAY: AMERICA INVADERS— IBM/MAC CD-ROM #4010360 Latest in the World at War series. Classic scenarios included from the original Utah Beach game (V for Victory), plus all new graph-ics, updated troop data, maps, play-by-E-mail, and a new campaign game. \$69.95.



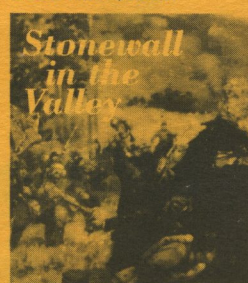
6. ACQUIRE #GA140 Each player builds hotel chains. As each chain grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth. \$30.00.



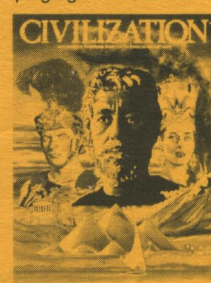
7. GERONIMO #898 One to three Indian players battle each other and a lone U.S. player as a battle for survival unfolds in a strategic re-creation of the Indian wars of the Trans-Mississippi from 1850 to 1890. \$39.00.



8. EMPIRE OF THE RISING SUN #8881 The game plays as the ultimate test of grand strategy in the Pacific, or can be linked with Advanced 3R in a Global War. \$50.00.



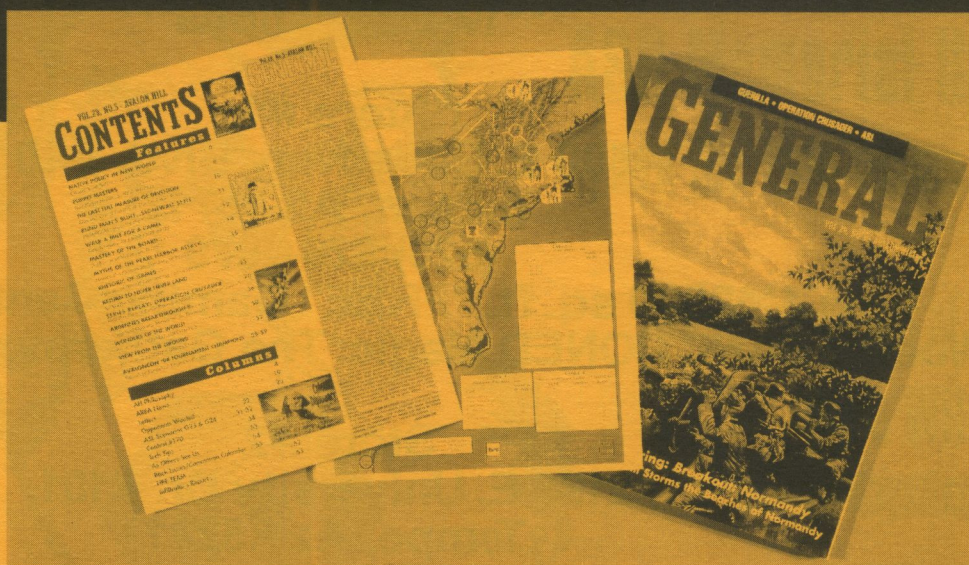
9. STONEWALL IN THE VALLEY #8922 The fourth volume in Avalon Hill's series on the great campaigns of the American Civil War. Stonewall in the Valley concentrates on the Shenandoah from March to June 1862. \$35.00.



10. CIVILIZATION #837 For 2 to 7 players; traces the history of man from the Stone Age to the late Iron Age. Trade and the use of such skills and disciplines as metal working, pottery, and religion are essential to advance one's civilization. \$40.00.

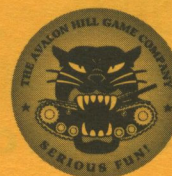
Take the Lead!

Subscribe to **The GENERAL** and keep informed of the latest strategies, variants and new scenarios for your favorite games. Avalon Hill's bimonthly magazine for armchair generals presents you with an inside look at new games, series replays, historical insights, game club news, and hobby happenings. Don't suffer defeat by using old tactics. Stay a step ahead of the competition for just \$18 for a six-issue subscription. (\$36 Canada & Mexico . . . \$48 overseas).



The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.

4517 Harford Road, Baltimore, MD 21214 ★ 410-254-9200 ★ Fax: 410-254-0991



Since 1977

Things for Thinkers

Arizona's First!

GAMES WORKSHOP®



INDEPENDENT RETAILERS

ALWAYS
10% off on all
Games Workshop
and Citadel

Adventure Gaming Headquarters

Arizona's Largest

Role-Playing Games, Card Games, War Games,
Miniatures & Gaming Accessories.

Sponsors of Gaming Events and Weekly Tournaments!

Two Locations

Store #1

4500 E. Speedway Blvd. #40
Tucson, Az 85712
(520) 326-7679

2500 sq. ft. "FREE" Gaming Center

Weekly SANCTIONED Magic: The Gathering Tournaments!

Store #2

2155 E. University Dr. #101
Tempe, Az 85281
(602) 968-8819

1200 sq. ft. "FREE" Gaming Center

Check out our Web Site: <http://www.primenet.com/~t4t>