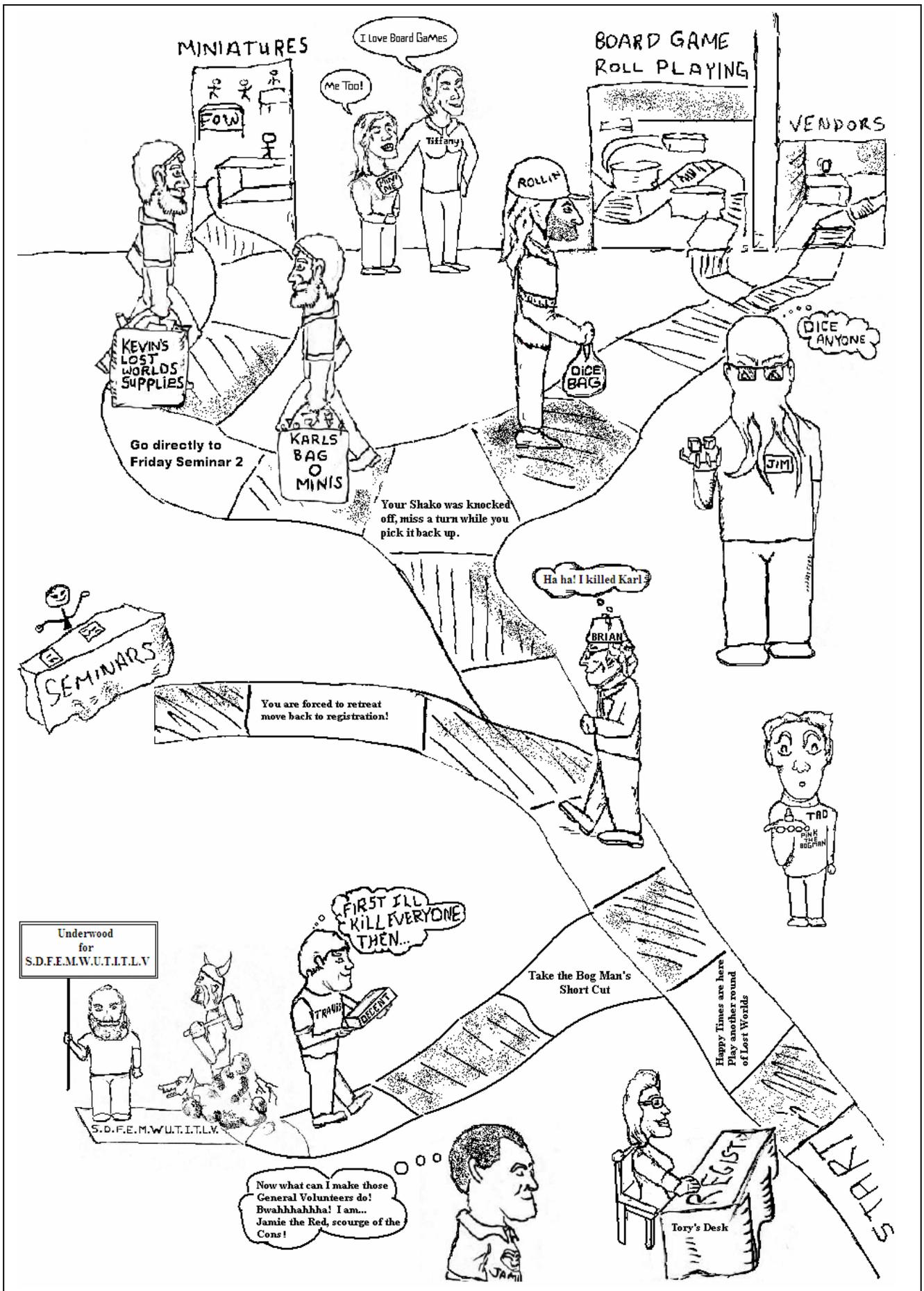


# Texicon 2012





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## Welcome to Texicon

Each year we bring together people from all over the central region to participate in Texicon. This year we have reached out to Mississippi, Louisiana, Arkansas, Oklahoma, New Mexico, and of course Texas. Every game store in those states received a flyer from us, an attempt to strengthen and grow the community. If you have any suggestions or comments please find one of the staff members and they'll be more than happy to take them or fill out a suggestion card and drop it in the suggestion box located at Registration.

## Convention Hours

The doors to adventure open Friday at 9am, with a ribbon cutting ceremony at 2pm. The con continues 24hrs a day until 6pm on Sunday.

## Vendors

This year we bring you a variety of companies, from game stores to snack food. If you want to see a specific Vendor simply fill out a suggestion card.

## Flea Market Hawker

The first Convention Flea Market occurred in 1826 at the little known Russian Game Convention, which took place at Zagreb's house, really it was a hovel, ok it was more like a group of rocks in the forest with a low hanging tree limb. Zagreb had gathered his friends together to play Pink the Bogman, only charging them one chicken each. As the great game progressed he noticed that Zimyanyin had a deck of cards. Well one thing led to another and Zimyanyin was given a tree stump to place his items for sale. And wallah the first Flea Market Hawker was born. It later turned out that Zimyanyin's items had all been stolen from Phil but that was another matter.

Texicon's Flea Market takes place from 10am – 2pm on Sunday, and is located in the Magnolia Room/Miniatures Hall. Flea Market tables are \$10.00 per hour. To sign up for a Flea Market table stop by registration and pay for a table. You'll be assigned a table number where you can go setup. After the hour is up a Texicon staff member will come by to see if you'd like to keep the table for another hour or let you know that the table space has been rented by someone else. When signing up for the Flea Market table you may pay for as many hours as you'd like up front.

Flea Market tables may not be purchased by Game Manufacturers or Vendors, they are for gamers to sell their games and game supplies to other gamers.

## New Event Type

This year we have added the Event Type: Come-N-Go. This type of event allows you to play as long as you'd like and then leave and return to play more at a later time.

## Special Events

Saturday:

- **Painting Contest**
- **Sculpting Seminar**
- **Paint and Take**

Saturday & Sunday:

- **Flames of War: Central Region Championship**

## Very Special Event:

Saturday 9am: Sage Room

- **Lost World's Tournament**

## Admission and Badges

Convention badges are to be worn at all times. If you loose your badge you will be required to purchase a new one. Only Tory Henry can override this policy. Attendees under 16 years of age are required to have their parent or guardian present at the convention

at all times. Certain games require participants to be at least 18.

- Full Convention \$50
- Single Day \$30
- Ticket Book \$20

Note: Reaper Con attendees who show this year's badge will receive \$5.00 off their Full Convention pass

## Ticket Books (age 13-15):

Note: Ticket Books may be purchased at registration. They offer you 20 tickets which can be used as admittance to events.

- Miniatures 6 tickets
- Board Games 2 tickets
- Role Playing 4 tickets

Unused tickets may be used as cash at our vendors. Ticket books are not good for special events. Tickets will be collected at the beginning of an event by the GM hosting. Unused tickets are non-refundable but may be used in the dealer room as cash.

## Gaming Event Sign-up

Attendees who have pre-registered for events take precedence over at the door registration.

Players may register for events using the event sign up sheets located by registration. Simply select the game you wish to participate in, and add your name to the sheet in the first available space. Please return the sheet to the sign up board once you've written your name on the sheet. Sign-up sheets will be collected by the GM five minute prior to the beginning of the event.

Players must be at the game table five min. before the game begins. Failing this causes you to forfeit your slot. Slots forfeited in this manner are given: first to the next in line on the signup sheet and next to a person possessing a Ticket Book. If you arrive after the beginning of the event and the GM wishes to include you and

there is space available you may then participate, at the GM's discretion. GM's must admit players up to ten minutes into the event. After that time it is their discretion.

## Open Gaming

Texicon knows you've brought your favorite game with you hoping to find a few people willing to play. Open Gaming is designated by the yellow table cloths. Please feel free to use the space for your game. If you are asked to pack up your game by a staff member (not a GM) you may either move to another table or call the game.

## Weapons

There is a zero tolerance weapons policy at Texicon. As far as on the Norris Center grounds please inquire with them for their policy on weapons. Violators to this policy will be asked to leave, no refund will be given. If a vendor is selling costume type weapons you may purchase them but may not use them under any circumstance. Keep purchased weapons sealed or sheathed at all times.

## Food and Drink

Outside food and drink are not permitted within the Texicon convention area. If you purchased your food or drink at the Norris Center you may bring those into the Texicon area.

## Trash

We ask that you pick up any trash that you might generate. If you notice trash receptacles need changing because they are full please bring this fact to the attention of a Magnate or Staff member and we will get them changed.

## Parking

Parking is free during the weekends and after 6pm on

Friday. Your Texicon badge does not offer you free parking. However, we can validate your parking if you park in the appropriate lot: Sundance Square Garage 3, Houston & 3<sup>rd</sup>, Main and 3<sup>rd</sup>, and Sundance Square Garage 1&2.

Note: Texicon is not responsible for lost or stolen items.



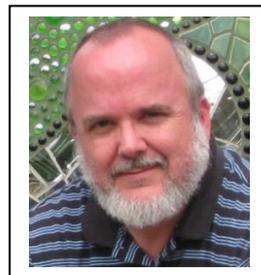
Remember... if it's good enough for Painting Deva Lyn Stahl to drink every day it's good enough for you to paint your minis with.

Reaper... it's what's for breakfast!

## Special Guests

This year we are proud to present Hegosh, the God of Stone and small talking rocks. *<whispers> What... he cancelled?!? I don't care if there was a small talking rock strike...darn.* Ok Hegosh cancelled but you're in for a real treat!

Texicon welcomes Bill Underwood.



Back in 1983 Bill released the long awaited Beasts, Men & Gods... and yes that's Beasts with an S. I only mention this because Gartok the Minotaur gets very

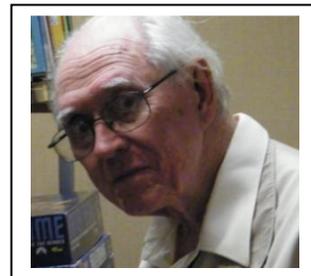
angry if he's left out. We can't be held liable for damage done by angry Minotaurs so please don't be like Bobby, say the S.

Note: Texicon is still accepting donations for the Attacked by Minotaurs, relief foundation. See Tory Henry for details.

Beasts, Men and Gods was a revolutionary way to role play. And back in 1983 there weren't many game systems out there. Bill, along with other great names like Degon – God of Small Sluglike things, and Fred the Stableboy, brought forth out of the depths of creation this great game system. Of course they also accidentally unleashed Loki but who remembers that incident... I mean really, let's just forget all about that.

If you find him wandering aimlessly around the convention please take a moment to say hi.

Texicon would also like to welcome back, for his second year in a row, industry legend Paul Cardwell.



Paul is the Chairman for the Committee for the Advancement of Role-Playing Games, also known as CAR-PGa. His wealth of knowledge on the Role Playing game industry is legendary. He knows amazing individuals like Hegosh, God of Stone and small talking rocks, and Gary G's Ghost. He will be running Mythworld and putting on a Seminar. Make sure you take the time to stop in and dig up your own pot of gold from his treasure trove of knowledge.

## Unloading People/Gear

"Wow that's a lot of stuff!"

When you arrive at the Norris Center you'll want to unload your gaming material and check in with the Convention. Having found registration (the only way you're holding this program in your hands) you may still have some questions. In front of the Norris Center there is a Loading Zone. Please feel free to use the Loading Zone to unload your items.

Texicon offers a transport cart, similar to what you'll find at a hotel, for you to use. Please return the cart to Registration when you're done.

**Parking.** Parking downtown after 6pm on Friday and all day Saturday and Sunday are free. If you've paid for a full convention pass and are planning to leave prior to 6pm on Friday please be aware that we do validate.

## Emergencies

Should Zeus see fit to bring the lightning down upon you there are a couple of things you can do: 1) Grab your towel, when traveling you should always carry a towel and something salty. Take comfort in the book with the big letters on the front cover and follow its instructions to stay calm.

2) You can seek out our competent Safety Staff, or Regular Staff member, and calmly ask them for assistance. They will be more than happy to assist you.  
3) Should the issue require medical or law enforcement please call 911 for immediate assistance.

## Disclaimers

Texicon assumes no responsibility for lost or stolen materials. Lost badges, programs, or other materials must be repurchased. Lost convention programs may be purchased for \$5.00. Tory Henry

is the only Texicon staff member that can override these policies. Texicon reserves the right to refuse service to anyone. If anyone acts in an inappropriate manner, as deemed by the convention staff (This does not include Game Masters), we reserve the right to eject you from the convention without a refund. Again, only Tory Henry, Kevin Pajak, or Karl Pajak may override this policy.

## Recycling

In the past we had followed The Great and All Powerful Cthulhu's program wherein you turned yourself over to his minions to be recycled. This year, in honor of going purple we've changed our policy and have opted to go with the Purple People Eater this year. Please turn yourself over to him for prompt recycling.

**Remember...** going green isn't always good, sometimes it can be very bad.

## Question

Do not hesitate to ask us, the Texicon staff, anything. We are always looking for new and genuinely great ideas and enthusiastic gamers. We believe in this hobby and truly want to see it grow. This hobby opens the doors of imagination and allows us all to fly.

## Scavenger Hunt

1. Get your vendor appreciation card stamped by all the vendors.
2. Find the longhorn in the mayor outfit.
3. Take a picture of you with Tad Thramus.
4. Correctly tell Karl where the celery is.
5. Take a picture of our recycle bin and show us the picture on Sunday at Noon, when the

drawing for the winner of the Scavenger Hunt takes place (at Registration).

6. Obtain some Texicon marbles by saying "Marbles" to the appropriate person, who will give you one marble.
7. Participate in the Lost World's Tournament.
8. Pull it from the stone, and turn it in at Noon on Sunday at Registration.
9. Be *Bound* by a Rune, or journey through the *Small World* or take a Caribbean cruise in the great *Puerto Rico* and have your GM sign your Scratch Paper.
10. We'd tell you the clue but it's too much of a *Struggle* good luck in *Europe and Asia*. Have your GM sign your Scratch Paper.

When you're done (either you found all the items or only found some of them) go to reg. and fill out the entry slip (no later than 11 a.m. on Sunday as entrance into the Scavenger Hunt prize drawing closes at Noon sharp on Sunday). The players with the most items found will have their entry slip placed in "The Bucket". The entry slips will then be shuffled. After all slips have been placed in "The Bucket" Tory will draw one name out of "The Bucket". That person will receive the Scavenger Hunt prize. Note: All items can be found within Texicon, you do not have to leave the convention to complete the tasks. You must be present to win.

## Lost and Found

You lost it: Go to

Registration and inquire.

You found it: Take it to

registration or the troll will come find you and then you'll be lost.

## Convention Schedule

Friday	09:00	Convention Opens
	0:900	Early Open, for those gamers that hard core, game till you drop gamers. - Gaming Halls Open and remain open until Sunday at 5pm
	13:55	Ribbon Cutting Ceremony performed by Special Guest Bill Underwood.
	13:58	Official Texicon 2012 Opening
	14:00	Let the games begin
	14:00	Dealer Room Opens, 13:00 Sneak Peak in Dealer Room for Pre-Reg
	20:00	Dealer Room Closes
	20:00	Registration Closes
	24:00	Miniatures Hall Closes
Saturday	07:30	Registration Opens
	10:00	Dealer Room Opens, 9:00 Sneak Peak, Pre-Reg admitted early.
	12:55	Lost Worlds Tournament Registration Closes, Registration sheet picked up.
	13:00	Lost Worlds Tournament Begins
	14:00	Lost Worlds winners announced regular gaming begins
	20:00	Dealer Room Closes
	20:00	Registration Desk Closes
	23:00	Miniatures Hall Closes
Sunday	07:30	Registration Opens
	08:00 – 14:00	Flea Market Tables open
	Noon	Registration Desk: Flyer Contest Drawing, Treasure Hunt Drawing, Registration Desk Closes after... hey, get to gaming!
	17:00	Convention Closes, filled with joy and great memories we all head home and dream of next year.

## FoW Tournament Schedule

Saturday	08:00 – 0:930	Player Provided Table Setup
	09:00 – 09:30	FoW Registration Check-in. FoW Registration takes place in the Miniatures Hall. You will still obtain your Convention badge at the Convention Registration Desk. Your convention badge must be worn at all times. You must have a Texicon Convention Badge to be able to participate in and register for the FoW Tournament.
	09:30 – 10:00	Welcome and Briefing
	10:00 – 12:30	Game 1: Fair Fight Scenario Begins
	12:30 – 13:30	Lunch Break
	13:30 – 16:00	Game 2: Defensive Battle
	16:00 – 16:30	Break
	16:30 – 19:00	Game 3: Mobile Battle
	19:00	Tournament ends for the day. Remember, you are welcome to participate in other Texicon Events.
Sunday	09:00 – 10:00	Armies on Parade
	10:00 – 12:30	Game 4: Mobile Battle
	12:30 – 13:30	Lunch Break
	13:30 – 16:00	Game 5: Fair Fight
	16:30 – 17:00	Awards

## Pink the Bogman

Each year we look forward to this great game. Its history, steeped in mystery, it is one of the most sought after games of all time. Sadly we just received word that it won't be hosted this year. If you've pre-registered for this event please find Kevin Pajak and he'll help you locate an alternate game.

# Texicon

Kevin Pajak - President  
Karl Pajak - Vice President



## Magnates

Karl Pajak            Miniatures pro tem  
Tiffany Franzoni    Board Games  
Rollin Kearly        Role Playing  
Jamie Mathews      General Volunteers &  
                                 Minister of Propaganda  
Tory Henry            Registration  
Mike Price -         Safety (we'd call him Security but we can't)

## Assistant Magnates

Brian Guarneri      Miniatures

## Premier GMs

Eric Couch: Board Game  
Steven Duke: Board Game  
Brian Guarnieri: Miniatures  
Frank Waugh: Miniatures  
Vance Frey: Miniatures



Remember... We are having a Pizza Party on Saturday at 6pm in the Board Game / Role Playing Hall.

We'll be handing out awards and discussing the Convention and asking for your input.

Make sure you save room for more great games... I know they're tasty!

- Texi

## Game Masters

To those of you we couldn't have done this without, we thank you.

---

### Board Games

Alan Richbourg  
Chris Hughes  
Dave Coon  
Dave Crater  
Dave Donohoo  
Dave Valentine  
Eric Couch  
Gene Young  
Janeal Kitchens  
Jerry Davis  
Jim Perry  
John Ross  
Ken Burt  
Mathew Edwards  
Melinda Pajak  
Patrick Hughes  
Pete Reardon  
Sean McCoy  
Tom Stearns  
Travis Tonne  
Wil Wilson

### Miniatures Games

Adrian Ruiz  
Brian Guarnieri  
Devon Smith  
Elaine Patterson  
Gene Young  
Jamie Mathews  
Jeff Lawrence  
Karl Pajak  
Kenneth Wall  
Mario Smith  
Lance Smith  
Lawrence Halcomb  
Mike Miller  
Randy Fant  
Robert Wall  
Ron Hamilton  
Scott Alexander  
Scott Clinton  
Steven Duke  
Vance Frey

### Role Playing

Bill Underwood  
Brandon Webber  
Cass Bartol  
Charles Daniels  
Don Wilkinson  
Jenn Grahm  
Jon Cary  
Kenneth Haun  
Kevin Pajak  
Marcus Mayes  
Mark L. Chance  
Mike Kelly  
Paul Caldwell  
Rollin Kearley  
Roy Hayes  
Samuel Lewis  
Stan Shinn  
Thomas McQueen  
Ty Ogden

### Seeking GMs

Texicon is always looking for good GMs to run games for us. If you're interested in putting on your favorite game, like Phil MacGrudder did for us at Texicon 0, he ran *Zingo - War of Time*. Just think you could run your favorite game. Send an email request to: [texicon@texicon.net](mailto:texicon@texicon.net) and we'll sign you up.

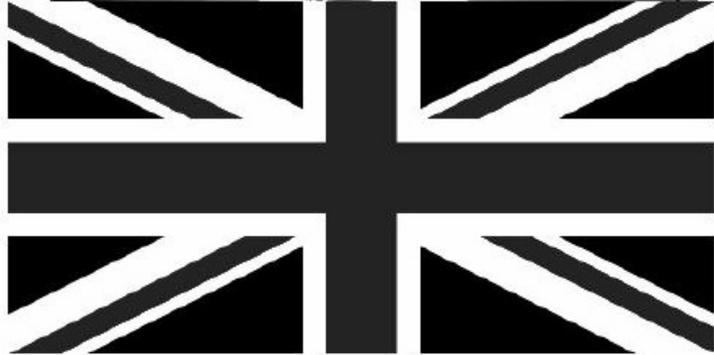
We know you're asking yourself if Lordak, King of Thieves is returning to Texicon this year... only time will tell.



# Texicon's Favorite Pub



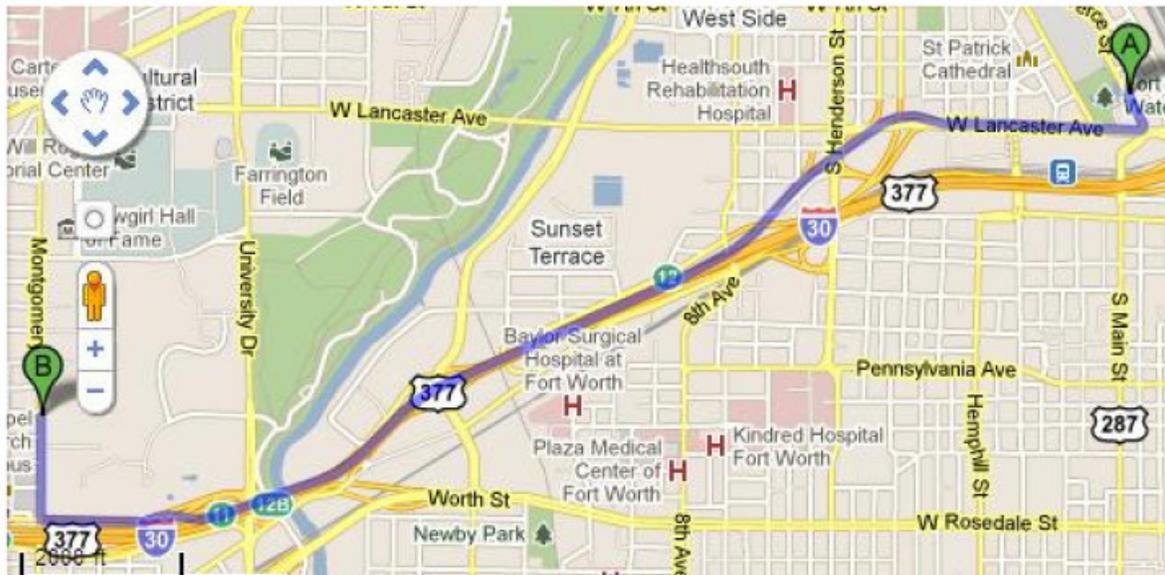
YE OLDE **Bull AND Bush**



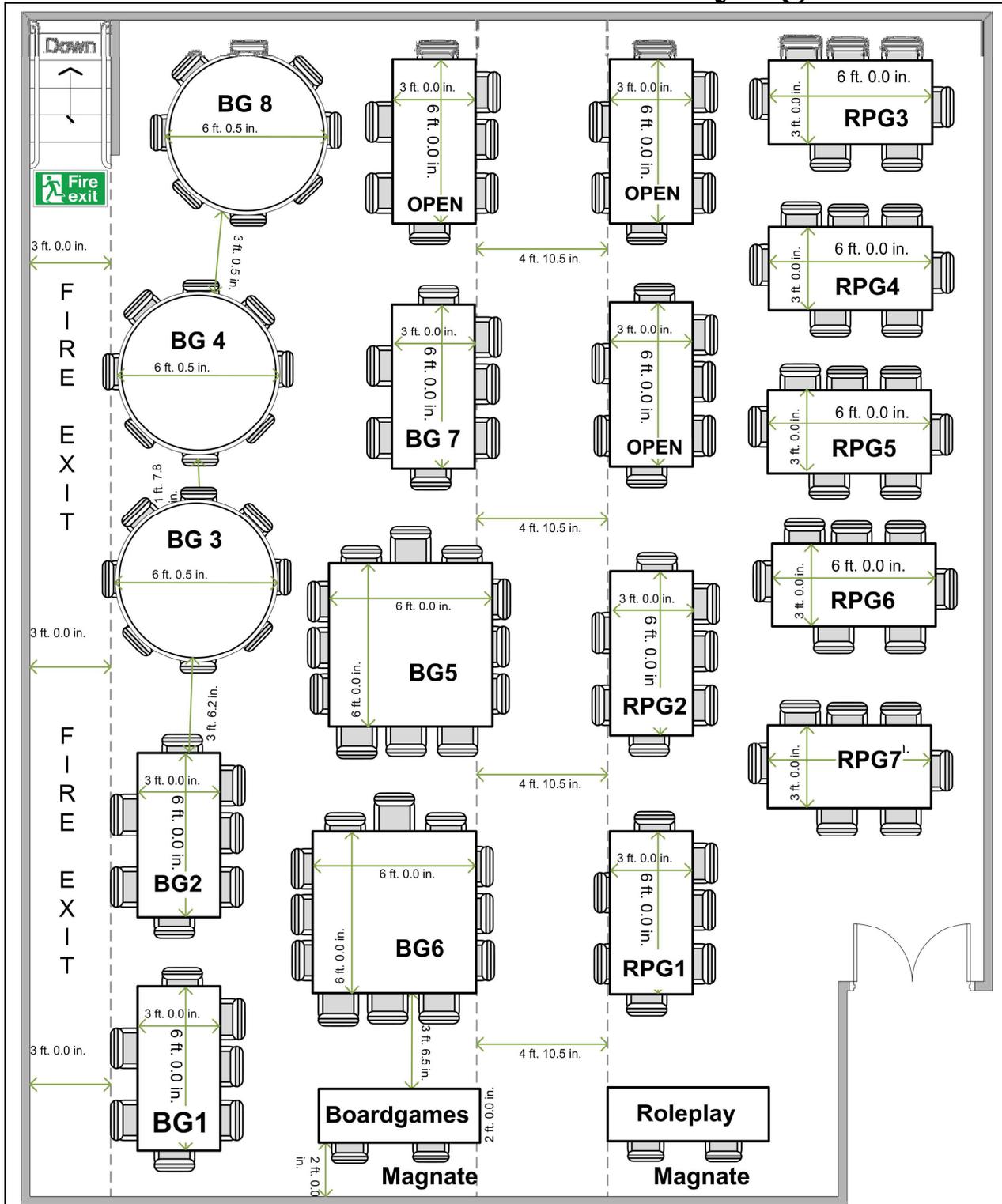
**A traditional British Pub**



2300 Montgomery  
Fort Worth, TX 76107  
(817) 731-9206

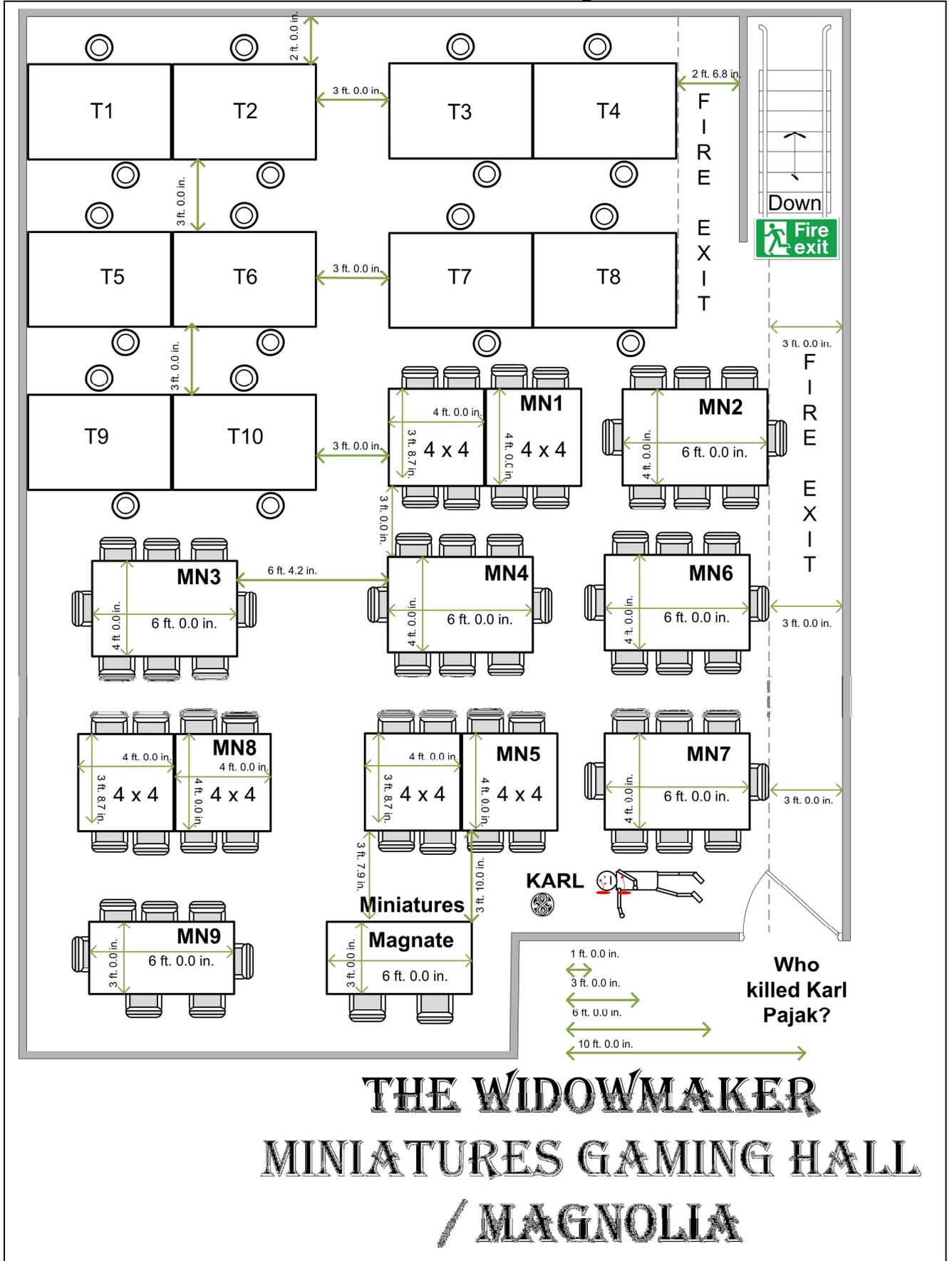


# Board Game/Role Playing Hall

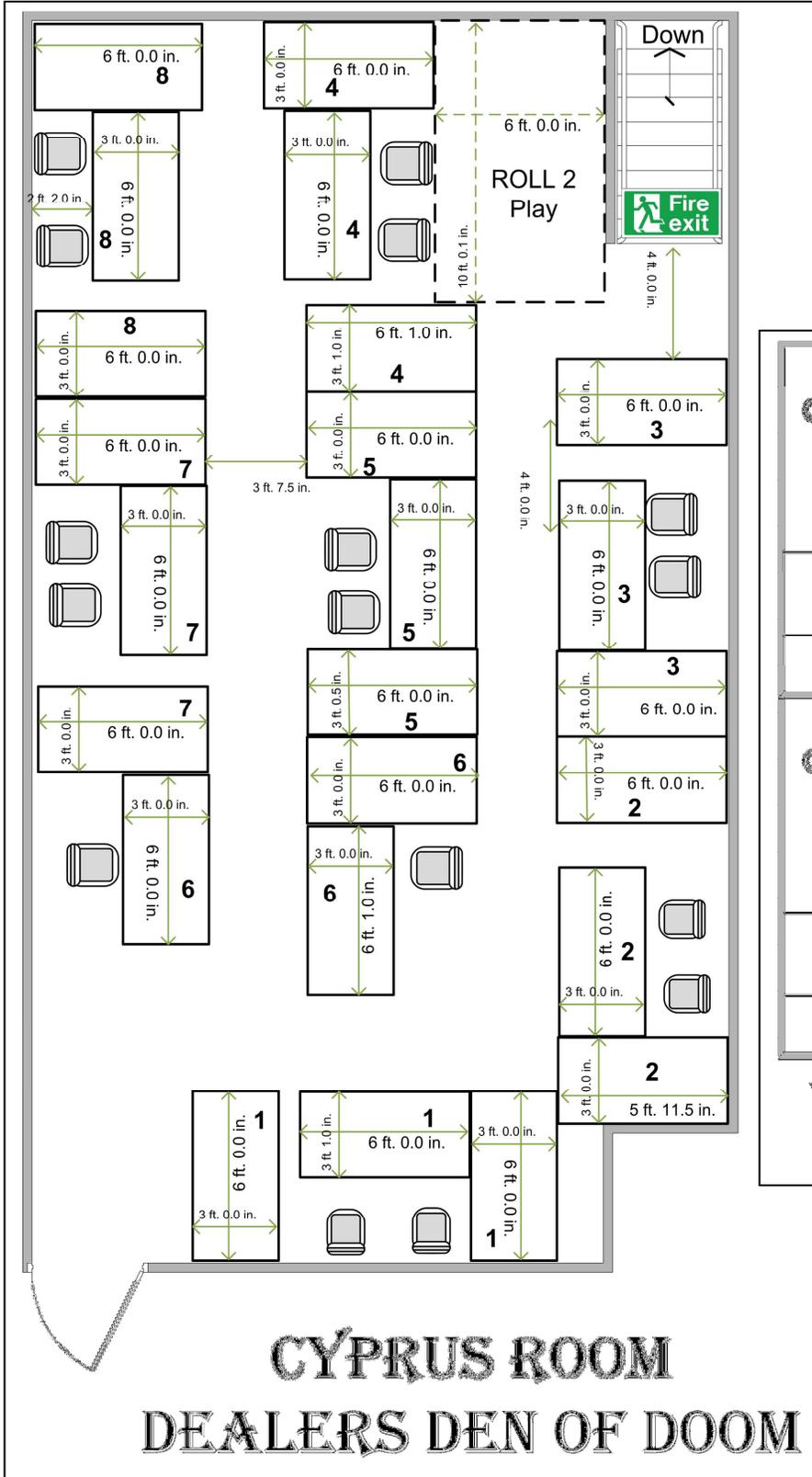


**SAGE: ROOM OF ULTIMATE EVIL  
ROLEPLAY / BOARD GAMES**

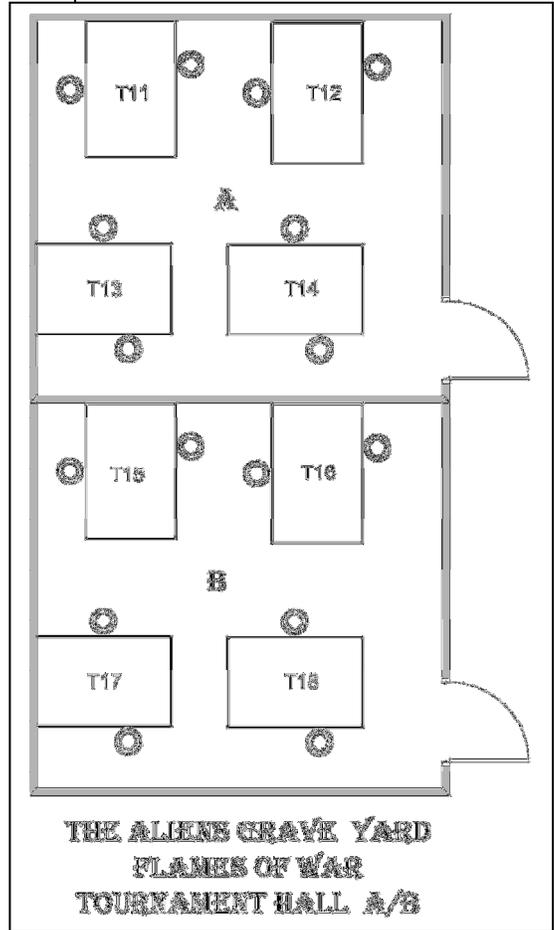
# Miniatures Hall Map Hall



# Dealer Room



# FoW Breakout A/B



## The Dream

It isn't often that inspiration comes: in the form of a cup of coffee and a late night feast of German Pancakes, nor did Texicon develop under those circumstances.

Texicon was conceived of by Kevin while playing Thunder Road! It could have been the fuel injection or the thunder of the guns, it may have been the late night mad max or maybe the visions of the future. What it brought us was a new vision, that vision was Texicon.

Working on this has been very rewarding and, as you can, hopefully tell already, fun. Both Kevin and I wanted to bring to the game community something that would offer aid to the venues, allow players to meet and game, and provide an outlet for the game manufacturers.

We hope you will enjoy this first convention...and that you will be proud to have the ability to say, "I was at the first Texicon...wish you could have been there!"

- Karl

## The Players:

That's you! We wanted to give you all a chance to play in games you love, talk with the other gamers and create a larger community. This is your time to network and create a larger sense of community. We invite you to walk up to people and introduce yourself, talk about your favorite games, and make new friends. After all we all love games, maybe you can find new people that will come to love the games you love.

We created Texicon for you, the gamer. Take advantage of the opportunity...seize the day!

## Game Companies:

There are many game companies, they all offer something unique. We are attempting to bring a greater focus on companies that create games that you may not have heard of. Texicon will work with many companies each year and attempt to bring you games that you may not have had the opportunity to experience. We are doing this to provide you with the chance to play a new game, talk about things that you would like to see and give us the ability to give these game companies feedback on their games. If you get the chance play a game from one of our advertisers please take advantage of this opportunity, and give us feedback. Who knows, you may give them something to think about and add to their games. Please take a moment to check out our advertisers and their games.

## The Venues:

We are seeking venues, not just in Texas but the whole country, that support the gaming community. Our vision was to create a venue assist program that will give a boost to a worthy venue and help them continue providing games and gaming space to the gaming community. This year we awarded Area 51 in Grapevine Texas the opportunity to take advantage of this program. We salute the venue for the good work it has done and its great support of the gaming community. If you know of a venue that you deem worthy please have them contact us. Who knows, next year it may be your venue that is awarded the spotlight.

Ginger Bread Man seeking stout hearted and brave adventurers to brave the Candy Land paths. Contact Cin E Mon at Dargak's

## The Seminars:

The seminars are Kevin's idea. He wanted to offer the gamers the chance to learn from the experience of industry professionals, seasoned gamers, and people that have knowledge on specific topics. Jump into a seminar and learn something new. If you're interested in giving a seminar next year, just let us know.

# All-Con IX

## March 8-10, 2013

### Addison, TX

**Features**  
3-Day Convention  
Art Show with Live Auction  
Exhibitor Galleries  
Discussion Panels & Workshops

**Highlights**  
24 Hour Anime Endurance Marathon  
Ball Jointed Doll mini-con  
Burlesque Performance  
Prom of Ages (Formal Attire)  
Repo: The Genetic Opera  
Rocky Horror Picture Show  
Starship Artemis Simulator  
Time Traveler Ball  
Women's Flat Track Roller Derby

**Guest Performances By**  
Circus Freaks  
Cut Thrust And Run  
Damsels of Dorkington  
Special Guests and Celebs

**Competitions**  
Cosplay and Costume  
Game Shows  
Greek Games  
Imperial Gladiators  
Maid Competition  
Ms. Star Wars  
Super Hero Sunday  
Texas Hold'Em Poker  
Top Zombie

All-Con is the multimedia event that unites fans from diverse interest communities under one roof, for three exhausting days of goal oriented competition, educational panels and guests who are just plain fun.



*Discount Badges Thru 12/31/12 [www.All-Con.net](http://www.All-Con.net)*

## Keep informed!

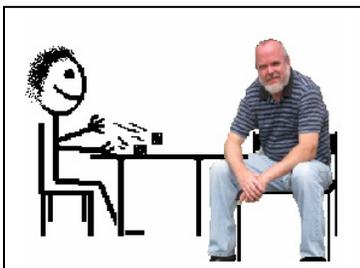
Join the Texicon email list and receive updates about upcoming events. Send your request to: [texicon.tgc@gmail.com](mailto:texicon.tgc@gmail.com)

## The Game Wagon



Instead of having competitions and raffles and the other ways conventions hand out prizes. We decided that the best method to hand out prizes would be to reward players who were having a good time, staying true to the spirit of camaraderie, being friendly, having good sportsmanship, and in general making the con a better convention just by being there. Thus, we devised The Game Wagon!

We pull it around the convention and passing out gifts/prizes to attendees who promote the values that encapsulate the concept of Texicon.



## Sti K Figure

Please give a warm welcome to Sti this year. He'll be assisting Bill Underwood with the Ribbon Cutting Ceremony. He'll be discussing the future of the gaming industry and perhaps he'll also take the time to discuss the new game he's coming out with. Please give Sti a warm welcome!

Sti K Figure & Bill Underwood practicing for Beasts Men and Gods for the upcoming game at Texicon 2012

# Board Game Events Schedule

## Friday

Table	Session 1 (9-1pm)	Session 2 (2-6pm)	Session 3 (7-11pm)	Session 4 (Mid-7am)
BG-1	<i>Runebound</i>	<i>Starfleet Battles</i>	<i>Dominant Species</i>	<i>Descent</i>
BG-2	<i>Euro Rails</i>	<i>Empire Builder</i>	<i>Are you a Werewolf?</i>	<i>Masterpiece</i>
BG-3	Session 1a (approx 9-10am) <i>Revolution!</i>	<i>Railways of the World</i>	<i>Stellar Horizons: Tactical Starship Command</i>	<i>Kingmaker</i>
BG-3	Session 1b (approx 11-Noon) <i>Revolution!</i>	See Above	See Above	See Above
BG-4	<b>Kingsburg (with expansions)</b>	<i>Puerto Rico</i>	Session 3a (approx 40min) Will run twice <i>Fairy Tale</i>	<b>Miniatures Event: MN-1 Red Sands Black Moon</b>
BG-4	See Above	See Above	Session 3b (approx 2hrs) <i>Lords of Waterdeep</i>	
BG-5	Mage Wars ( <b>Run 8 Times</b> )	Pink the Bogman	<i>Ora et Labora</i>	<i>Slapshot</i>
BG-6	TBD	TBD	<i>Munchkin (Variety)</i>	TBD
BG-7	TBD	<i>Battle of Pea Ridge</i>	<i>Age of Conan</i>	TBD
BG-8	Session 1a: ~9-11am Come-N-Go Style Event <i>Zombie Dice</i>	<i>Vinhos</i>	<i>Zombiethon</i>	TBD
BG-8	Session 1b ~11-1pm Come-N-Go Style Event <i>Cthulhu Dice</i>	See Above	See Above	See Above

## Saturday

Table	Session 1 (9-1pm)	Session 2 (2-6pm)	Session 3 (7-11pm)	Session 4 (Mid-7am)
BG-1	<i>Navegador</i>	<i>Steam</i>	<i>Caylus</i>	<i>Descent</i>
BG-2	<i>Dragon Valley</i>	<i>Stellar Horizons: Tactical Starship</i>	<i>Dragon Valley</i>	<i>Axis and Allies</i>
BG-3	Session 1a (approx 9-11am) <i>Groo the Game</i>	<i>Australian Rails</i>	<i>Castle Raven Loft</i>	TBD
BG-3	Session 1b (approx 11-1pm) <i>Groo the Game</i>	See Above	See Above	See Above
BG-4	<i>Munchkin Quest</i>	<i>Command and Colors Napoleonic</i>	<i>Advanced Squad Leader</i>	<i>Slapshot</i>
BG-4	See Above	See Above	See Above	See Above
BG-5	All Day Event Come-N-Go Style Event <i>Struggle for Europe and Asia</i>	All Day Event Come-N-Go Style Event <i>Struggle for Europe and Asia</i>	All Day Event Come-N-Go Style Event <i>Struggle for Europe and Asia</i>	All Day Event Come-N-Go Style Event <i>Struggle for Europe and Asia</i>
BG-6	(4) 60 Min per games <i>Apples to Apples</i>	<i>Zombies!!!</i>	<i>Conquest of the Empire</i>	<b>Miniatures Event: MN-1 BattleTech</b>
BG-7	<i>British Rails</i>	<i>Small World</i>	<i>Fire and Axe</i>	<b>Miniatures Event: MN-1 BattleTech</b>
BG-8	<i>7 Wonders</i>	<i>Zombiethon</i>	<i>Mr. Bacon's Big Adventure (last 10-30, game repeats)</i>	TBD
BG-9	Begins at 10:00am <i>Dominant Species</i>	Not available	<i>Railways of the World</i>	Not Available

# Sunday

Table	Session 1 (9-1pm)	Session 2 (2-6pm)
BG-1	<i>Stellar Horizons: Tactical Starship Combat</i>	<i>Risk</i>
BG-2	Session 1a (approx 9-11am) <i>Red Dragon Inn</i>	<i>Munchkin Quest</i>
BG-2	Session 1b (approx 11-1pm) <i>Dixit</i>	See Above
BG-3	<i>Russian Rails</i>	Session 3a (approx 9-10am) <i>Elixir of Life</i>
BG-3	See Above	Session 3b (approx 11-Noon) <i>Thunder Road</i>
BG-3	See Above	Session 3c (approx Noon-1pm) <i>Citadels</i>
BG-3	See Above	Session 3d (approx 1-2pm) <i>Boomtown</i>
BG-4	<i>Stop Thief</i>	<i>Zombiethon</i>
BG-5	TBD	<i>Small World</i>
BG-6	TBD	Mage Wars (Runs 8 Times)
BG-7	<i>Junta Lite: Viva El Presidente!</i>	<i>Ticket To Ride USA 1910 &amp; Asia</i>
BG-8	<i>Are you a Werewolf?</i>	TBD
BG-8	See Above	See Above



Jamie Mathews discusses his favorite games.

Yea Jamie, we know you do!

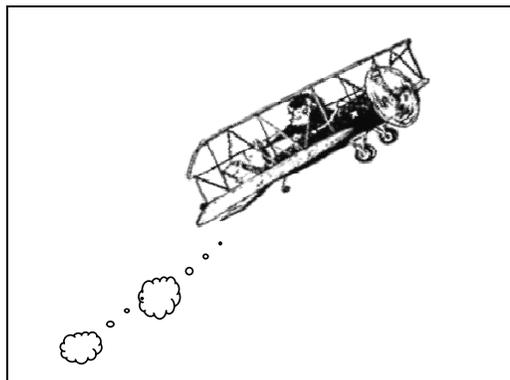
# Lost Worlds Tournament

## Saturday 1pm Boardgame / Role Playing Hall (Sage)

Session 1.5 (1-2pm)	
LW-1	<p><i>Lost Worlds Tournament</i></p> <p>Welcome to the Texicon Lost Worlds tournament. Each year Texicon hosts this great event.</p> <p>Lost Worlds is produced by Flying Buffalo.</p> <p>This simple to learn and fun to play game is perfect for every gamer, Board Game, Miniaturist, or Role Player.</p> <p>The winners of the Tournament will receive great prizes.</p> <p>See the Event Description for full details.</p>



Long  
Lost  
Lore  
Leaves  
Lurkers  
in a  
Lost World

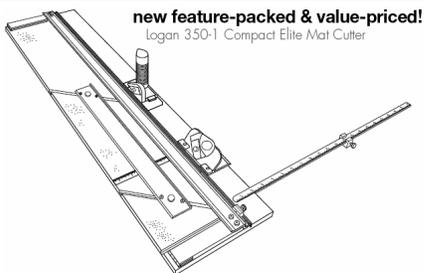


Terrifying  
Tunnels  
Travel  
Tortuously  
Towards  
Trolls

Seminar: Friday July 20, 2012  
 Title: Foam Our Wonderful Friend

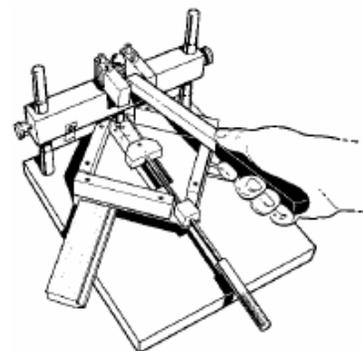
Make sure you stop by to chat with Karl as he discusses the great products offered by Foam Works and Logan Graphic Products.

I love Foam Works, they are simply amazing products!  
 - Cardinal Rchelieu



new feature-packed & value-priced!  
 Logan 350-1 Compact Elite Mat Cutter

Product: 350-1 Compact Elite Mat Cutter. Perfect for cutting foam board.

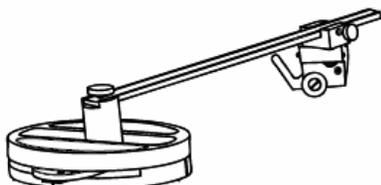


**LOGAN F300-1:  
 STUDIO JOINER**

- Drives all V-Nail sizes on a magnetic nail holder
- Quick depth adjustment
- Can be used on hard or soft wood
- Clamp will accept moulding up to 2 1/2" in width



**specialty cutting systems**



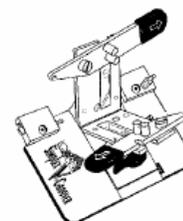
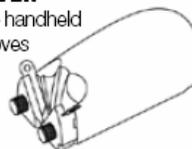
**LOGAN 201:  
 3-STEP OVAL AND CIRCLE MAT CUTTER**

- Converts from oval to circle with the turn of a knob
- Includes creative matting instructions
- Cuts ovals from 3/4" x 4-3/4" to 20" x 23" and circles from 4-1/2" to 20"
- Maximum difference between the width and height of oval is 3 inches
- Includes five extra blades (#324)

**LOGAN 6000: FREESTYLE V-GROOVER**

The Logan Freestyle V-Groover is a pull style handheld tool that produces decorative surface v-grooves on mat board to enhance artwork.

- Includes six extra blades
- Replacement blade #324



**LOGAN 703: ARTIST'S V-GROOVER**

Designed for the Simplex Series of mat cutters, but can also be used with Compact series and #450 series.

- Includes six extra blades
- Replacement blade #1258

The 201 is perfect for making Hill Terrain for your miniatures games

The 6000 is a compact hand held V Groover which is great for designing buildings

The 703 is similar to the 6000 but is designed to work with Foam Works' Simplex Series mat cutters. And is another great system to have when constructing terrain.

# Miniature Game Events Schedule

## Friday

	Session 1 (9-1pm)	Session 2 (2-6pm)	Session 3 (7-11pm)	Session 4 (Mid-7am)
MN-1	TBD	<i>Full Thrust</i>	<i>Point Blank</i> (Custom Sci-Fi Rules)	<i>Red Sands Black Moon</i> Occurs in Board Game Hall
MN-2	TBD	<i>Modified GHQ</i>	<i>Wings of War</i>	TBD
MN-3	TBD	TBD	<i>Babylon 5</i> <i>A Call to Arms</i> <i>Armagedon</i>	TBD
MN-4	TBD	TBD	<i>Honor &amp; Arms</i> 10mm Napoleonics	TBD
MN-5	TBD	<i>Red Sands Black Moon</i>	<i>Homebrewed Game</i> based on <i>Close &amp; Destroy</i>	TBD
MN-6	TBD	<i>Warmaster</i>	TBD	TBD
MN-7	TBD	<i>American Gangster</i>	<i>Alien Attack!</i>	TBD
MN-8	<i>Classic BattleTech</i>	<i>Classic BattleTech</i>	<i>Classic BattleTech</i>	TBD

## Saturday

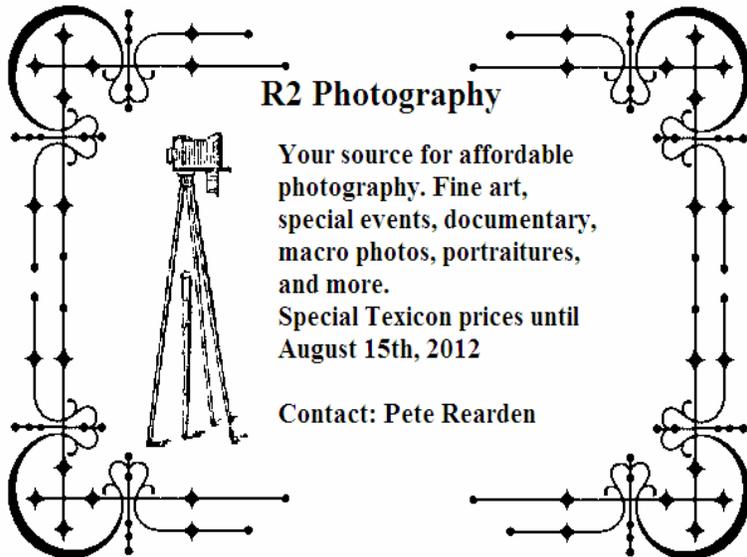
	Session 1 (9-1pm)	Session 2 (2-6pm)	Session 3 (7-11pm)	Session 4 (Mid-7am)
MN-1	Session 1a (approx 9-11am) Session 1b (approx 11-1pm) <i>Warhammer Epic 40K</i>	<i>Point Blank</i> (Custom Rules; 28mm Sci-Fi Skirmish)	<i>Wings of War</i>	<i>Classic BattleTech</i> Occurs in Board Game Hall
MN-2	<i>Phil Tortorici's Road Rage</i>	<i>Dr. Who Miniatures</i>	<i>Classic BattleTech</i>	TBD
MN-3	<i>Full Thrust</i>	<i>All Things Zombie</i> <i>Better than Zed</i>	<i>Call to Arms</i> <i>Starfleet</i>	TBD
MN-4	<i>Combat Zone</i> Modified D6 System, uses Malifaux Stats & Mins	<i>CR3 Swordplay &amp;</i> <i>Mythic GME</i>	TBD	TBD
MN-5	<i>Classic BattleTech</i>	<i>Red Sands Black Moon</i>	<i>Rally Round the King</i>	TBD
MN-6	<i>Honor &amp; Arms</i> 10mm Napoleonics	<i>Warmaster</i>	<i>Homebrewed Rules</i> based on <i>Close and Destroy</i>	TBD
MN-7	<i>Zombie Daze</i>	<i>Black Hart</i>	<i>Frontline Command</i> <i>WWII</i>	TBD
MN-8	<i>Classic BattleTech</i>	<i>Classic BattleTech</i>	<i>Classic BattleTech</i>	TBD
MN-9	<i>Lyn Stahl Painting Seminar</i>	<i>Lyn Stahl Painting Seminar</i>	<i>Lyn Stahl Painting Seminar</i>	

# Saturday – FoW Boot Camp

Session 1 (10:30 – Noon)		Session 2 (2-3:30pm)
MN-10	<i>FoW Boot Camp</i>	<i>FoW Boot Camp</i>

# Sunday

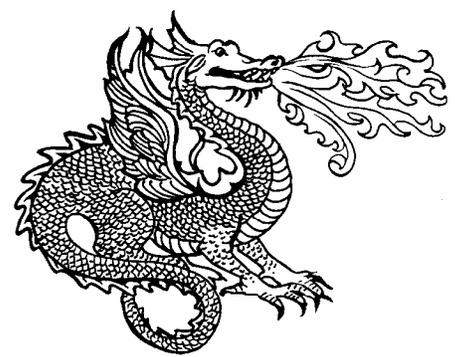
	Session 1 (9-1pm)	Session 2 (2-6pm)
MN-1	<i>Classic BattleTech</i>	<i>Doctor Who Miniatures</i>
MN-2	<i>Honor &amp; Arms - Mini Tournament</i> 10mm Napoleonics Prizes handed out at table	TBD
MN-3	<i>CR3 Swordplay &amp; Mythic GME</i>	TBD
MN-4	<i>Flintloque</i> Fantasy Based Napoleonics Come-N-Go Style Event	
MN-5		
MN-6	TBD	<i>Warmaster</i>
MN-7	TBD	TBD
MN-8	<i>Classic BattleTech</i>	<i>Classic BattleTech</i>



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Contact: Pete Rearden



Bill Underwood asks you to consider  
S.D.F.E.M.W.U.T.I.T.L.V when choosing  
your charities

# Flames of War Tournament Schedule

## Saturday

08:00-09:30	09:00-09:30	09:30-10:00	10:00-12:30	12:30-13:00
<p><b>Player Provided Table Setup</b></p> <p>If you are providing the setup please remember to pick your Convention Badge up prior to setting up your table.</p>	<p><b>FoW Registration Check-in.</b></p> <p>FoW Registration takes place in the Miniatures Hall.</p> <p>You will obtain your badge at Texicon Registration. Your Convention Badge must be worn at all times.</p> <p>You must have a Texicon Convention badge to be able to participate in the FoW Tournament.</p>	<p><b>Welcome and Briefing</b></p> <p>Todd Wikle welcomes the new recruits. Gives a speech on the first annual FoW Central Region Championship.</p> <p>Texicon wishes to thank all participants, and hopes you have a great time.</p>	<p><b>Game 1: Fair Fight</b></p> <p>Scenario information provided during mission briefing.</p>	<p><b>Lunch Break</b></p> <p>Please return as quickly as possible, the next scenario starts at 13:30.</p> <p>Please remember Texicon is hosting a pizza part at 6:00pm and a state of the union discussion. You are invited to both.</p>
13:30-16:00	16:00-16:30	16:30-19:00	19:00	
<p><b>Game 2: Defensive Battle</b></p> <p>Scenario information provided by tournament host.</p>	<p><b>Break</b></p> <p>A quick break in the game.</p>	<p><b>Game 3: Mobile Battle</b></p> <p>Scenario information provided by tournament host.</p>	<p><b>Tournament Ends for the day.</b></p> <p>Miniature Hall closes at Midnight, and access will be restricted. Remember you are welcome to participate in all of Texicon's events.</p>	

## Sunday

09:00-10:00	10:00-12:30	12:30-13:30	13:30-16:00	16:30-17:00
<p><b>Armies on parade</b></p> <p>Get a chance to see the great paint jobs the FoW tournament guys are showcasing this year.</p>	<p><b>Game 4: Mobile Battle</b></p> <p>Scenario information provided by the FoW Tournament host.</p>	<p><b>Lunch Break</b></p> <p>Please return as quickly as possible, the next scenario starts at 13:30.</p>	<p><b>Game 5: Fair Fight</b></p> <p>Scenario information provided during mission briefing.</p>	<p><b>Awards</b></p> <p>Award ceremony conducted by Todd Wikle.</p> <p>Congratulations one and all.</p>

# Role Playing Events Schedule

## Friday

	Session 1 (9-1pm)	Session 2 (2-6pm)	Session 3 (7-11pm)	Session 4 (Mid-7am)
RP-1	<i>Home Brew Rules</i> High Fantasy Game	<i>Beasts, Men, &amp; Gods</i>	<i>GURPS Cthulhu</i>	TBD
RP-2	TBD	<i>AD&amp;D 1<sup>st</sup> Ed.</i>	<i>Stellar Horizons</i>	<i>GURPS Fantasy</i>
RP-3	<i>D20 Mixed</i>	<i>Palladium RPG Splicers</i>	<i>Palladium RPG Rifts</i>	TBD
RP-4	TBD	TBD	<i>AD&amp;D 2<sup>nd</sup> Ed.</i>	TBD
RP-5	TBD	<i>Shadowrun 4<sup>th</sup> Ed.</i>	<i>Shadowrun 4<sup>th</sup> Ed.</i>	TBD
RP-6	TBD	TBD	TBD	TBD
RP-7	TBD	TBD	<i>D20 Mixed</i>	TBD
RP-8	TBD	TBD	<i>Geodesic Gnomes</i>	<i>D20 Apocalypse</i>

## Saturday

	Session 1 (9-1pm)	Session 2 (2-6pm)	Session 3 (7-11pm)	Session 4 (Mid-7am)
RP-1	<i>Mythword</i>	<i>Mythworld</i>	<i>Survive the Specialists Beta</i>	TBD
RP-2	<i>GURPS Steampunk</i>	<i>GURPS Traveler</i>	<i>Pathfinder</i>	TBD
RP-3	<i>Palladium RPG Dead Reign</i>	<i>Palladium RPG Rifts</i>	<i>Palladium RPG Heros Unlimited</i>	TBD
RP-4	<i>Pathfinder</i>	<i>Beasts, Men, &amp; Gods</i> Special Event See Description	<i>Home Brew Rules</i> <i>Call of Cthulhu</i>	<i>AD&amp;D 3.5 Ed.</i>
RP-5	<i>Pathfinder</i>	<i>Pathfinder</i>	<i>Pathfinder</i>	TBD
RP-6	<i>Pathfinder</i>	<i>Pathfinder</i>	<i>Stellar Horizons</i>	TBD
RP-7	<i>Savage Worlds</i>	<i>Pathfinder</i>	<i>AD&amp;D 2<sup>nd</sup> Ed.</i>	TBD
RP-8	<i>Geodesic Gnomes</i>	<i>AD&amp;D 2<sup>nd</sup> Ed.</i>	<i>Pathfinder</i>	TBD
RP-9	TBD	<i>Survive the Specialists Beta</i>	<i>GURPS Suckerpunch</i>	TBD

At Texicon we believe it is important to understand the rules. If you have trouble understanding a rule simply ask your GM or find the Premier GM to help you out. They'll typically be friendly and helpful.



Your add could be here...sadly it is not. The Trolls in the pantry again and must have eaten it. Check back next year.

# Sunday

	Session 1 (9-1pm)	Session 2 (2-6pm)
RP-1	<i>Survive the Specialists Beta</i>	<i>Gurps World War II</i>
RP-2	<i>Stellar Horizons</i>	<i>AD&amp;D 1<sup>st</sup> Ed.</i>
RP-3	<i>Palladium RPG Dead Reign</i>	TBD
RP-4	TBD	TBD
RP-5	<i>Shadowrun 4<sup>th</sup> Ed.</i>	TBD
RP-6	TBD	TBD
RP-7	<i>D20 Mixed</i>	TBD
RP-8	TBD	<i>D20 Apocalypse</i>

## Become part of the Texicon fan base:

Send your request to join our email program to:

[texicon.tgc@gmail.com](mailto:texicon.tgc@gmail.com)

-AND-

## Run Great Games

Texicon is seeking GMs to run games for the 2011 convention. Send your email request to [texicon@texicon.net](mailto:texicon@texicon.net) and we'll be in touch.

-ALSO-

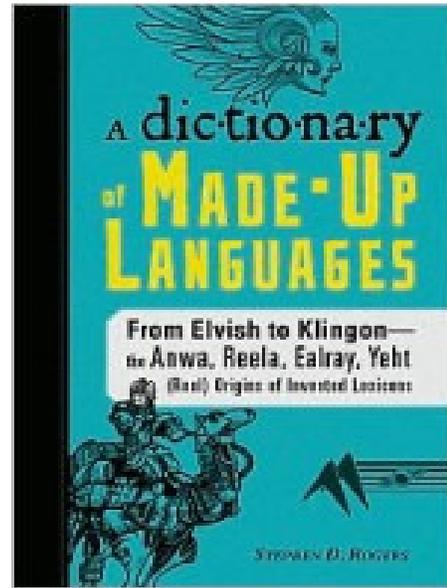
## Become a fan of Texicon on Facebook!

<http://www.facebook.com/Texicon>

## Texicon Reminder:

When you're at a convention you have an opportunity to introduce yourself to people you don't know and do some networking. Who knows, you may make some new friends or discover a new way to game.

Take time to discuss the pro and con of a game. Maybe you'll have a solution to a problem someone hadn't thought of.



Texicon would like to thank Stephen Rogers for providing the complimentary example of his Made-Up Languages book. Make sure to pick up your free copy at registration.

And visit his website at:

<http://www.stephendrogers.com/Books/ADictionaryOfMadeUpLanguages.html>

I can't believe it... he actually understood what I was saying!

— Gorfurg the Ogre



# INNER KINGDOM GAMES PROUDLY PRESENTS



The Hong Kong Action Movie Card Game  
still going strong after more than 15 years!

Visit the Inner Kingdom  
Games booth for a free demo!

Also check out our first board  
game: Zombie Dash! It's the  
run for your life game of  
apocalyptic fun! Easy to learn,  
hard to put down!



# Texicon 2012 Painting Competition Rules

## Categories:

Youth- ages 5-12

Teen- Ages 13-17

Adults- Ages 18 and up

## Awards:

Youth- Trophies for 1st, 2nd, and 3rd place, ribbons for 4th-6th place.

Teen- 1st-3rd place ribbons and other prizes (e.g. – miniatures, etc.).

Adult- Medals for 1st, 2nd, 3rd place, and an honorable mention ribbon.

- All models from all manufacturers are allowed to be entered in this painting competition.
- Starting in Texicon 2013, previous year entries will not be allowed. Failure to comply will result in disqualification from

## Texicon 2013 and future Texicon competitions.

- All entries require a base. This is to ensure safe handling of the entries. Of course be creative as well.
- Entries must be the work of the painter. Any entry painted by anyone other than the entrant will be disqualified from the

## Current and all future Texicon competitions.

### Notice of image ownership:

- All entries will be photographed. Moreover, registration and participation in the competition indicates permission for Texicon to show them in and that ownership of all images taken by Texicon or a representative of Texicon are sole property of Texicon. You recognize that by participating in Texicon that all public media, including online and print media are the property of Texicon.

### Entering Models:

- Any model may be entered, even if it has appeared in other competitions, magazines, or online in finished form. The only limitation is that the model must not have been entered in the Texicon competition previously. Please keep in mind that there will be photographic record kept of previous entries. Reentering a figure that has been entered in the contest is grounds for disqualification.

### Model Submission:

- All entries are to be submitted at the front registration area. Submissions can be accepted Friday July 20<sup>th</sup> from Noon – 5:00pm and Saturday July 21<sup>st</sup> from 9:00am – 4:00pm.
- There must be a registration form for each entry that is submitted. For example, if the contestant submits 10 entries, the contestant fills out 10 registration forms to account for each entry. This is to be done in order to ensure that all entries are accurately accounted for. This is for the consideration of both the contestants and Texicon.

## **Current and all future Texicon competitions (Continued)**

### **Model Submission (Continued):**

- There will be a pair of numbered tickets for each figure entered. One ticket will be placed in an envelope that has the contestants name on it. The second numbered ticket will be placed along side the figure. Contestants can pick up their envelopes at Registration starting at 5:30 on Saturday 21st of July. This will ensure that the judges do not know to whom the figures belong. Thus, they will be able to fairly judge all figures.
- If a contestant wants to submit an entry for display in the case, this is acceptable as long as space permits and there is a note with the piece that says "For Display Only". Display only pieces will not be included in the judging process.
- Awards ceremony will take place Saturday July 21st in the Board Game/ Role-Play Hall during the 6:00pm -7:00pm pizza party. Please be ready to accept the award in front of a crowd.
- Painters must personally submit all entries. However, if for some reason a contestant cannot be present either to submit and/or accept award, there must be a note with a signature giving named person permission to proxy and accept award.
- Entries must be picked up from the registration area by Sunday July 22nd at Noon. Otherwise, the prizes will be forfeit and the entries become the property of Texicon.

## **Entries**

### **Judging:**

- There will be 3 judges for the 2012 Texicon painting competition. All are qualified and impartial judges. In case of a tie one of the judges has been selected as the head judge who will break the tie.
- Contestants can submit as many entries as they like. However, the judges will decide which one of the contestant's entries will be entered into the competition.
- Scratch builds and conversions are allowed and encouraged for the Texicon painting competition.
- Competition entries will be judged as a whole (level of difficulty, presentation, and painting skill, conversion skill).
- All decisions of the judges are final. Of course please feel free to speak with the judges if you have questions about your entry and/or feedback about how it was judged after the awards ceremony.

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# Special Events

## Saturday – Lyn Stahl Painting Deva

	7:01am	8:00-9:00am	9:00-11:00am	11:01-11:45am	11:45-Noon
MN-9	Lyn is awoken by her favorite paint brush as it sings Chim Chim Cheree. For breakfast she has a bowl of Russell Zee-O's with Rollin Berries!	Lyn arrives at Texicon, accompanied by Thuvik, the War God of Painters	Lyn & Reaper Sculptors begin their Seminars	The Paint Fairy stops by Lyn's booth to sprinkle fairy dust on some minis	Lyn Discusses the theory of "Do miniature universes live in paint molecules". Special Guest Oppenheimer adds his two cents.
	Noon-2:00pm	2:00-3:45pm	3:53-3:58pm	3:59pm	2:00-4:00pm
MN-9	Lyn begins her first Seminar entitled "Beginner Painting, from prep to seal"	Lyn is kidnapped by thirty three miniatures and hauled away as their Deva. Luckily she still had some fairy dust and is able to escape.	Lyn races through the castle of the little people, barely making it to the portal before it closes forever.	Lyn returns to Texicon	Lyn begins her second painting seminar entitled, "Little men of metal and their devious nature", also known as "Beginner painting part 2".

## Saturday – Painting Contest Winners

	Approx 6:00
Board Game/Role Playing Hall	During Texicon's Pizza party the Painting Contest Winner will be announced.

## Saturday – Hammer of the Scots

Location	Running Time
Miniatures Magnate Table	Come and Go style of gaming
Come sit down and chat with Karl while you learn how to play Hammer of Scots.	
Hammer of the Scots brings the rebellion of the Braveheart, William Wallace, to life. As the English player, you seek to pacify Scotland by controlling all the important noble lords. The Scottish player also seeks the allegiance of nobles to support a difficult struggle for freedom.	
Number of Players: 1-2, Playing time: aprox 4 hours. Learning time: about an hour.	

# Bill Underwood's Schedule of Events

"Beasts roar, Men conquer, and Gods Watch it all!"

## Friday

	8:00-8:01am	8:01-1:59pm	2:00pm	2:00:009pm
BU-1	Slowly drags into the con holding his Diet Coke	Seminar with Gortoth the Sun God. Join them while they discuss the properties of solar flares as it relates to saving dragons. S.D.F.E.M.W.U.T.I.T.L.V. benefit concert on Saturn to follow, tickets available during the "Sun God and Solar Flare" seminar.`	Bill Underwood gives a speech and performs the Ribbon Cutting ceremony, ushering in Texicon 2012.	Frantically rushes to the Role Playing Hall to GM his Session 2 Game: "Ice Tower of the Frozen Wind".
	2:00:01-6pm	6:01-6:59pm	7:00-8:00pm	8:00 – 8:05pm
BU-1	Stands in an Ice Tower, freezing his Dice Bag off, dreaming of chocolate cake and Ice Vixens.	Saunters around the con chatting.	Host the Seminar entitled "C.A.R.P. Computer Aided Role Play?" Join him at the Seminar table for this great discussion.	Bowing and graciously accepting the lauds and praise of his admirers Bill grabbs his Zuhital Super Duper Guitar he grows long hair and an enormous beard to become "The Axe Master" guitarist of the band "Dragon Blood". Bill and Mrs. Underwood teleport away for the S.D.F.E.M.W.U.T.I.T.L.V. benefit concert on Saturn. After the concert his new hair and beard fall off.  Have fun Bill we'll see you tomorrow.

# Bill Underwood's Schedule of Events

"Beasts roar, Men conquer, and Gods Watch it all!"

## Saturday

	9:00-Noon	12:01 – 12:45pm	12:46pm	1:00 – 2:00pm	
BU-1	Practices his attack and defense strategies for the Lost Worlds Tournament	Works with Zorkack the Vampire Count to learn mesmerism so he can hypnotize the other Lost Worlds Combatants.	Get's caught with Zorkack, We were going to ask Zorkack to leave the convention but we couldn't remember why. Bill promises not to mesmerize people.	Bill Underwood fights the good fight in the Lost Worlds Tournament. Chatting with the other players and much merriment ensues. We still think he might have mesmerized Beheenie the Cyclops but we can be sure. To see how he did stop by the Lost Worlds Tournament!	
	2:00 – 6:00pm	6:00 – 6:05pm	6:05 – 7:00pm	7:00 – 7:00pm	7:01 – 9:00
BU-1	Luring the unsuspecting back to the frozen wastes Bill hosts "Return to the Ice Towers of the Frozen Wind"! Don't get caught out in the cold, make sure you join this Beasts, Men, and Gods dungeon.	Bill Thanks Shwheeeeooww the Snow Elemental for assisting with the ice and snow. Snow ball fight in the lobby.	Bill joins us for the Texicon Pizza Party, awards ceremony and State of the Union discussion	Chronos seizes the opportunity to send Bill into a time loop. Bill spends 36 days trying to get out of it. Finally, after many trials and tribulations, and with the help from Mars the God of War he returns to Texicon. A little beat up but none the worse for the wear.	Bill organizes an Occtopeeses... Octopi... Octopusess... Heck with it... Bill organizes a Minotaur vs. Ogre Brawl!!! Taking bets and making gold Bill pack it in for the night. The Minotaurs lay waste to the Ogres. Texi joined in the fun with his cow cousins.

# Bill Underwood's Schedule of Events

"Beasts roar, Men conquer, and Gods Watch it all!"

## Sunday

	9:00 – 10:00am	10:00 – 11:00	Noon	2:00 – 6:00pm
BU-1	<p>Bill organizes the first annual Texicon Dwarf Bowling Championship using Brownies as pins and Gnomes as the bowling ball. Pinky Dinky the Dwarf wins the first Texicon Dwarf Bowling Championship.</p>	<p>Bill realizes that Texicon has a Scavenger Hunt and runs around the convention like a Yogi Babb Hut with its roof cut off looking for the items.</p>	<p>Bill attends the Texicon drawings: Vendor Appreciation, Flyer Contest, Scavenger Hunt.</p> <p>Happy that great people won he sharks the Flea Market for some great deals.</p>	<p>Bill plays turtly winks with Shena the Raksasha.</p> <p>After the game he and his beasts pack up and are teleported home by the lightning bolt of Zeus. Another great convention under his belt.</p> <p>Thanks for coming Bill!</p>

# Seminar Table

Seminars Key: (GC) = General Convention / Seminar (RP) = Role-Play Seminar  
 (BG) = Board Game Seminar / (MN) = Miniatures Seminar

## Friday

	<b>Session 1</b> <b>9:00-1:00pm</b>	<b>Session 2</b> <b>2:00-6:00pm</b>	<b>Session 3</b> <b>7:00-11:00pm</b>
<b>Seminars</b>	11:00-Noon (M)	4:00-5:00pm (M)	7:00-8:00pm (RP)
	<b>Location: Miniatures Hall, Magnate Table</b> Type: Teaching "Foam, our Wonderful Friend" Presenter: Karl Pajak	<b>Location: Seminar Table</b> Type: Teaching "Terrain on the Cheap, Gamer to Hobo in 20 Seconds!" Presenter: Brian Guarnieri	<b>Location: Seminar Table</b> Type: Lecture & Discussion "C.A.R.P. Computer Aided Role Play?" Presenter: Special Guest Bill Underwood
	1:10-1:50pm (RP)	6:00-7:00pm (RP)	
	<b>Location: Seminar Table</b> Type: Teaching "RPG 101: How to be a good player." Presenter: Rollin Kearly	<b>Location: Seminar Table</b> Type: Q&A "RPG Design Fundamentals" Presenter: Daniel Burrows & Cracked Monocle Staff	

## Saturday

	<b>Session 1</b> <b>9:00-1:00pm</b>	<b>Session 2</b> <b>2:00-6:00pm</b>
<b>Seminars</b>	Noon-1:00pm (MN)	3:00-4:00pm (MN)
	<b>Location: Miniatures Hall at Lyn Stahl's table (MN-9)</b> Type: Sculpting Demo "Sculpting by Patrick" Presenter: Patrick Keith	<b>Location: Miniatures Hall at Lyn Stahl's table (MN-9)</b> Type: Sculpting Demo "Sculpting by Patrick" Presenter: Patrick Keith
	1:00-2:00pm (MN)	3:10-3:50pm (RP)
	<b>Location: Miniatures Hall at Lyn Stahl's table (MN-9)</b> Type: Sculpting Demo "Sculpting by Michael" Presenter: Michael Brower	<b>Location: Seminar Table</b> Type: Teaching "GM 101: How to be a good Game Master" Presenter: Rollin Kearly
		4:00-5:00pm (GC)
		<b>Location: Seminar Table</b> Type: Teaching "Finding and Building Awesome RPG Groups" Panel: Mike Badolato, Tiffany Franzoni, Kevin Pajak, and Stan Shin (Moderator).
	4:00-5:00pm (MN)	
	<b>Location: Miniatures Hall at Lyn Stahl's table (MN-9)</b> Type: Sculpting Demo "Sculpting by Michael Brower" Presenter: Michael Brower	

# Event Details

## Friday Session 1 (Listed Alphabetically)

### Board Games

#### Cthulhu Dice (Session 1b)

**Type:** Come-N-Go (Party Game)

**Table:** BG-8

**Players:** 2-6

**GM:** Jim Perry

**Event Title:** Straight Jacket Racket

#### **Event Description:**

Cull favor with the Great Old One by descending into madness, or sacrificing the sanity of others. Either way, He will win.

#### Eurorails

**Type:** Strategy Railroad

**Table:** BG-2

**Players:** 2-6

**GM:** Jerry Davis

**Event Title:** Chugging Across Europe

#### **Event Description:**

Conquer Europe ... by train. Create your rail empire, outflank your opponents, and even learn a bit of European geography.

#### Kingsburg (With Expansions)

**Type:** Economic Farming

**Table:** BG-4

**Players:** 2-5

**GM:** Ken Burt

**Event Title:** The King's Grub Tub

#### **Event Description:**

The game takes place over five years, a total of 20 turns. In every year, there are 3 production seasons for collecting resources, building structures, and training troops. Every fourth turn is the winter, in which all the players must fight an invading army. Each player must face the invaders, so this is not a cooperative game.

The resources to build structures and train troops are collected by influencing the advisers in the King's Council. Players place their influence dice on members of the Council. The player with the lowest influence dice sum will be the first one to choose where to spend his/her influence; this acts as a way

of balancing poor dice rolling. Even with a very unlucky roll, a clever player can still come out from the Council with a good number of resources and/or soldiers.

Each adviser on the King's Council will award different resources or allocate soldiers, victory points, and other advantages to the player who was able to influence him/her for the current turn.

At the end of five years, the player who best developed his assigned territory and most pleased the King through the Council is the winner.

Many alternate strategies are possible to win: will you go for the military way, disregarding economic and prestige buildings, or will you aim to complete the big Cathedral to please the King? Will you use the Merchant's Guild to gain more influence in the Council, or will you go for balanced development?"

#### Mage Wars

**Type:** Fantasy Combat

**Table:** BG-5

**Players:** 1-4

**GM:** Sean McCoy & John Ross

**Event Title:** Enter the Arena

#### **Event Description:**

**Note:** Event will be hosted 8 times during this Session. It runs for 60 minutes twice on this table each hour. So that's 8 great games in four hours!

Do you have what it takes to enter the arena and emerge victorious? Mage Wars® has a unique combat system that combines the best elements of customizable card games and tactical miniatures games, giving players fast-paced, action-packed strategy! Play as a Beastmaster, Priestess, Warlock, or Wizard, and then fully customize your spellbook!

#### Revolution! (Session 1a & 1b)

**Type:** Persuasive Strategy

**Table:** BG-3

**Players:** 2-4

**GM:** Dave Coon

**Event Title:** Let's Have a...

#### **Event Description:**

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution!

Secretly bid against your opponents to win the support of the people, control territory, gather more gold, blackmail and force for the next round of bidding! The revolutionary with the most support wins the game. The tavern or the fortress? The harbor or the plantation? Knowing which areas to hold – and which to let your opponents fight over – is the key to victory. Are your opponents bidding on the same location, or are they bluffing? Are you bluffing? Bidding tokens have different shapes (and colors) for easy identification, even across the table. Colorful cardstock shields keep your bids private, and provide a handy rules reference while you're deliberating during the auction. Traditional wooden blocks allows players to see, at a glance, whom controls what.

The rules can be taught in minutes, and plays with three or four players. A complete game takes less than an hour, even for the first time. Each new game lets players discover new strategies and tactics. Get ready for Revolution!

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## Friday Session 1 (Listed Alphabetically)

### Board Games

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#### Runebound

**Type;** Fantasy, Strategic Conquest

**Table:** BG-1

**Players:** 2-6

**GM:** Travis Tonne

**Event Title:** Even Dragon Lords Die

**Event Description:**

The world is on the brink of being destroyed by the powerful dragon lord being resurrected. It's your job as an adventurer to either stop the dragon lord's resurrection from being finished or defeat him before he destroys all life on the planet. Work with other adventurers or stab them in the back and become the famed one who defeated the lord of the dragons.

#### Zombie Dice (Session 1a)

**Type:** Come-N-Go (Party Game)

**Table:** BG-8

**Players:** 2-99 (lots of zombies!)

**GM:** Jim Perry

**Event Title:** Grey Candy

**Event Description:**

Roll the dice and see what's for lunch: brains or dust. Do your part to wipe out those pesky humans and the darned shotguns.

## Texicon Pizza Party And State of the Union



Texicon is throwing a pizza social on Saturday night 21 July. All attendees are welcome. It is of course every gamers' favorite food... Pizza!

So, make sure to plan and grab a slice.

We are thinking everyone should get at least 4 slices. The pizzas start coming out at 5:45. We will set the dinner up in the BG and RPG hall, since miniatures take so long to set up and take down.

We also want to take that moment to open the floor for discussion. Karl and Kevin will host this discussion while ya'll eat... eat... eat...

WE can't run out because the Uno's Chicago Style Pizza is catering the event and it is right next door. So, if we need more food, we can get it as easy as pizza pie. ;)

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## Friday Session 2 (Listed Alphabetically)

### Board Games

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#### Battle of Pea Ridge

**Type:** Historical Strategy

**Table:** BG-7

**Players:** 2-8

**GM:** Dave Crater

**Event Title:** This War ain't Civil!

#### **Event Description:**

Battle of Pea Ridge fought using the Command and Colors Battle Cry system. No Experience needed and even kids 10+ can play. This proves to be an epic battle that everyone can relax and enjoy.

#### Empire Builder

**Type:** Strategy/Railroad

**Table:** BG-2

**Players:** 2-6

**GM:** Melinda Pajak

**Event Title:** Conquering the Continent

#### **Event Description:**

In the land of opportunity, wide open country, and Iron, the age of the Iron Horse has come. True, self-reliant individuals are building their fortunes while changing the course of this great nation. One person will reach out to grasp the future to become a legend. America, the land of individuals and individuality holds opportunity for those with vision. Players will build track to cities, pick up goods and products, and deliver them to get paid in CASH. But, decisions must be made. Should track be built from Memphis to Phoenix or from New York to Los Angeles? Your decisions will determine whether or not you become the Empire Builder. Come forge your place in history. No experience needed to play. Easy to learn in 5 minutes. GM will be using modified rules.

#### Pink the Bogman

**Type:** Ancient Heroic Fantasy

**Table:** BG-5

**Players:** 1-13

**GM:** Count Gregor I

**Event Title:** Bang the Bogman

#### **Event Description:**

Journey throught the Great Bog, avoiding the Bogmen. Be the last survivor to win.

#### Puerto Rico

**Type:** Caribbean Economic Development.

**Table:** BG-4

**Players:** 2-5

**GM:** Travis Tonne

**Event Title:** Farming the Rico Way

#### **Event Description:**

Each player utilizes different roles - mayor, captain, settler, trader, prospector, craftsman, or builder to score the most victory points with their colony. Players can act on every turn of the game, allowing them to choose between shipping goods for points or building an impressive city. Players must manage their colonists, erect a variety of buildings, build up their plantation, and sell or ship goods.

#### Railways of the World

**Type:** Strategy/Railroad

**Table:** BG-3

**Players:** 2-6

**GM:** Tom Stearns

**Event Title:** Railroad building in Eastern USA

#### **Event Description:**

Rewrite the annals of history...and engrave your name alongside the world's greatest railroad barons. Build your railroad empire across the Railways of the World and find out if you have the mettle to outwit and outmaneuver your opponents! Players will be using the "Railways of the Eastern U.S." expansion, which uses the mid-19th century Eastern USA map. Players will also be using a deck of cards that introduce Railroad Barons, Service Bounties, Hotels, and more to the game. This exciting Eastern U.S. expansion brings a new vantage to the traditional Rails of the World board game.

2-5 players, ages 10 and up, 120 minutes playing time.

#### Starfleet Battles Board Game

**Type:** Sci-Fi Star Trek

**Table:** BG-1

**Players:** 2-4

**GM:** Gene Young

**Event Title:** Border Clash

#### **Event Description:**

While patrolling the Klingon/Federation border, two squadrons meet. Each side closes to expel the other from their territory. Will you choose the sturdy Federation Ships or the more agile Klingon? One thing is for sure: only one fleet will remain at the end of the day.

#### Vinhos

**Type:** Themed Strategy Game

**Table:** BG-8

**Players:** 2-4

**GM:** Ken Burt

**Event Title:** Grab that Grape.

#### **Event Description:**

"In Vinhos (a Portuguese word meaning "Wines") you will play the role of wine producers in Portugal. Over a period of 6 years, you will expand your business by establishing Estates in the different regions of Portugal, buying vineyards and building wineries. Skilled enologists will help you increase the quality of your wine, while top Wine Experts will enhance it's features at the "'Feira Nacional do Vinho Português'", the Wine Tasting Fair. You can establish a market presence bringing in money. Expand your company, pay your enologists' salaries. Prestige cannot come from money alone. To ensure a good reputation on international markets you must meet the requirements of various Countries, by consistently exporting high-quality wines. ine Tasting Fair will be held, which wine will you present? What will yours be?

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## Friday Session 3 (Listed Alphabetically)

### Board Games

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#### Age of Conan

**Type:** Fantasy Strategic Conquest

**Table:** BG-7

**Players:** 2-4

**GM:** Alan Richbourg

**Event Title:** No Place for the Weak

#### **Event Description:**

Empires compete for supremacy in Hyboria, the world of Conan. You will wield sorcery, intrigue, and warfare to reach your objectives. Meanwhile Conan fights his way across the kingdoms, stirring up trouble wherever his adventures take him.

#### Are You a Werewolf?

**Type:** Party Game

**Table:** BG-2

**Players:** 8-15

**GM:** Chris Hughes

**Event Title:** Wolf in Man's

Clothing

#### **Event Description:**

A Game of Deception, Paranoia, and Mob Rule in which a vengeful group of villagers must find out whom among them is a werewolf (before it's too late...)

#### Dominant Species

**Type:** Euro Strategy Ice Age

**Table:** BG-1

**Players:** 2-6

**GM:** Eric Couch

**Event Title:** Specious Species

#### **Event Description:**

Euro strategy game where each player takes on the role of one of six animal classes: mammal, reptile, bird, amphibian, arachnid or insect. The players vie for dominance as the game board expands and is simultaneously plagued by the ever expanding ice-age.

#### Fairy Tale (Session 3a)

**Type:** Fantasy Strategic Conquest

**Table:** BG-4

**Players:** 2-5

**GM:** Mathew Edwards

**Event Title:** Pick the Best, Pass the Rest.

#### **Event Description:**

A new game from the new company named 'What's Your Game'.

Fairy Tale is a card game perfect for the fantasy gamer.

Summary: Magic places and ancient legends, strategic alliances and heroic sacrificing, glorious leaders and four Realms fighting for the victory. Try to achieve the highest number of points choosing wisely your cards, subtracting the most precious ones to your advisories and making the legend come true.

#### Lords of Waterdeep (Session 3b)

**Type:** Fantasy

**Table:** BG-4

**Players:** 2-5

**GM:** Mathew Edwards

**Event Title:** Lord It Over Me

#### **Event Description:**

Waterdeep, the City of Splendors is the most resplendent jewel in the Forgotten Realms. It is also a den of political intrigue and shady back alley dealings.

In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force! You assume the role of a masked Lord of Waterdeep. They are the secret rulers of the city. Through your agents, you recruit adventurers to perform quests on your behalf, earning rewards and increasing your influence over the city. You can expand the city by purchasing new buildings, which cause new actions on the board to open. You can also hinder, or help, the other lords by playing Intrigue cards to enact your carefully laid plans.

#### Munchkin (Varitey)

**Type:** AD&D Spoof, party game.

**Table:** BG-6

**Players:** 3-7

**GM:** Dave Coon

**Event Title:** Flip me a monster

#### **Event Description:**

From the manufacturer: This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience with none of that stupid role-playing stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon. Game is approx 60 minutes. Munchkin is a stand-alone card game designed by Steve Jackson that "simulates" (well, sorta) a fantasy-themed RPG (oh, ok, DnD) in a simple, card-based game that's chock full o' silliness.

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## Friday Session 3 (Listed Alphabetically)

### Board Games

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#### Ora et Labora

**Type:** Resource Gathering

**Table:** BG-5

**Players:** 2-4

**GM:** Ken Burt

**Event Title:** Money Monks

#### **Event Description:**

In Ora et Labora, each player is head of a monastery in the Medieval era who acquires land and constructs buildings – little enterprises that will gain resources and profit. The goal is to build a working infrastructure and manufacture prestigious items – such as books, ceramics, ornaments, and relics – to gain the most victory points at the end of the game.

Ora et Labora, Uwe Rosenberg's fifth "big" game, has game play mechanisms similar to his Le Havre, such as two-sided resource tiles that can be upgraded from a basic item to something more useful. Instead of adding resources to the board turn by turn as in Agricola and Le Havre, Ora et Labora uses a numbered rondel to show how many of each resource is available at any time. At the beginning of each round, players turn the rondel by one segment, adjusting the counts of all resources at the same time.

Each player has a personal game board. New buildings enter the game from time to time, and players can construct them on their game boards with the building materials they gather, with some terrain restrictions on what can be built where. Some spaces start with trees or moors on them, as in Agricola: Farmers of the Moor, so they hinder development until a player clears the land, but they provide resources when they are removed. Clever building on your personal game board will impact your final score, and players can buy additional terrain during the game, if needed.

Players also have three workers who can enter buildings to take the

action associated with that location. Workers must stay in place until you've placed all three. You can enter your own buildings with these workers, but to enter and use another player's buildings, you must pay that player an entry fee so that he'll move one of his workers into that building to do the work for you.

Ora et Labora features two variants: France and Ireland."

#### Stellar Horizons

**Type:** Science Fiction

**Table:** BG-3

**Players:** 4-6

**GM:** Patrick Hughes

**Event Title:** Border Raid!

#### **Event Description:**

A pair of Orion class patrol craft from the Free Terran Republic are heading for the Velan Orbital Commercial Platform. Intelligence has determined that they plan to disable the station in order disrupt shipping in the region. It is up to the Velan Frontier Defense Squadron to stop these raiders from the Pirate Worlds and keep the space lanes to Sha'kavri space open!

#### Zombiethon

**Type:** Horror Adventure

**Table:** BG-8

**Players:** 3-5

**GM:** David Valentine

**Event Title:** Run for Your Life!

#### **Event Description:**

The Zombie Apocalypse is in full swing and you're infected. You've managed to survive long enough for medical science to have discovered a cure. Seems happy enough right? WRONG! There's only one injection left and you and everyone else is racing to get it. The government decided to turn it into a contest; the first to arrive is the only one who'll live. Zombiethon is a cutthroat game of survival. Kill your friends, band together; it's up to you, only one will live in the end.

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## Friday Session 4 (Listed Alphabetically)

### Board Games

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#### Decent

**Type:** Fantasy Dungeon Crawl

**Table:** BG-1

**Players:** 2-5

**GM:** Travis Tonne

**Event Title:** Monsters and Treasure Oh My!

#### **Event Description:**

Descent: Journeys in the Dark is a semi-cooperative game in which two to five players will take on the antagonistic roles of heroes and Overlord. Up to four players will choose characters with a wide assortment of skills and innate abilities to be the heroes who will explore dungeons in search of treasure and adventure. One player will take on the role of the Overlord and will control the dungeon's many traps, puzzles, and monsters.

#### Kingmaker

**Type:** Renaissance Strategy

**Table:** BG-3

**Players:** 2-7

**GM:** Kevin Pajak

**Event Title:** Crown me a King

#### **Event Description:**

Set in the midst of a chaotic English Civil War (1450-1485), KINGMAKER will astound you with its opportunity for diplomacy, fast moving play, simple mechanics, involved strategies, and sudden turns of fortune. Not a wargame in the classic mold, KINGMAKER is a game the entire family can enjoy—especially those who relish the role of the underdog and combining forces against the leader, be he Lancastrian or Yourkist.

Come and enjoy this out of print game as Kevin pulls it out of his immense game warehouse. It is not often played at cons, much less at home as it is more of a collector's item. Not for Kevin. He'd rather play than collect. What about you?

#### Masterpiece

**Type:** Family Game/Strategy

**Table:** BG-2

**Players:** 3-6

**GM:** Kevin Pajak

**Event Title:** Collecting a Piece

#### **Event Description:**

"Going Once. going twice...SOLD! For years families have thrilled to the excitement and fun of the Masterpiece game. Now you can join the tradition and make your mark in the high-stakes world of an international art auction, where the excitement is in the bidding-- and the fun is in the bluffing!

Rembrant...Cezanne...Monet. Tonight, 24 works by the world's greatest painters go on the auction block. And with a shrewd eye for a deal, you can bid and bluff your way to the largest fortune in paintings and cash.

Of course, it could turn out to be a worthless forgery. Try to buy low and sell high...and if you can pass off a fake as the real thing, take the money and run!

It's the classic Masterpiece game... Now, who'll start the bidding?"

#### Red Sand Black Moon

**Type:** Fantasy

**Table:** MN-1

Note: See Miniatures Event Description for this miniatures game. It occurs in the Board Game Hall.

#### Slapshot

**Type:** Party Game

**Table:** BG-5

**Players:** 1-7

**GM:** Karl Pajak

**Event Title:** Broken Teeth and Frozen Ice

#### **Event Description:**

Each team selects their players and dukes it out on the ice. Learn to play this game in only a few minutes and then you're off, racing down the ice towards the goal. Meet great Ice Hockey stars like: Puck Rogers, Antoni Zamboni, and Napoleon Bonapuck. You'll be amazed at how fun this game is, as well as how quick you can learn to play.

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## Saturday Session 1 (Listed Alphabetically)

### Board Games

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#### 7 Wonders

**Type:** Civilization Building

**Table:** BG-8

**Players:** 3-7

**GM:** Dave Donohoo

**Event Title:** Dude! Where's my Civilization?

**Event Description:**

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

#### Apples to Apples

**Type:** Party Game

**Table:** BG-6

**Players:** 3-8

**GM:** Mathew Edwards

**Event Title:** Appealing Apples Plucked Perfectly

**Event Description:**

Apples to Apples is the wild, award-winning card game that provides instant fun for 4 to 10 players. Open the box, deal the cards, and you're ready to play! Select the card from your hand that you think is best described by a card played by the judge. If the judge picks your card, you win that round. Everyone gets a chance to be the judge.

#### British Rails

**Type:** Strategy/Railroad

**Table:** BG-7

**Players:** 2-4

**GM:** Jerry Davis

**Event Title:** Tea Time and the Brits

**Event Description:**

Conquer England (and Wales and Scotland) ... by train. Create your rail empire, outwit your opponents, and even learn some UK geography.

#### Dragon Valley

**Type:** Fantasy

**Table:** BG-2

**Players:** 2-4

**GM:** CW Karstens

**Event Title:** Dragon Blast!

**Event Description:**

In Dragon Valley, players compete to gain honor and prestige from defending their baronies or conquering the territories within Dragon Valley. Players take turns dividing troops, building materials, special powers and attackers. After dividing, other players select the forces, materials, abilities and foes they prefer and leave the remainder with the player who did the dividing. Players then build defenses, battle invaders or lay siege on the orc strongholds scattered throughout Dragon Valley

#### Dominant Species – The Card Game

- **Brand NEW game from GMT!!!**

**Type:** Card Game

**Table:** BG-9

**Players:** 1-5

**GM:** Steven Duke

**Event Title:** Survival of The Fittest

**Event Description:**

40,000 B.C. — A great ice age is ending. Another titanic struggle for global supremacy has unwittingly commenced between the animal species.

Dominant Species: The Card Game is a fast-playing game for up to six players that abstractly recreates a tiny portion of ancient history: the ponderous rescinding of an ice age and what that entails for the living creatures trying to adapt to the slowly-changing earth.

Players will use six major animal classes – mammal, reptile, bird, amphibian, arachnid or insect – to further their goals in various terrain. Through wily card play, players will strive to become dominant at as many different terrestrial and sea biomes as possible in order to claim

valuable victory points: It is survival of the fittest. Can you dominate? Find out now!

#### Groo The Game (Session 1a & 1b)

**Type:** City Building Card Game

**Table:** BG-3

**Players:** 2-4

**GM:** Jim Perry

**Event Title:** Cheeze Dip Anyone?

**Event Description:**

In Groo: the Game, players compete to be the first to build a large town by playing 'building' cards that give them victory points. Of course, this is no picnic, hindered as it is by other players' rampaging armies and the frequent bumbling visitations of Groo the Wanderer, determined by the roll of a set of dice, which can also grant players resources with which to build and 'Groo heads' with which to damage the unfortunates who have Groo in their village. Players can also develop armies to attack other players' cities Excellent fun for the beer-and-pretzels crowd

#### Munchkin Quest

**Type:** Dungeon Crawl

**Table:** BG-4

**Players:** 2-4

**GM:** Wil Wilson

**Event Title:** Lookin' for the small guy.

**Event Description:**

Come kill some monsters, horde the treasure and stab your buddy in the back in the wacky world of Munchkin Quest! Froim Manufacturor: Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it... then another tile is added to the dungeon. Battle monsters for power and treasure, or send them after your friends. Reach Level 10, and then get out alive if you can!

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## Saturday Session 1 (Listed Alphabetically)

### Board Games

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#### Navegador

**Type:** Euro Strategy 15th century China

**Table:** BG-1

**Players:** 2-5

**GM:** Eric Couch

**Event Title:** Portuguese Hit the Seas

#### **Event Description:**

In the 15th century, the Portuguese Prince Henry the Navigator (Henrique o Navegador) summoned the best cartographers and navigators of his time and instructed them to explore the shores of the African coastline. They thereby won expertise in navigation and shipbuilding, heralding the Age of Exploration and enabling Portugal to later to find a sea trade route to India and China. In the height of its power Portugal controlled the sea trade from Brazil to Japan and attained overwhelming wealth with the trade monopoly on spices. The players represent wealthy trade dynasties that help to build up the Portuguese colonial empire. Tracing the routes of famous explorers they advance all the way to Nagasaki--but sailing into unknown waters is a dangerous venture. Founding colonies and building factories helps them to build up an economic base. But the prices for sugar, gold and spices fluctuate all the time, and only the trade dynasty that adapts to the market will be able to finance its lofty plans. Competing for new discoveries, colonies, shipyards, and churches it is very important to observe the actions of the other players.

#### Stuggle for Europe and Asia

#### WWII

**Type:** Come-N-Go

**Table:** BG-5

**Players:** 2-7

**GM:** Ken Burt

**Event Title:** Axis & Allies on Steroids

#### **Event Description:**

This unique game allows players to play a few turns and then leave or stay and play all day. Feel free to join for as long as you'd like. It has been set up so that players can come and go as they desire.

Throughout the game, many different players will pick up where previous players left off.

Since this is how the game is played, players are encouraged to drip by and try their hand at this unique game.

But, do not feel obligated to stay. This "come and go" style of play allows for many generals to command the forces arrayed before them. Normally, this could not occur. but here, in this game, that is exactly what happens. Thus, you can come play for a few turns, leave, and then come back again several hours later. See how other generals have faired with your troops. Maybe they had better strategies that you did not think of, but now YOUR style of command is desperately needed.

The Struggle for Europe and Asia WWII. An Axis and Allies type system with a larger map and more involved rule system

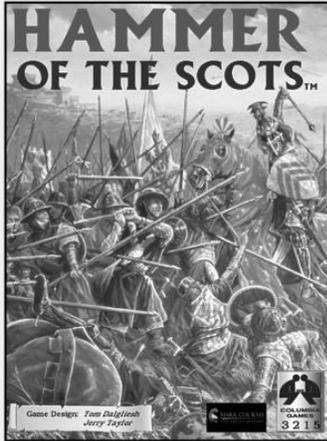
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## Saturday Session 2 (Listed Alphabetically)

### Board Games

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#### Australian Rails

**Type:** Strategy/Railroad

**Table:** BG-3

**Players:** 2-6

**GM:** Melinda Pajak

**Event Title:** Kangaroo Choo Choo

#### **Event Description:**

Australia - the land of mystery. Settle in for a ride with this fun game of railroad building. Visit exciting towns such as Kalgoorlie or Paraburdoo to pick up products such as GOLD! or artifacts and then take them to far flung Hobart or Waga Waga for pure 100% cash. That's right! You get paid to deliver loads. But, it's not just about delivering loads. Special event cards bring a unique dynamic to the game. Floods, sandstorms, strikes and more.

"Overall, one of the best games I've ever played," Bob Plimkin.

America, the good ole U.S.A. is all about individuality. Mayfair's railroad system is too. Players get to decide where their rails are built.

Do you have it in you to build strategic rail lines that will win you the day? Come find out and ride the Australian Rails.

Game will be using modified rules that increase ease of game play and fun. GM will explain the changes before game begins. No experience necessary. Players can learn how to play in 5 minutes.

#### Command and Colors

#### Napoleonics!

**Type:** Historical Wargame

**Table:** BG-4

**Players:** 2-8

**GM:** Steven Duke

**Event Title:** Who can lead this Spanish rabble?

#### **Event Description:**

At the time of the Napoleonic Wars, Spain was only a shadow of its former power. Spanish troops and leaders, as many Napoleonic

historians point out, performed badly on a large number of occasions. Yet there are a number of battles where the Spaniards fought valiantly and gained victory. Ironically, the point most historians overlook is the fact that the Spanish armies constituted a threat that the French simply could not ignore. The Spanish Armies and the accompanying guerrilla warfare against French troops tied down large numbers of French troops. Here, using GMT's hugely successful Command and Colors system from Richard Borg (creator of Memoir 44, Battle Lore, Battle Cry), players fill the historic shoes of these commanders from the past in this most brutal test of wills. One overall commander on each side decides what cards he gives to his three subordinate commanders in each turn to give orders to units in the left, center, or right of the battlefield and the scenario is played out on a double-wide map sheet.

A unique mechanism of the Spanish expansion to Command and Colors Napoleonics is the Guerilla. It may not overcome the superiority of the French troops, but it enables the Spanish side to potentially stop a card play by the French for every Guerilla committed. This could be devastating if it works. If it doesn't? Well, Spain is really Southern France anyway...

Players familiar with any of Borg's games can quickly fall in on CCN. Even players with no experience will quickly gain the basics. Children under 15 are welcome but must be accompanied in the game by a parent. Prize for most heroic Marshal!

#### Small World

**Type:** Fantasy

**Table:** BG-7

**Players:** 2-4

**GM:** Travis Tonne

**Event Title:** Give me some room!

#### **Event Description:**

"Descent: Journeys in the Dark is a semi-cooperative game in which two to five players will take on the antagonistic roles of heroes and Overlord. Up to four players will choose characters with a wide assortment of skills and innate abilities to be the heroes who will explore dungeons in search of treasure and adventure. One player will take on the role of the Overlord and will control the dungeon's many traps, puzzles, and monsters. The heroes' goal will be to cooperatively conquer the dungeon, seize its many treasures, and achieve other objectives as set by the scenario. If the heroes cooperate and achieve their goals, they will all win. The Overlord's objective is simply to use all the means at his or her disposal - from deadly traps and ferocious monsters - to kill the heroes. Each hero has a certain Conquest Point value to the party and if too many Conquest Points are lost through hero death, the party loses and the Overlord wins.

Are you equipped and ready to step onto the Glyph of Transport and cross the dark portal into the world of Descent?"

#### Steam

**Type:** Strategy/Railroad

**Table:** BG-1

**Players:** 3-5

**GM:** Eric Couch

**Event Title:** Coal, Fire, and Water makes...

#### **Event Description:**

In Steam you build railroads and deliver goods along an ever changing network of tracks and stations. You build the tracks, upgrade towns, improve your train, and grab the right goods to make the longest, most profitable deliveries. Score your deliveries and add to your income or victory points, balancing your need to

### Steam (Continued)

**Type:** Strategy/Railroad

**Table:** BG-1

invest against your quest to win the game. Steam is the culmination of Martin Wallace's classic railroad game series. It contains a brilliantly balanced standard game, and a very rich, elegant basic game. Both offer you unparalleled flavor and fun.

### Stellar Horizons: Tactical Starship Combat

**Type:** Science Fiction

**Table:** BG-2

**Players:** 4-6

**GM:** Patrick Hughes

**Event Title:** Broken Alliances

#### **Event Description:**

During the War of Sha'kavri Liberation the Terran Expeditionary Force fought to free the Sha'kavri peoples who temporarily unified against their common oppressor. Yet as the war progressed, the tenuous alliance between the Crystan Empire and the nation of Kir'vera finally fell apart. Now a Crystan patrol has found a Kir'veran strike force. No quarter will be asked or given in this deep space fight to the finish!

### Stuggle for Europe and Asia

**Type:** Come-N-Go

**Table:** BG-5

**Players:** 2-7

**GM:** Ken Burt

**Event Title:** Axis and Allies on Steroids

#### **Event Description:**

See Session 1 for full description.

Event continues, join in and play as long as you'd like.

### Zombies!!!

**Type:** Horror

**Table:** BG-6

**Players:** 2-6

**GM:** Jim Perry

**Event Title:** Hey! Bring back my leg

#### **Event Description:**

A simple game where players are people trapped in a town full of zombies. First to make it to the heliport or kill 25 zombies wins. Cards are used to represent events in the game such as finding weapons or zombies. Simple counters are used to keep track of certain aspects of the game. Zombies!!! puts you in the middle of the action as you try to escape the ever advancing zombie horde. Players must use a combination of wits and brawn to be the first to the heliport and certain escape. The only problem is, the zombies are everywhere, they appear to be very hungry and your opponents would really prefer if you didn't escape.

Zombies are everywhere and you have to get out of town. Work together or go it alone to GET TO DA CHOPPA! Modules available: Basic, ""#7: Send In The Clowns"", ""#4: The End"

### Zombiethon

**Type:** Horror Adventure

**Table:** BG-8

**Players:** 3-5

**GM:** David Valentine

**Event Title:** Run for your life!

#### **Event Description:**

The Zombie Apocalypse is in full swing and you're infected. You've managed to survive long enough for medical science to have discovered a cure. Seems happy enough right? WRONG! There's only one injection left and you and everyone else is racing to get it. The government decided to turn it into a contest; the first to arrive is the only one who'll live. Zombiethon is a cutthroat game of survival. Kill your friends, band together; it's up to you, only one will live in the end.

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## Saturday Session 3 (Listed Alphabetically)

### Board Games

#### Advanced Squad Leader

**Type:** Historical WWII, Squad Level Tactical Game

**Table:** BG-4

**Players:** 2-5

**GM:** Gene Young

**Event Title:** Race for the prize

#### **Event Description:**

In the eastern front at the far end of a stretched out overburdened supply line, food is scarce and winter is

approaching fast. Patrols of no-man's land between enemy lines have discovered a warehouse forgotten in the rush to clear out ahead of the advancing front. Hundreds of tons of canned goods, preserved meats and cheeses, grains, and other non perishables are there for the taking. Who gets there first will eat well throughout

the winter. Second place prize: boot soup and the opportunity to forage.

#### Castle Raven Loft

**Type:** Fantasy

**Table:** BG-3

**Players:** 2-5

**GM:** Wil Wilson

**Event Title:** Brave Knave

#### **Event Description:**

Come explore what lays beneath Castle Ravenloft in this exciting, fun and challenging D&D boardgame. From Manufacturer: An exciting D&D boardgame for 1–5 players. The master of Ravenloft is having guests for dinner—and you are invited! Designed for 1–5 players.

### Caylus

**Type:** Euro Strategy

**Table:** BG-1

**Players:** 2-5

**GM:** Eric Couch

**Event Title:** Crafty Fame

**Event Description:**

To strengthen the borders of the Kingdom of France, King Philip the Fair decided to have a new castle built. For the time being, Caylus is but a humble village, but soon, workers and craftsmen will be flocking by the cartload, attracted by the great prospects. Around the building site, a city is slowly rising up... The players embody master builders. By building the King's castle and developing the city around it, they earn prestige points and gain the King's favor. When the castle is finished, the player who has earned the most prestige wins the game.

### Conquest of the Empire

**Type:** Ancient Historical Warfare

**Table:** BG-6

**Players:** 2-6

**GM:** Dave Donohoo

**Event Title:** Big Stick Enterprise

**Event Description:**

Do you have what it takes to become the next Emperor of Rome? It is the 2nd century AD and the 200 year Pax Romana of Augustus Caesar has come to an end. With the death of the Philosopher-Scholar Emperor Marcus Aurelius, the Roman Empire is without a competent leader. Disorder reigns and civil war looms. Mars will be pleased. It is a time for war. It is a time for Conquest of the Empire!

### Dragon Valley

**Type:** Fantasy

**Table:** BG-2

**Players:** 2-4

**GM:** CW Karstens

**Event Title:** Dragon Blast!

**Event Description:**

In Dragon Valley, players compete to gain honor and prestige from defending their baronies or conquering the territories within Dragon Valley. Players, divide troops; building material, and special powers/attackers then build defenses, battle invaders or lay siege on the Orc strongholds scattered throughout Dragon

### Fire and Axe

**Type:** Historical Strategic Conquest

**Table:** BG-7

**Players:** 3-5

**GM:** Alan Richbourg

**Event Title:** Longboats of Conquest

**Event Description:**

This is a board game that spans the time of the Viking Sagas. The epic journeys that led Norsemen to raid, trade and settle over the known and unknown territories of the northern hemisphere. You will command your warriors and map out your strategy - only the strongest, most courageous and luckiest of you will triumph! So, do you feel lucky? This game was originally published as Viking Fury by Ragnar Brothers.

### Mr. Bacon's Big Adventure

**Type:** Family Game

**Table:** BG-8

**Players:** 1-3 (Runs multiple times)

**GM:** Jim Perry

**Event Title:** Frying Pan Fandango!

**Event Description:** BACON! The action-packed, porcine-flavored adventure pits you against up to four other players as you navigate the hazards of Meatland, including the unspeakable horrors of Vegan Alley, to make it to The Great Frying Pan at the end of your journey. While only four players—Willie Wonka offered five golden tickets so you'd be even luckier than

that!—are possible, up to 150,000 spectators are permitted, or whatever your local fire code permits. Answer The Call: BACON! Running time: 10-30min, game repeats.

### Railways of the World

**Type:** Train Game

**Table:** BG-9

**Players:** 1-5

**GM:** Janeal Kitchens

**Event Title:** Choo Choo Chugin

**Event Description:**

Compete in a grand game of railroad empire building. Assume the role of a 19th century rail baron by laying track, shipping goods, upgrading your train engines, and outwitting other barons as you expand your empire through the Eastern US region. The featured game is Eagle Games, Railways of the World (Eastern US) full rules version, and we will be playing with the event card expansion deck.

The winner will be presented with the now famous Golden Spike Award!

### Stuggle for Europe and Asia

**Type:** Come-N-Go

**Table:** BG-5

**Players:** 2-7

**GM:** Ken Burt

**Event Title:** Axis and Allies on Steroids

**Event Description:**

See Session 1 for full description. Event continues, join in and play as long as you'd like.

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## Saturday Session 4 (Listed Alphabetically)

### Board Games

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#### Axis and Allies

**Type:** Historical

**Table:** BG2

**Players:** 2-5

**GM:** Pete Reardon

**Event Title:** Patton Returns

#### **Event Description:**

The sky darkened as the planes filled the heavens, their death unleashed upon Britain. To the east the Axis' tanks rolling across Europe crushed the hopes of the world. Only one man could turn the tide for the Allies. His name, General Patton. Join the fight to control the destiny of the world in this amazing recreation of World War II and aid General Patton as he takes command of the Allies' forces. Yes Texicon has summoned General Patton back from the dead to play this great game. This is a chance of a life time to meet an amazing dead General!

Axis and Allies allows players to command the forces of the nations engaged in the struggles of World War II. You can join either the Axis or the Allies in this struggle. The game is easy to learn.

#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-1, MN-2

Note: See Miniatures Event Description for this miniatures game. It occurs in the Board Game Hall.

#### Descent

**Type:** Fantasy Dungeon Crawl

**Table:** BG-1

**Players:** 2-4

**GM:** Travis Tonne

**Event Title:** Monsters and Treasure Oh My!

#### **Event Description:**

Descent: Journeys in the Dark is a semi-cooperative game in which; two to four players will take on the protagonist roles of heroes and Overlord (GM) will take on the roles of the antagonists (Monsters). Up to four players will choose characters with a wide assortment of skills and innate abilities to be the heroes who will explore dungeons in search of treasure and adventure. One player will take on the role of the Overlord and will control the dungeon's many traps, puzzles, and monsters.

#### Slapshot

**Type:** Party Game

**Table:** BG-4

**Players:** 1-7

**GM:** Karl Pajak

**Event Title:** Broken Teeth and Frozen Ice

#### **Event Description:**

Each team selects their players and dukes it out on the ice. Learn to play this game in only a few minutes and then you're off, racing down the ice towards the goal. Meet great Ice Hockey stars like: Puck Rogers, Antoni Zamboni, and Napoleon Bonapuck. You'll be amazed at how fun this game is, as well as how quick you can learn to play.

#### Struggle for Europe and Asia:

#### WWII

**Type:** Come-N-Go

**Table:** BG-5

**Players:** 2-7

**GM:** Ken Burt

**Event Title:** Axis and Allies on Steroids

#### **Event Description:**

This all day event may not be continuing over night in Session 4 if it has concluded in an earlier Session. However, if it is still going on you too can help shape the face of the world by joining in this easy to learn game. The setup was designed for players to come and go as they wish. It's never to late to join in when Ken Burt is hosting the game.

Choose from any of the remaining nations and join in the fun. This game is easy to learn and fun to play.

#### **NOTICE:**

~~Shirereeve Thomas seeking Tad Thramus for crimes against Bogmen. If you have any knowledge of Tad Thramus please report his whereabouts directly to your local Shirereeve.~~

Robin here, just a note to say down with King John and his stupid Shirereeves! Let the freedom reign, join the Merry Band of Men today.



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## Sunday Session 1 (Listed Alphabetically)

### Board Games

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#### Are you a Werewolf?

**Type:** Party Game

**Table:** BG-8

**Players:** 8-15

**GM:** Chris Hughes

**Event Title:** Wolf in Man's Clothing

#### **Event Description:**

A Game of Deception, Paranoia, and Mob Rule in which a vengeful group of villagers must find out who among them is a werewolf (before it's too late...)

#### Dixit (Session 1b)

**Type:** Party Game

**Table:** BG-2

**Players:** 3 to 6

**GM:** Mathew Edwards

**Event title:** Framed by Words

#### **Event Description:**

The players have hands of oversized cards with various artistic pictures. The active player secretly selects one of his cards and gives a very brief description. The other players secretly select their own cards which match the description. The chosen cards are shuffled and revealed, then players vote on which was chosen by the active player. Each correct answer gives points to the guesser and the active player. Each incorrect answer gives points to the player who submitted the guessed card. However, if all of the guesses are correct -- or none of them are -- then the active player gets no points and all the other players get points. The game ends when the deck is empty. The greatest total wins the game.

#### Junta "Lite": Viva El Presidente!

**Type:** Comic Party Game

**Table:** BG-7

**Players:** 3-5

**GM:** Alan Richbourg

**Event Title:** Ruling the Banana

#### **Event Description:**

In this new, lighter, version of Junta, players represent families striving to develop their personal estates in a fictitious Banana

Republic using foreign aid money. Each player commands their own militia, but only one at a time can be El Presidente! Comes complete with a pair of sunglasses. Might use a variant to add Cabinet Positions, somewhat like the original Junta.

#### Red Dragon Inn (Session 1a)

**Type:** D&D Spoof/Party Game

**Table:** BG-2

**Players:** 2-4

**GM:** Mathew Edwards

**Event Title:** Open the Taps!

#### **Event Description:**

You and your adventuring companions have spent all day slogging through the Dungeon, killing monsters and taking their stuff. Now you're back in town, healed up, cleaned up, and ready to party at the Red Dragon Inn.

Drink, gamble, and roughhouse with your friends. But don't forget to keep an eye on your Gold. If you run out, you'll have to spend the night in the stables. Oh... and try not to get too beaten up or too drunk. If you black out, your friends will continue the party without you... after they loot your body for Gold of course! The last conscious adventurer with Gold wins the game!

Take on the role of one of these heroic fantasy adventurers - Deirdre, Fiona, Gerki, or Zot - and enjoy an evening at the Red Dragon Inn!

#### Russian Rails

**Type:** Railroad/Strategy

**Table:** BG-3

**Players:** 2-4

**GM:** Jerry Davis

**Event Title:** For the Motherland!

#### **Event Description:**

Conquer Russia ... by train ... until Communism falls. Create your rail empire, outflank your opponents,

and even see the vast expanse of Russian geography

#### Stellar Horizons: Tactical

#### Starship Combat

**Type:** Sci-Fi

**Table:** BG-1

**Players:** 4-6

**GM:** Patrick Hughes

**Event Title:** Unfriendly Natives!

#### **Event Description:**

The Shraziss are a reclusive species who live near the Terran-Sha'kavri border. Several contact attempts have been violently repulsed. Tired of the lack of contact and information, the North American government has dispatched a high speed survey mission to survey their worlds. It didn't take long for the Shraziss to react. Now the Terran ship must manage to complete their mission while evading Shraziss interceptors.

#### Stop Thief!

**Type:** Detective Sleuth

**Table:** BG-4

**Players:** 2-4

**GM:** Jim Perry

**Event Title:** Catch Me if You Can

#### **Event Description:**

Where will the thief strike next? You and your opponents are licensed private detectives. The thief you're after is computer controlled and completely invisible. But you can hear him! With your ELECTRONIC CRIME SCANNER you can eavesdrop on the thief whenever he moves on the board. Each sound you hear is a clue that will help you track him down. You'll need all your skills of deduction and logic to follow the thief and corner him. If you can catch this thief, you'll earn a large reward. If he gives you the slip, he'll rob again...and again...and again...

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## Sunday Session 2 (Listed Alphabetically)

### Board Games

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#### **Boomtown (Session 2d)**

**Type:** Wild West Prospecting & Control (Card Game)

**Table:** BG-3

**Players:** 3-5

**GM:** Melinda Pajak

**Event Title:** Mayor or Bust

**Event Description:**

There's gold in them hills!

With that cry prospectors race westward and Boomtowns are established—the gold rush is on. In Boomtown, you must compete with your fellow prospectors in a mad scramble to find your fortune in gold, but watch out for highwaymen, card sharks, and crooked politicians. There are many ways to make a buck in Boomtown.

Aim of the game: the players are prospectors, trying to find gold and get rich. Every turn, mining concessions are auctioned. Then gold is found on some concessions, depending on the dice rolls. Players can also act as highwaymen, tavern owners, and politicians. Through many means are fortunes won. At the end of the game, the player with the most influence, the best mines, and the most gold wins.

#### **Citadels (Session 2c)**

**Type:** Medieval City Building

**Table:** BG-3

**Players:** 2-7

**GM:** Melinda Pajak

**Event Title:** Crafty Carpenters

**Event Description:**

A medieval city destined for greatness, immense power and importance beckons you. There is only one problem: it isn't built yet. This vacuum presents the perfect opportunity for you. You must wisely spend your gold, bluff, intimidate and outmaneuver your rivals as you seek to build and control this new city.

Citadels is a game of nobles, intrigue, and cities for 2-7 players, playable in 20-60 minutes. The current printing of Citadels includes the Dark City expansion detailed elsewhere - look for the purple logo on your box lid if you're not sure if your copy includes the Dark City.

#### **Elixir of Life (Session 2a)**

**Type:** Family Game/Fantasy

**Table:** BG-3

**Players:** 2-4

**GM:** Melinda Pajak

**Event Title:** Potion Notion

**Event Description:**

Hear ye! the kingdom's wackiest wizards are racing to brew the magical Elixir of Life--and you're one of them! Anyone who drinks the Elixir can live forever, if he survives the quest to make it.

No one know the Elixir's secret formula. It changes every game. It is Spungi Fungi and Wing of Bat? Skwair Root and Eye of Newt? To find out, move around the board and shop for ingredients. Then take them back to your lab and start brewing.

But beware. The streets are filled with mysterious strangers, like Phil the Filch, Black Jack, and Helga the Horrible Hag. Some are friends, some are foes, and some have been hired by other wizards to steal your stuff.

Be lucky, be cunning, be quick--and the magical Elixir of Life can be yours!

#### **Mage Wars**

**Type:** Fantasy Combat

**Table:** BG-6

**Players:** 1-4

**GM:** Sean McCoy & John Ross

**Event Title:** Enter the Arena

**Event Description:**

**Note:** Event will be hosted 8 times during this Session. It runs for 60 minutes twice on this table each hour. So that's 8 great games in four hours!

Do you have what it takes to enter the arena and emerge victorious? Mage Wars® has a unique combat system that combines the best elements of customizable card games and tactical miniatures games, giving players fast-paced, action-packed strategy! Play as a Beastmaster, Priestess, Warlock, or Wizard, and then fully customize your spellbook!

#### **Munchkin Quest**

**Type:** Dungeon Crawl

**Table:** BG-2

**Players:** 2-4

**GM:** Wil Wilson

**Event Title:** Lookin' for the Small Guy

**Event Description:**

Come kill some monsters, horde the treasure and stab your buddy in the back in the wacky world of Munchkin Quest! From Manufacturer: Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it... then another tile is added to the dungeon. Battle monsters for power and treasure, or send them after your friends. Reach Level 10, and then get out alive if you can!

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## Sunday Session 2 (Listed Alphabetically)

### Board Games

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#### Risk!

**Type:** Classic Strategy

**Table:** BG-1

**Players:** 2-6

**GM:** Eric Couch

**Event Title:** It's Worth the...

#### **Event Description:**

Lead your troops. Take a risk. Rule the world! Rally your armies to march across continents. Carefully craft your strategy—you'll face your opponents on the field of battle and they'll give the fight everything they've got. Keep advancing until you've defeated all of your foes and taken over the world!

#### Small World

**Type:** Fantasy

**Table:** BG-5

**Players:** 2-4

**GM:** Travis Tonne

**Event Title:** Travis' Teeny World

#### **Event Description:**

Descent: Journeys in the Dark is a semi-cooperative game in which two to five players will take on the antagonistic roles of heroes and Overlord. Up to four players will choose characters with a wide assortment of skills and innate abilities to be the heroes who will explore dungeons in search of treasure and adventure. One player will take on the role of the Overlord and will control the dungeon's many traps, puzzles, and monsters. The heroes' goal will be to cooperatively conquer the dungeon, seize its many treasures, and achieve other objectives as set by the scenario. If the heroes cooperate and achieve their goals, they will all win. The Overlord's objective is simply to use all the means at his or her disposal - from deadly traps and ferocious monsters - to kill the heroes. Each hero has a certain Conquest Point value to the party and if too many Conquest Points are lost through hero death, the party loses and the Overlord wins.

Are you equipped and ready to step onto the Glyph of Transport and cross the dark portal into the world of Descent?

#### Thunder Road (Session 2b)

**Type:** Post Apocalyptic

Racing / Car Battle

**Table:** BG-3

**Players:** 2-4

**GM:** Melinda Pajak

**Event Title:** Road of Death

#### **Event Description:**

Drive and survive in this desert highway race. Chase your opponents' cars and attack with your chopper...if you can't wreck them, outrun them! Will yours be the last surviving car?

#### Ticket to Ride USA 1910 & Asia

**Type:** Euro Train

**Table:** BG-7

**Players:** 2-5

**GM:** Dave Donohoo

**Event Title:** Tickets Please

#### **Event Description:**

ALL ABOARD !! Ticket to Ride is a cross-country train adventure. With elegantly simple game play it only takes minutes to learn to play. It also provides players with an intense strategic and tactical decision every turn. We will have the USA 1910 and the new ASIA versions available for play.

#### Zombiethon

**Type:** Horror adventure

**Table:** BG-4

**Players:** 3-5

**GM:** David Valentine

**Event Title:** Run for Your Life!

#### **Event Description:**

The Zombie Apocalypse is in full swing and you're infected. You've managed to survive long enough for medical science to have discovered a cure. Seems happy enough right? WRONG! There's only one injection left and you and everyone else is racing to get it. The government decided to turn it into a contest; the first to arrive is the only one who'll live. Zombiethon is a cutthroat game of survival. Kill your friends, band together; it's up to you, only one will live in the end.

Here at Texicon we believe in throwing log, eating Haggis, and hating those dog gone Britts! To help get you in the mood for being a Scot we suggest you check out Columbia Game's new and exciting game entitled Hammer of the Scots.

Now you too can be a Scot and eat Haggis. You can also beat up on other Scotsmen. Just think of all the deforestation and log tossing fun you can have.

Log tossing contest in the Norris Center parking lot on Sunday has been cancelled due to the impalement of Thor, who had just stopped by to watch the practice session.

= Sorry for any inconvenience this may have caused,  
Management

## Friday Session 1 (Listed Alphabetically)

### Miniatures Games

#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-8

**Players:** 1-4

**GM:** Kenneth & Robert Wall

**Event Title:** Training day

#### Event Description:

On December 5, 2108 mankind reached out into the stars, launching its first faster than light ship, called a Jump Ship. This single event initiated mankind's colonization of the stars.

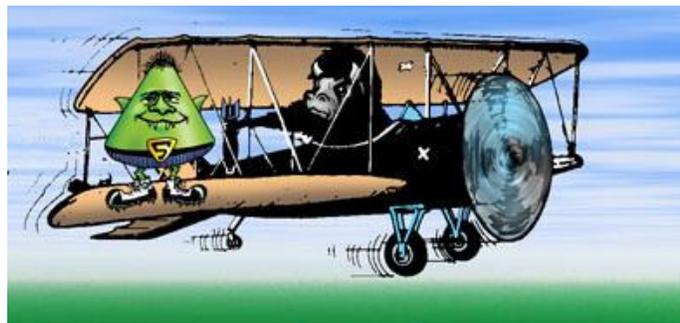
It is now 3058 and after a thousand years mankind has

colonized the universe. The known universe has been broken up into Territories named Houses. Each House has its own laws and set of beliefs. Fragile alliances were made but those alliances have been broken and now mankind is at war.

War is now waged using giant machines called Mechs. You, a young Mech Jock, and find yourself on the front line, fighting for your House. Can you defeat your enemies and help win the day for your House?

Rules Used: BattleTech Quick Start. No experience necessary, all items provided

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# HEAT OF BATTLE VI

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## Friday Session 2 (Listed Alphabetically)

### Miniatures Games

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#### American Gangster

**Type:** Historical – Fantasy

**Table:** MN-7

**Players:** 1-6

**GM:** Lance & Devon Smith

**Event Title:** Moonshine!!!!

#### **Event Description:**

The McClampett family is pumping out some quality Moonshine and they have set up operations in Texas! The Texas Rangers mean to shut them down so it is going to get nasty!

#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-8

**Players:** 1-8

**GM:** Kenneth & Robert Wall

**Event Title:** Bragging Rights

#### **Event Description:**

It's that time of the year again. It is time for the annual cadet competition between Alpha Company and Bravo Company. Each year they battle for bragging rights. Each Company Commander has picked their best cadet pilots to fill a lance and showcase the level of skill they have managed to acquire. Climb aboard your Mech! It's time to grind noses into the dirt and make a name for yourself.

Rules Used: BattleTech Total Warfare. No experience necessary, all items provided.

#### Full Thrust

**Type:** Sci-Fi

**Table:** MN-1

**Players:** 1-4

**GM:** Scott Clinton

**Event Title:** The Battle of Convoy "Orion 9"

#### **Event Description:**

Early in the 1st Terran-Quidd War a key supply convoy code named ""Orion 9"" was intercepted by a pair of quidd hyperspace ""submarines"" as they maneuvered through the systems asteroid field. The ensuing engagement between the stealthy hyperspace ""subs"" of

the bizarre alien quidd and the Terran convoy set the stage for what would be a long and deadly game of cat and mouse that would be played in the ensuing conflict.

In this game each player takes command of a single ""hyper space sub"" or escort ship with the goal to either defend or destroy the convoy as it makes it way through an asteroid field to the relative safety of their base.

The game will use a (highly) modified version of the free miniatures game ""Full Thrust"" (Ground Zero Games) with additional rules encompassing scanners, hidden movement and NO written moves (yea!)

#### Modified GHQ

**Type:** Historic Naval

**Table:** MN-2 & MN-3

**Players:** 2-6

**GM:** Randy Fant

**Event Title:** Aegean Thunder

#### **Event Description:**

It's 1914 and war has struck Europe. The German Battlecruiser SMS Goben was sailing in the Mediterranean with her little consort, the light cruiser SMS Breslau. Now, the two ships find themselves fugitives running from the combined British and Italian Mediterranean fleets. The pair race through the Aegean Sea, seeking the safety of their new allies, the Ottomans, in Constantinople. Only one squadron of British Armored Cruisers remains in their way. Can the cruisers slow the Goben enough for the pursuing squadron of British Battlecruisers to catch up? Or will they be able to blast their way through to safety?

#### Red Sand Black Moon

**Type:** Fantasy

**Table:** MN-5

**Players:** 2-4

**GM:** Elaine Patterson

**Event Title:** Swamps of Despair

#### **Event Description:**

The Grand Wizard Biskmatamet, lives in the Biskmatamet Swamps... hey if you were as powerful as he is you could name a swamp after yourself too! From time to time he needs a tad bit of entertainment. Even great wizards need to party from time to time. His parties are usually a couple of his closest friends and prisoners, captured attempting to loot his stronghold. He tosses the prisoners into a magical swirling vortex of death which prevents them from running away and makes them crazy and want to kill everything around them. The winner doesn't go free, he's tossed into the Biskama... ok they're also called The Swamps of Despair. Even if the winner makes it out of The Swamps of Despair, he still has to get out of the Dungeon of Doom. After that he's free to go. No one has ever made it out of the Swamps of Despair, now it's your turn to try, perhaps you'll be the first to make it.

Red Sands Black Moon is a fantasy gladiatorial combat miniatures game, produced by Two Hour Wargames. In Red Sands... Players create a gladiators as their characters & then enter the arena. All fights are to the death. Players will learn to fight against one another & cooperatively in teams as there is time for 2 or more matches. Miniatures provided. Rules will be taught at the table. Win the combat, or die trying!

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## Friday Session 2 (Listed Alphabetically)

### Miniatures Games

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#### Warmaster

**Type:** Fantasy

**Table:** MN-6

**Players:** 1-4

**GM:** Adrian Ruiz

**Event Title:** The Sylvan Valley

#### **Event Description:**

Thuvall the Elven Warlord has moved his forces into the lush valley of Atrops in an attempt to gain control of the forests, bringing a greater strength to his people. The Empire has controlled this Elven ancestral valley since the War of Blood when the Elves were driven out. Many attempts have been made to reclaim it, all have failed. That is until now.

The Battle for the Sylvan Valley has been long and very bloody. The final push to control the valley hinges on this last battle. Will the mightiest Elven Warlord since Shesheeny be able to retake his ancestral lands or will the Empire be able to prevent it?

Take the field as an army fighting for, or against, the Elves. Choose your army, gear up and prepare for war in this final battle for the Sylvan Valley. Player 1 decides if his forces are allied with, or against, the Elves.

Warhammer fantasy battles is a 10mm scale Strategy and Tactics miniatures game. No experience required, learn the game in only minutes.

Select from the great legions of the Undead, the Spawn of evil and nightmares realized in the forces of the Chaos gods, The dark hordes of the vile Orcs, or the strength of the mountains themselves in the Dwarves. If you are familiar with Warmaster and have a painted army you may bring your favorite forces of up to 1000 points using the standard Warmaster Update rules.

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## Friday Session 3 (Listed Alphabetically)

### Miniatures Games

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#### 28mm Sci-Fi Skirmish

- **Custom Rules "Point Blank"**

**Type:** Sci-Fi

**Table:** MN-1

**Players:** 1-4

**GM:** Scott Clinton

**Event Title:** Asteroid Scramble

#### **Event Description:**

The mining base of Zeldia 13 has been over-run by chiggs! Bad for the dwarves, but good for the first one that can stake his claim to the now ""abandoned"" base. But, just as you drop out of warp several other ships appear. It looks like you are not the only one that has ""salvage"" on your mind today, This could get ugly...

This game is a ""free for all"" as players take command of their choice of over a dozen sci-fi species and fight for control of an alien infested asteroid mining base.

#### Alien Attack!

**Type:** Sci-Fi

**Table:** MN-7

**Players:** 1-6

**GM:** Devon & Lance Smith

**Event Title:** Alien Attack

#### **Event Description:**

The invading Alien forces have reached the town and have released the "One Eyed, One Horned, Flying PURPLE PEOPLE EATERS to take down the towns folk and deliver them to the Aliens for their bidding! The Alien commander Geezor has also sent in the GRAYS (Genetically altered alien super soldiers) to make sure the flesh bags don't have a chance. Little do they know that the Boy Scouts have alerted the Local Lawmen and they have arrived with the agents of M.I.B.E.A.N.S. (Men Investigating Bizarre Extraterrestrial Aliens in Nice Suits and Sunglasses) and national guardsmen to put a stop to the Alien threat! Will the Aliens abduct yet more humans or will the collective of human defenders put a stop to the invasion? Come on down and find out.

---

## Friday Session 3 (Listed Alphabetically)

### Miniatures Games

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#### Babylon 5 A Call to Arms

##### Armageddon

**Type:** Sci-Fi

**Table:** MN-3

**Players:** 1-6

**GM:** Brian Guarnieri

**Event Title:** When a Vorlon sleeps, what horrible dreams may come?

##### **Event Description:**

July 20th 2261: Captain Sheridan has sent your fleet of White stars to investigate a strange occurrence on the edge of Alliance space. Stellar mining colony Alpha Omega Sigma one has been evacuated. All civilians have been taken into custody. No word on why the Earth Alliance has taken issue with the small mining colony in orbit over a dead planet. The colony issued a single message through the Rangers. "My God what have we found? We tried to destroy it but we were too late. Please help us before they figure out how to use it." After the events of Third space Sheridan fears the worst. What horrible nightmares will the space faring races find when the ancients dream in the dark..... In this game you'll be lucky to survive. Earth Force Alliance verses Interstellar Alliance with things that go bump in the night.

##### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-8

**Players:** 1-8

**GM:** Kenneth & Robert Wall

**Event Title:** Red vs. Blue

##### **Event Description:**

The year is 3132 and peace has come to the galaxy once again. You are part of the few Mech jocks left in the universe and you are proud to be apart of the great Republic of the Inner Sphere. The only problem is you are part of the new guard and the old guard is always beating your team on the practice field.

It's time for another match between you, The Blue Team, and the old guard, The Red Team. Sick of getting defeated you lead the charge against the Red Team in a capture the flag event which will be broadcast on the Inner Stellar Network for billions of people to see. Can you make your Sergeant proud and take the day? Lined up on the field, with the Exarch watching, you wait for him to give the signal.

A voice, Tex's, breaks through com silence, "Go to Red Base. Kill everybody. Get the flag back." The viewing stands are silent, the wind rustles the leaves in the trees, and you are one heart beat away from either your first victory, or the final crushing defeat of a less than shining career. The Exarch looks at you, and signals.

It's Red vs. Blue in a 4 vs. 4 Capture the Flag match up. Can you finally put an end to the relentless defeats using your Striker Lance? First team with 3 Captures wins!

**Rules Used:** BattleTech Total Warfare. No experience necessary, all items provided.

##### Homebrew Historical

- **Based on *Close and Destroy***

**Type:** Historical

**Table:** MN-5

**Players:** 1-8

**GM:** Scott Alexander

**Event Title:** Tank Miniatures Event

##### **Event Description:**

T-72's and fresh T-80's take a brash approach to NATO defense. But new in the wings is the M1 mint from the factory. In the first moments of the firefight who will stand tall and who will fall by the way side. Bring your Grandpa diapers!

##### Honor & Arms

**Type:** Historical

**Table:** MN-4

**Players:** 1-8

**GM:** Vance Frey

**Event Title:** What if... Bull Run

##### **Event Description:**

Bull Run is over. For one Side, it was a crushing defeat and the other side a smashing victory. The leaders on both sides felt disappointment. The victors knew it was too easy and the losers felt betrayed by their brothers in arms. The Confederates decide, after the battle, that it is time to march on Washington. This is not a problem for the Union as only two thirds of their forces have been committed to Bull Run. What if, the real Bull Run took place in DC and the final battle actually occurred one month after Bull Run, at the very seat of the Union's Power. What if? Join in this exciting "What If" battle where players have the chance to decide the outcome of the Civil War in this final, and desperate battle for victory. This is a Beginner level game. No experience necessary. All figures provided, rules taught at the game table in as little as 5min.

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## Friday Session 3 (Listed Alphabetically)

### Miniatures Games

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#### Wings of War

**Type:** Historical

**Table:** MN-2

**Players:** 2-14

**GM:** Steven Duke

**Event Title:** Battle of Britain!

#### **Event Description:**

Premier GM Steven Duke runs two games during Friday Session 3. In the first mission titled 'Battle of Britain', players will play the conventional battle itself. The 'Battle of Britain' Mission takes approximately 2hrs 30min. In the time remaining, the second Mission 'Free for All' players will zoom through the skies taking aim at all comers. Try to be the best fighter pilot with the best strategy to win the day. The 'Free for All' Mission lasts for the remainder of Session 3. Can you be victorious in the time remaining? Come see if you can.

**Mission 1:** *Battle of Britain* (aprox. 7-9:30pm or roughly 2hrs 30min)

A fight for the skies! Who will dominate the air over Great Britain? The Axis side represented by Messerschmitt 109s and Stuka dive bombers attempts to penetrate a screen of British Spitfires and Hurricanes. The British side must allocate limited anti-aircraft assets and decide where his most valuable targets are located while the German side must decide what planes go after what targets, and which of his fighters must escort or go after the enemy fighter screen. Once the mission is started, anything goes as fighters mix it up in a wild air to air melee using the very popular Wings of War (now Wings of Glory) series of rules. This series merges card and board game mechanics to recreate aerial combat using beautiful painted airplane miniatures.

**Mission 2:** *Free for All* (begins right after Mission 1 is completed and lasts the remainder of the Session)

During 'Free for All', players will zoom through the skies taking aim at all comers. Try to be the best fighter pilot with the best strategy to win the day.

**Mission 3:** *Time Remaining* (If Mission 2 is over we'll run the clock down with this mission).

Can you be victorious in the time remaining? Come see if you can.

Played out on a large 6 x 10 foot aerial photo play mat.

Rules can be explained in five minutes and you can be flying your airplane of choice. But be warned! Life can be cruel in air combat! Lots of laughter and wild interaction and as always, "Murphy" is not very far away. Can you successfully accomplish your mission, protect your wingman, and return home? Fly your mission, get home, and then kick it up with the old boys around the officer's club...until the next siren calls!

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## Friday Session 4 (Listed Alphabetically)

### Miniatures Games

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#### Red Sands Black Moon

- **Event Occurs in Board Game Hall**

**Type:** Fantasy

**Table:** MN-1

**Players:** 2-4

**GM:** Elaine Patterson

**Event Title:** Grotto of Death

#### **Event Description:**

"The sun beat down on Grog as he stood in the center of the Grotto.

He was happy to be here, loved the smell of blood and the cries of

agony. Steam filtered past his

Minotaur's Horns. The weapon felt good in his hands. Today he would

be facing an Ogre. He really liked

killing Ogres. Yes today was shaping up to be a good day.

This is Gladiatorial combat in a fantasy setting from Two Hour Wargames. Players create a gladiator as their character & then enter the arena. All fights are to the death. Players will learn to fight against one another & cooperatively in teams as there is time for 2 or more matches."

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## Saturday Session 1 (Listed Alphabetically)

### Miniatures Game

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#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-5

**Players:** 1-20

**GM:** Randy Fant

**Event Title:** Training Cadre

#### **Event Description:**

This is a Classic BattleTech Event using the Total Warfare Rules.

Learn the basics of Classic BattleTech. A Grinder provides you with the ability to try new Mechs, one of each weight class.

You'll face off against your opponents and attempt to be the last man standing. No figures required.

All Mech sheets supplied.

#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-8

**Players:** 2-16

**GM:** Kenneth & Robert Wall

**Event Title:** Grand Melee

#### **Event Description:**

Seeking to earn the honor of a Bloodname within your Clan, you have chosen to participate in the Grand Melee, a free for all to determine the seeding in the upcoming Trial of Bloodright. A test of your martial prowess, will you prove up to the challenge? Can you survive to become the last Warrior standing?

Rules Used: BattleTech Total Warfare. Experience in BattleTech Rules and game play is recommended. All items provided.

#### FoW Boot Camp (10:30-Noon)

**Type:** Teaching

**Table:** MN-10

**Players:** 1-6

**GM:** Todd Wikel

**Event Title:** Boot Camp

#### **Event Description:**

Come learn how to play FoW in this introductory game. All minis provided.

#### Full Thrust

**Type:** Sci-Fi

**Table:** MN-3

**Players:** 1-4

**GM:** Scott Clinton

**Event Title:** The First Battle of Orion

#### **Event Description:**

Early in the 1st Terran-Quidd War a key Terran base came under surprise assault by a quick strike fleet assembled by the quidd to destroy a key supply convoy protected by the system's asteroid base. The resulting engagement would be the first of over a dozen bloody engagements fought in the system before the war ended.

In this game the Terrans are tasked with defending their asteroid base while inflicting as much damage on the attacking quidd as possible. The quidd assault force has the obvious goal of destroying the key Terran base.

The game will use a (highly) modified version of the free miniatures game ""Full Thrust"" (Ground Zero Games) with additional rules encompassing scanners, hidden movement and NO written moves (yea!)

#### Honor & Arms

**Type:** Historical

**Table:** MN-6

**Players:** 2-8

**GM:** Vance Frey

**Event Title:** Napoleonic War

#### **Event Description:**

The battles of the Napoleonic war raged across all of Europe and into the sands of Egypt. Face off against an opponent in this 3 round, one hour per round, single elimination event.

Rules will be taught at the table, miniatures provided. Basic introductory gaming level. Prizes for the event winner provided by Pendraken Miniatures."

#### Lyn Stahl's Painting Seminar

- **Seminar lasts all day.**

**Type:** Instructional

**Table:** MN-9

**Participants:** Open

**Host:** Lyn Stahl

**Event Title:** Beginner Miniature Painting/ Miniature Painting Demos

**Event Description:** Come and learn all the basics to get started in miniature painting from preparation to finish. Information handouts will be provided and demonstrations will be done of the painting techniques discussed (i.e.-base coating, dry brushing, highlighting, faces). Please feel free to bring your own miniature if there is one you would like to work on in class.

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## Saturday Session 1 (Listed Alphabetically)

### Miniatures Game

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#### Modified Combat Zone

- **Game uses a D6 system with Malifaux stats and Minis**

**Type:** Modern & Victorian guns & Grigres

**Table:** MN-4

**Players:** 2-6

**GM:** Jeff Lawrence

**Event Title:** Chasin Down a Hoodoo There

#### **Event Description:**

The courier arrived and delivered the note. Not waiting for a reply, he sped off. It simply said,

Barron Salmedi and Baroness Marie LeVeau invite you to the grand opening of their majestic cabin retreat, named LaGrange. It is the height of Victorian splendor!"

You had been introduced to the Barron only one month ago. He'd been fascinating and very hospitable. It seemed like a grand weekend was in the offing. After presenting the invitation to your friends, they all agreed that it seemed wonderful. The carriage quickly transported you all to the quaint village. Upon arriving, everyone found it odd there was no reception at the manor gates. Proceeding to the cottages, you unpacked and prepared for a grand adventure. There was to be a gala reception that evening and the women were alight with enthusiasm. You and your friends set out to survey the lake to find the dock well lit by the gas-lights, and the fishing boat moored ready for use. The sunlight's last rays were filtering through the trees as you arrived back at the cabins. That's when the horrors of the bayou came to life and the undead began shambling out of the darkening night.

Assume the role of one of the characters in this Victorian, Horror event using Combat Zone (modified) rules with Malifaux stats and figures. No experience necessary. 30mm Miniatures provided. Can you survive, or will The Barron, Baroness, and their hoard defeat you? This game uses Malifaux stat cards and miniatures.

#### Phil Tortorici's Road Rage

**Type:** Sci-Fi

**Table:** MN-2

**Players;** 2-8

**GM:** Jamie Mathews

**Event Title:** Death Race- Give Me Freedom or Give Me Dual Mounted Machineguns and a Sturdy Axle

#### **Event Description:**

Three laps to death or freedom! The annual Death Race has been announced, eight convicts face off in their modified vehicles of mayhem for three laps, to the winner comes freedom and to the losers a fiery, bullet-ridden death. Using the Road Rage rules players will battle it out across the Death Race track exchanging sideswipes and machinegun fire in an effort to take out their competition and cross the finish line first to attain freedom and victory.

#### Warhammer Epic 40K

- **(Session 1a & 1b)**

**Type:** Sci-Fi

**Table:** MN-1

**Player:** 1-4 per game

**GM:** Gene Young

**Event Title:** Balanced Offensive

#### **Event Description:**

Two battles on one table! On the one hand Imperial Space Marines attempt to drive the Orks out of their base camp. On the other hand, Orkish raiders attempt to drive the Imperial Guard out of their base camp.

#### Zombie Daze!

**Type:** Horror

**Table:** MN-7

**Players:** 1-6

**GM:** Lawrence Halcomb & Devon Smith

**Event Title:** We NEED Supplies!

#### **Event Description:**

Running out of food and water, the survivors need to get into town and stock up. It seemed quiet and easy enough (lots of good stuff here) until they got into the warehouse – to bad one of the m s et off the alarm and now it seem every infected in the area is converging on the place! Can the survivors get and with enough food/water to last a bit longer in a world gone mad?! We shall see...

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## Saturday Session 2 (Listed Alphabetically)

### Miniatures Game

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#### 28mm Sci-Fi Skirmish

##### • Custom Rules "Point Blank"

**Type:** Sci-Fi

**Table:** MN-1

**Players:** 1-4

**GM:** Scott Clinton

**Event Title:** Asteroid Scamble

##### **Event Description:**

The mining base of Zelda 13 has been over-run by chiggs! Bad for the dwarves, but good for the first one that can stake their claim the now ""abandoned"" base. But, just as you drop out of warp several other ships appear. It looks like you are not the only one that has ""salvage"" on your mind today, This could get ugly...

This game is a ""free for all"" as players take command of their choice of over a dozen sci-fi species and fight for control of an alien infested asteroid mining base.

#### All Things Zombie:

##### Better Than Zed

**Type:** Horror

**Table:** MN-3

**Players:** 2-7

**GM:** Mike Miller

**Event Title:** Trailer Park of Terror

##### **Event Description:**

Battle Zombies and other players for control of the cozy Trail's End trailer park in rustic Pine Box Texas. You will need food, fuel, ammo, and a safe warm place to sleep during the approaching winter. So, clear out the Zeds, and stake your claim to a modern mobile home, but beware of Evil Residents!

#### Black Hart

**Type:** Sci-Fi

**Table:** MN-7

**Players:** 1-6

**GM:** Mario "Big Dog" Smith & Lawrence Halcomb

**Event Title:** Black – Hart  
3051A.D.

##### **Event Description:**

The planet "K" (Ka-Ta) was a peaceful one; the F.O.M. had an agreement with the Ka-Talien (A highly evolved life form) to mine for unused resources. It was agreed that only a minimal presence would be stationed at predetermined locations so they would not interfere with the indigenous life. However greed has motivated the Mining companies to violate the agreement (by killing Ka-Talien and taking their land) and the Ka-Talien fight back. Now full blown war has erupted and humans are being killed. The F.O.M. has sent in the Legionnaires with support of the Templars (A genetically advanced super soldier) to defend the mining colonies on planet K. Although greed has instigated this war and the ones responsible have been dealt with the Ka-Talien refuse to negotiate, the human lives on planet K will be defended at all cost! The TEMPLARS will make sure of this! For when the Templar enter the field the time for talk is over – there will now be no mercy!

#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-8

**Players:** 1-10

**GM:** Kenneth & Robert Wall

**Event Title:** Refusal War

##### **Event Description:**

In 3052 Ulric Kerensky, backed by the entire Grand Council agreed to the Battle of Tukayyid, a winner take all conflict. The Inner Sphere won the battle bringing the Clan Invasion to a brief halt.

By 3057 the Clan's two factions, the Warden Clans and the Crusader Clans, had become so embittered by the Treaty of Tukayyid that it caused the Refusal War. The war began on a small planet, Colmar, which became the first world of many where they would collide. Here, on a small and seemingly insignificant planet Clan Jade Falcon and Clan Wolf face off,

attempting to defeat their now hated enemy. Will you bare your fangs with the Wolves 352nd Assault Cluster or unsheathe your talons in the Twelfth Falcon Regulars?

Rules Used: BattleTech Total Warfare. No experience necessary, all items provided.

#### CR3 Swordplay & Mythic GME

**Type:** Fantasy

**Table:** MN-4

**Players:** 1-6

**GM:** Ron Hamilton

**Event Title:** The mysterious case of the farmers missing son.

##### **Event Description:**

"Your brave band of aspiring heroes has hit on hard times. Winter is rapidly approaching, and you need food and lodging. Unfortunately, you do not have the funds to cover an entire winter of food and lodging. Fortunately, a local farmer's son has been taken by some goblins. If you rescue the child, he will provide you food and lodging through the winter. Certainty of death, small chance of success? ""What are we waiting for!? Let's Go!"" The previous paragraph will provide the opening scene for the Mythic Game Master Emulator to generate the adventure based on the player and Game Masters spontaneous inputs. All combat in the adventure will be resolved using CR3 Swordplay – Final Version. No experience with either system is required.

For more information on Chain Reaction 3.0 or as some call it CR3, more info visit these websites:  
<http://www.twohourwargames.com/chre3sw.html>  
<http://mythic.wordpr.com/page14/page9/page9.html>

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## Saturday Session 2 (Listed Alphabetically)

### Miniatures Game

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#### Doctor Who Miniatures

**Type:** Sci-Fi

**Table:** MN-2

**Players:** 3-6

**GM:** Brian Guarnieri

**Event Title:** Falling Skies: Dalek Invasion of Earth 2150

**Event Description:**

"Scenario Name: Falling Skies:

Dalek Invasion of Earth 2150

Plot: Viva Las Vegas. Vegas in the future is a megaopolis of desire.

You can buy anything, have any experience, as long as your cred stick holds up. That was before the

first quantum bombs leveled most of the city that once spanned into

the heavens. You are last of the 1st Battalion 23rd regiment. Your

regimental commander dead. Your company commander dead.

Everyone else you know of died in the Invasion. The only reason you

guys survived was your last orders. Guard the seed bunker, don't come

out for a 365 days. Since then everyone you know of has died of

disease, radiation bombardment, or starvation. You distributed the

seeds to the civilians after the lock down completed. Your orders were

given and you survived in the darkness beneath the earth. Those

men who have stayed decided to arm the civilians and are ditch a

final assault against the last Dalek outpost in Las Vegas. During your

planning a faint wheezing engine was heard and a small blue box

appeared and a man stepped out saying, "If you want to live I have

come here to help. He calls himself the doctor and he has brought

reinforcements from a future you could scarcely imagine. "The Time

war has begun, it's a shooting war now" he says. Daleks and

Timelords vie for control of time, space, and existence. A war you

can't even imagine much less care about. They come armed with the

only weapon the Daleks fear, a nano virus bomb that feeds on the

distinctive Dalek technology. Now

you plan your strategy while the Daleks are arming a neutron bomb to sterilize most of Nevada. If you can disable the bomb you'll survive. If you can't everything you've fought for is lost. Your power armor stands ready, your snipers are in position.

TNT's Falling Skies meets Doctor Who in a winner takes all event in the ruins of a Las Vegas 2150. Lots of camp, kid friendly, puns welcome and preferred. No experience required. Dalek puns and Dalek Voices are strongly encouraged.

#### FoW Boot Camp

**Type:** Teaching

**Table:** MN-10

**Players:** 1-6

**GM:** Todd Wikel

**Event Title:** Boot Camp

**Event Description:**

Come learn how to play FoW in this introductory game. All minis provided.

#### Lyn Stahl's Painting Seminar

- **Seminar lasts all day.**

**Type:** Instructional

**Table:** MN-9

**Participants:** Open

**Host:** Lyn Stahl

**Event Title:** Beginner Miniature Painting/ Miniature Painting Demos

**Event Description:** Come and learn all the basics to get started in miniature painting from preparation to finish. Information handouts will be provided and demonstrations will be done of the painting techniques discussed (i.e.-base coating, dry brushing, highlighting, faces). Please feel free to bring your own miniature if there is one you would like to work on in class.

#### Red Sands Black Moon

**Type:** Fantasy

**Table:** MN-5

**Players:** 2-4

**GM:** Elaine Patterson

**Event Title:** The Citadel

**Event Description:**

Zent is a city located in the far mountains of Crux. It is known for it's Slavery, Illicit trading, and dark underbelly. It's often said, ""If it can't be found in Zent... it doesn't exist."" One such pleasure is its arena of death. This enormous arena has come to be almost the very heart and soul of the people, synonymous with their thirst for blood and death. You were captured four days ago and brought here by slavers, to die in the arena. If you survive four rounds of unending combat, you walk free. Can you survive the trials ahead of you or will your blood flow down the red river like so many before you?

Red Sands Black Moon is a fantasy gladiatorial combat miniatures game, produced by Two Hour Wargames. In Red Sands... Players create a gladiator as their character & then enter the arena. All fights are to the death. Players will learn to fight against one another & cooperatively in teams as there is time for 2 or more matches. Miniatures provided. Rules will be taught at the table. Win the combat, or die trying!

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## Saturday Session 2 (Listed Alphabetically)

### Miniatures Game

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#### Warmaster

**Type:** Fantasy

**Table:** MN-6

**Players:** 1-4

**GM:** Adrian Ruiz

**Event Title:** Gunthar Pass

#### **Event Description:**

The hordes of Chaos have broken through the fabric of reality into our world through a vortex at the head of Gunthar Pass. As the nightmare pours into this world only one force stands in their way, The Dwarves of Sturguard. The Dwarves of Sturguard are mighty and have stood strong against all assaults for

eons. Moving out onto the battlefield they are eager to once again defend their homes and people.

Take the field as an army fighting for, or against, the Dwarves.

Choose your army, gear up and prepare for war in this battle for Gunthar Pass. Player 1 decides if his forces are allied with, or against, the Dwarves.

Warhammer fantasy battles is a 10mm scale Strategy and Tactics miniatures game. No experience

required, learn the game in only minutes.

Select from the great legions of the Undead, the Spawn of evil and nightmares realized in the forces of the Chaos gods, The dark hordes of the vile Orcs, or the strength of the mountains themselves in the Dwarves. If you are familiar with Warmaster and have a painted army you may bring your favorite forces of up to 1000 points using the standard Warmaster Update rules.

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## Saturday Session 3 (Listed Alphabetically)

### Miniatures Game

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#### Call to Arms Star Fleet

**Type:** Sci-Fi

**Table:** MN-3

**Players:** 1-8

**GM:** Vance Frey

**Event Title:** `Broken Treaties

#### **Event Description:**

Captain Sung, of the SeaCor, had been sent to the Romulan border to patrol. Soon after he arrived a message was intercepted; "Board Sung's ship, capture Sung and his First officer. Bring them to Romulus for interrogation". Two days later the coded distress signal came in from the frigate Rising Sun, the message read:: Derelict ship, SeaCor located, immediate aid requested. Romulan class warbirds assaulting our ship."" <<<End Transmission>>>

Now, war has broken out between the Romulan's and the Federation. Can Captain Sung be brought out of the Neutral Zone or is his fate sealed?

Beginner level game, rules taught at the table. No miniatures required. Join in the Star Trek fun and learn this great game. This is a game that is jointly published by Amarillo Design Bureau and Mongoose Publishing.

#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-2

**Players:** 1-20

**GM:** Randy Fant

#### **Event Description:**

Sun Tzu Liao, Chancellor of the Capellan Confederation, has sent his forces to invade & retake the St. Ives Compact. Capellan forces have landed on the industrial planet Texlos. The Blackwind Lancers supported by the Texlos militia must repulse the invaders, or the vital electronics & Aerospace facilities of the planet will be lost.

#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-8

**Players:** 2-16

**GM:** Kenneth & Robert Wall

**Event Title:** Bloodright

#### **Event Description:**

Your codex records your achievements as you seek a place within The Remembrance. Earning the right to participate in the upcoming Trial of Bloodright, you have taken one step closer toward your destiny. The competition continues in a series of duels, with one warrior rising above the others. Will you become one of the elite or merely another warrior's stepping stone?

Rules Used: BattleTech Total Warfare. Level 1 Honor Rues. Experience in BattleTech Rules and game play recommended. All items provided"

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## Saturday Session 3 (Listed Alphabetically)

### Miniatures Game

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#### Frontline Command WWII

**Type:** Historical WWII  
**Table:** MN-7  
**Players:** 2-8  
**GM:** Lawrence Halcomb

**Event Title:** Battle for Russia!

#### **Event Description:**

The Russian have learned how to fight! Chance meetings of two fighting forces have turned the fields of Russia into a battlefield, as German and Russian forces slug it out to the finish! "Not one step back" and "For the Father land"! Players will command either German or Russian forces (Infantry and Armor).

#### Homebrew Historical

- **Based on *Close and Destroy***

**Type:** Historical  
**Table:** MN-6  
**Players:** 1-8  
**GM:** Scott Alexander

**Event Title:** Tank Miniatures Event

#### **Event Description:**

T-72's and fresh T-80's take a brash approach to NATO defense. But new in the wings is the M1 mint from the factory. In the first moments of the firefight who will stand tall and who will fall by the way side. Bring your Grandpa diapers!

#### Rally Round the King

**Type:** Fantasy  
**Table:** MN-5  
**Players:** 2-4  
**GM:** Elaine Patterson

**Event Title:** The Pit

#### **Event Description:**

Queen Akha-Unata has declared war on Queen Xunapa. Akha has rallied her Amazon forces and is marching towards Xunapu's domain. The sky darkens, the horns of war sound, distant drums can be heard... war comes to the Amazon nations. Which will survive?

Rally Round the King is a mass combat game from Two Hour

Wargames that can be used in a fantasy setting or as a historical game. Rules will be taught at the table, miniatures provided. No gaming experience required.

#### Wings of War

**Type:** Historical  
**Table:** MN-1  
**Players:** 2-14  
**GM:** Steven Duke

**Event Title:** Knights of the Air!

#### **Event Description:**

World War 1 aircraft fight it out in the skies over France, using the Wings of War/Wings of Glory system.

Players will choose from a variety of world war one planes including the Fokker D.VII, Sopwith Camel, and Albatross and Spad.

There are two to three scenario/missions assigned during the session based on time available. We appoint an overall leader for each side, and that leader decides what your individual mission for that scenario is.

Mission 1:

'Bust those Balloons!'" pits one side with two valuable observation balloons and a fighter screen attempting to prevent the other side from destroying the balloons before the balloons can be safely lowered to the ground. Heavy anti aircraft units also support each balloon but the gunners sometimes have a hard time telling enemy aircraft from friendly...

Mission 2:

The German side is escorting two large Gotha bombers to a mission on the Allied side of the board.

Mission 3:

Mission three is an escort and intercept mission for both sides, with each team trying to locate enemy reconnaissance objectives while also trying to prevent the enemy from doing the same to your side.

Rules can be explained in five minutes and you can be up and flying. Air warfare in world war one can be very deadly. Have you ever seen those planes??! They can barely fly and now you strap guns to them and start putting holes in them? And no parachutes either!!

Played out on a large 6 x 10 foot aerial photo play mat.

Like its WW2 sequel, this series merges card and board game mechanics to recreate aerial combat using beautiful painted airplane miniatures. Gin and schnapps recommended for both sides (and could be provided by the GM in limited quantities)."

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## Saturday Session 4 (Listed Alphabetically)

### Miniatures Game

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#### Classic BattleTech

- **Event Occurs in Board Game Hall**

**Type:** Sci-Fi

**Table:** MN-1

**Players:** 1-20

**GM:** Randy Fant

**Event Title:** Mech Grinder

**Event Description:**

"You suit up and climb into your Mech. Facing your opponents on the field of battle you seek to gain prestige and acclaim by destroying your enemies in an all out elimination.

Begin the event with two Mechs, and each time one is destroyed you'll be given replacement. Victor is Mech Pilot with the most kills.

Rules: Total Warfare"

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## Sunday Session 1 (Listed Alphabetically)

### Miniatures Game

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#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-1

**Players:** 1-20

**GM:** Randy Fant

**Event Title:** Huntress

**Event Description:**

The initial Clan invasion brought devastation to the Inner Sphere. No one knew where the invaders came from or where their base of operations were located. Now, having paid the price in blood, the Inner Sphere has found the home world of Can Smokejaguar, and have begun Operation Bulldog. Seeking to destroy the clan the Inner Sphere has launched everything at the clan in this last desperate attempt to stop their onslaught. Join forces with the Inner Sphere and defeat this invading Clan, or are you with the Clan?

This is a Classic Battletech: Clan versus Inner Sphere Mech battle. Units of Clan Smokejaguar must defend their home world, Huntress against an assault force from the Inner Sphere sent to take it from them. While the Inner Sphere attempts to take Huntress. All figures and game sheets provided.

#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-8

**Players:** 1-4

**GM:** Kenneth & Robert Wall

**Event Title:** Training Day

**Event Description:**

On December 5, 2108 mankind reached out into the stars, launching its first faster than light ship, called a Jump Ship. This single event initiated mankind's colonization of the stars.

It is now 3058 and after a thousand years mankind has colonized the universe. The known universe has been broken up into Territories named Houses. Each House has its own laws and set of beliefs. Fragile alliances were made but those alliances have been broken and now mankind is at war.

War is now waged using giant machines called Mechs. You, a young Mech Jock, and find yourself on the front line, fighting for your House. Can you defeat your enemies and help win the day for your House?

Rules Used: BattleTech Quick Start. No experience necessary, all items provided.

#### CR3 Swordplay & Mythic GME

**Type:** Fantasy

**Table:** MN-3

**Players:** 1-6

**GM:** Ron Hamiton

**Event Title:** The mysterious case of the farmers missing son.

**Event Description:**

Your brave band of aspiring heroes has hit on hard times. Winter is rapidly approaching, and you need food and lodging. With no funds to cover an entire winter of food and lodging, it looks bleak. Fortunately, a local farmer's son has been taken by some goblins. If you rescue the child, he will provide you food and lodging through the winter. Certainty of death, small chance of success? ""What are we waiting for!? Let's Go!"" The previous paragraph will provide the opening scene for the Mythic Game Master Emulator to generate the adventure based on the player and Game Masters spontaneous inputs. All combat in the adventure will be resolved using CR3 Swordplay – Final Version. No experience with either system is required.

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## Sunday Session 1 (Listed Alphabetically)

### Miniatures Game

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#### Flintloque

**Type:** Come-N-Go (Fantasy/Historical)

**Table:** MN-4 & MN-5

**Players:** 1-6

**GM:** Karl Pajak

**Event Title:** Burpin Bottom's Attack

#### **Event Description:**

Led by General Burpin Bottom the forces of the Grand Alliance are gathering for their initial push against the Grand Armees forces in Krautia. With great effort Burpin Bottom's forces have coordinated a three prong attack: one against the fortified city, one through the mountain pass, and the third from the eastern forests. Grab your powder-horn and dash through the smoke haze, the time of war is upon you.

All Day Event, players may come and go as they wish. Choose from Elves, Orcs, Ratment, or Dwarves. Rules taught at the table, all miniatures provided.

#### Honor & Arms

**Type:** Historical

**Table:** MN-2

**Players:** 1-8

**GM:** Vance Frey

**Event Title:** Napoleonic War

#### **Event Description:**

The battles of the Napoleonic war raged across all of Europe and into the sands of Egypt. Face off against an opponent in this 3 round, one hour per round, single elimination event. Rules will be taught at the table, miniatures provided by GM. Basic introductory gaming level. Prizes for the event winner provided by Pendraken Miniatures. This is a Single Elimination Event. Players will compete for the first spot. There can be 4 games going at the same time.

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## Sunday Session 2 (Listed Alphabetically)

### Miniatures Game

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#### Classic BattleTech

**Type:** Sci-Fi

**Table:** MN-8

**Players:** 1-16

**GM:** Kenneth & Robert Wall

**Event Title:** Powderkeg (FedCom Civil War)

#### **Event Description:**

Tensions between Pro-Federated Suns forces and Loyalist forces of Archon-Princess Katrina Steiner-Davion have turned Kathil into a powderkeg. It was only a matter of time before the Kathil CMM (Pro-Suns) and 8th FedCom RCT (Loyalist) supplied the match. This battle marks the beginning of the Federated Commonwealth civil war. Whose side will you be on?

Rules Used: BattleTech Total Warfare. No experience necessary, all items provided.

## Sunday Session 2 (Listed Alphabetically) (Premier GM Brian Guarniere's Sunday Event)

### Miniatures Game

#### Doctor Who Miniatures

**Type:** Sci-Fi

**Table:** MN-1

**Players:** 3-6

**GM:** Brian Guarniere

**Event Title:** Falling Skies: Dalek Invasion of Earth 2150

#### **Event Description:**

"Scenario Name: Falling Skies:

Dalek Invasion of Earth 2150

Plot: Viva Las Vegas. Vegas in the future is a megaopolis of desire.

You can buy anything, have any experience, as long as your cred stick holds up. That was before the first quantum bombs leveled most of the city that once spanned into the heavens. You are last of the 1st Battalion 23rd regiment. Your regimental commander dead. Your company commander dead.

Everyone else you know of died in the Invasion. The only reason you guys survived was your last orders. Guard the seed bunker, don't come out for a 365 days. Since then everyone you know of has died of disease, radiation bombardment, or starvation. You distributed the seeds to the civilians after the lock down completed. Your orders were given and you survived in the darkness beneath the earth. Those men who have stayed decided to arm the civilians and are ditch a final assault against the last Dalek outpost in Las Vegas. During your planning a faint wheezing engine was heard and a small blue box appeared and a man stepped out saying, "If you want to live I have come here to help. He calls himself the doctor and he has brought reinforcements from a future you could scarcely imagine. "The Time war has begun, it's a shooting war now" he says. Daleks and Timelords vie for control of time, space, and existence. A war you can't even imagine much less care about. They come armed with the only weapon the Daleks fear, a nano virus bomb that feeds on the

distinctive Dalek technology. Now you plan your strategy while the Daleks are arming a neutron bomb to sterilize most of Nevada. If you can disable the bomb you'll survive. If you can't everything you've fought for is lost. Your power armor stands ready, your snipers are in position.

TNT's Falling Skies meets Doctor Who in a winner takes all event in the ruins of a Las Vegas 2150. Lots of camp, kid friendly, puns welcome and preferred. No experience required. Dalek puns and Dalek Voices are strongly encouraged.



You can either have Nice Brian by playing in his game

— OR —



Evil Brian if you don't play in his games. It's up to you... play great games with Brian or take the hard road.

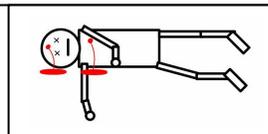
This has been a message from the Texicon Miniatures Department.

#### **So... who killed Karl?**

Try and uncover this fun and simple Con Game as you journey around the convention seeking out answers to clues and riddles.

Do you have what it takes to seek out the wholly grail of all quests and master your destiny? Starting with Who Killed Karl on Friday in Babylon. Seek out why he was such a threat to the Dalek Empire and was destroyed. Of course... the Karl at the convention is a Super Science Clone so he won't know anything.

Prizes for many participants and a super duper prize for the winner.



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## Sunday Session 2 (Listed Alphabetically)

### Miniatures Game

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#### Flintloque

**Type:** Come-N-Go (Fantasy/Historical)

**Table:** MN-4 & MN-5

**Players:** 1-6

**GM:** Karl Pajak

**Event Title:** Burpin Bottom's Attack

#### **Event Description:**

Flintloque continues (and is probably in full swing).

Led by General Burpin Bottom the forces of the Grand Alliance are gathering for their initial push against the Grand Armees forces in Krautia. With great effort Burpin Bottom's forces have coordinated a three prong attack: one against the fortified city, one through the mountain pass, and the third from the eastern forests. Grab your powder-horn and dash through the smoke haze, the time of war is upon you.

All Day Event, players may come and go as they wish. Choose from Elves, Orcs, Ratment, or Dwarves. Rules taught at the table, all miniatures provided.

#### Warmaster

**Type:** Fantasy

**Table:** MN-6

**Players:** 1-4

**GM:** Adrian Ruiz

**Event Title:** Valley of the Dead

#### **Event Description:**

Deem puny Umans is gonna git it now. The Orc Warlord Garnosh beat up Warlord Uthgar and taken control of his forces. Garnosh knows it's time for dem scum Umans to pay, now is Us Time... kill dem Umies! Take der kingdom!

As the Orc hordes move against the Valley of the Dead they are unaware that there are no living forces in the valley, only the great Vampire Count Kedruthas and his legions of the dead. Their movements have stirred him, and he is very angry. It is time to add to his power, and these Orcs will be his new minions.

Take the field as an army fighting for, or against, the Orcs. Choose your army, gear up and prepare for war in this battle in the Valley of The Dead. Player 1 decides if his forces are allied with, or against, the Orcs.

Warhammer fantasy battles is a 10mm scale Strategy and Tactics miniatures game. No experience required, learn the game in only minutes.

Select from the great legions of the Undead, the Spawn of evil and nightmares realized in the forces of the Chaos gods, The dark hordes of the vile Orcs, or the strength of the mountains themselves in the Dwarves.

If you are familiar with Warmaster and have a painted army you may bring your favorite forces of up to 1000 points using the standard Warmaster Update rules.

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## Friday Session 1 (Listed Alphabetically)

### Role Playing Games

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#### D20 Mixed

**Type:** Western

**Table:** RP-3

**Players:** 1-6

**Characters:** Create at Table

**GM:** Rolin Kearly

**Event Title:** Westworld

#### **Event Description:**

After waking up in the small township of Hope, in the Arkansas Territory, you find yourself thrust into life in a wild west boomtown. Silver is as plentiful in the hills West of Hope as whiskey and gambling is in the streets of the town. Can you survive this harsh and unforgiving town, find out in this beginners game. All players will make a new character and be taught how to do so if they do not know how. This game is perfect for first time RPG players, all aspects of the game will be taught to newcomers.

#### Home Brew Beta

**Type:** High Fantasy

**Table:** RP-1

**Players:** 1-20

**Characters:** Create at Table

**GM:** Kevin Pajak

**Event Title:** Journey to Airian

#### **Event Description:**

The three Marshals of Tal are fading. Doowee has fallen. The seven mages of Catar, Getal, and Momus have come to sit on the throne of judgement. To top it off, your mom is out of milk. As the group of young adults set out, spirits are high. The town has elected several of you to go down the mountain and re-set the balance. Portents and omens all warn of impending disaster. The scales are tipping. Can you bring them into alignment? Warning: this is an RPG for advanced role-players. Dice will most likely not be rolled. If you do not interact with the GM he will ignore you. Moreover, this is not an A to Z game. There is no scripted dungeon. The role-play of the characters will guide how this tale unfolds. Minimal fighting will occur, if any at all. Characters are required to stay in character at all times.

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## Friday Session 2 (Listed Alphabetically)

### Role Playing Games

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#### AD&D 1<sup>st</sup> Ed.

**Type:** Fantasy  
**Table:** RP-2  
**Players:** 5-8  
**Characters:** PreGen  
**GM:** Roy Hayes  
**Event Title:** Tomb of the Lizard King

#### **Event Description:**

Brigands have been wreaking havoc on the southern trade routes, while merchants have been demanding that the Count of Eor puts an end to this outrage. The Count seeks out brave adventurers to end the evil brigands' activities and discover the power behind the attacks.

Tomb of the Lizard King was written by Mark Acres, with illustrations by Jim Holloway and Jeff Easley, and was published by TSR in 1982. Come to Texicon and play or replay this classic 1st Edition module with GM Alan Hayes.

#### Beasts, Men, and Gods

**Type:** Fantasy  
**Table:** RP-1  
**Players:** 3-6  
**Characters:** PreGen  
**GM:** Bill Underwood  
**Event Title:** Ice Tower of the Frozen Wind

#### **Event Description:**

*Ice Tower of the Frozen Wind* is a "Beasts, Men & Gods" tournament scenario. It had its debut at "Fool Con V" and was well received by several teams of players.

Our story takes place at the "Ice Tower", situated far to the north of the civilized world, in the frozen wastes of the Ullked mountains. The tower's former owner, the evil wizard of earth and fire, CASPIAR, is long gone. So is his rival, the wizard GHENT, a master of ice and air magic. The two wizards battled

and perished long ago inside the tower. Centuries have now passed. Now a small band of adventurers meets a merchant with knowledge of the tower. The group attempts to retrieve a rare and valuable "Ice Crystal" from the depths of this infamous tower.

Every character has a role to play and the scenario gives participants a good understanding of the inner workings of the BMG fantasy role-play system

#### Palladium RPG: Splicers

**Type:** Sci-Fi  
**Table:** RP-3  
**Players:** 2-8  
**Characters:** PreGen  
**GM:** Jenn Graham  
**Event Title:** F.U.B.A.R.

#### **Event Description:**

Your House has been challenged by another. The winner gets the House's territory \*and\* their Gene-Pool! The good news is that, rather than full out war - which eats up precious resources and lives... Each side has formed their own team of Skinjobs to play a deadly version of Capture-the-Flag. Make your House proud and bring home the glory!

#### Shadowrun 4<sup>th</sup> Ed.

**Type:** Cyberpunk  
**Table:** RP-5  
**Players:** 2-6  
**Characters:** PreGen  
**GM:** Samuel Lewis  
**Event Title:** Sunset in Seattle (Part 1)

#### **Event Description:**

Run the shadows with the best of them. Make Nuyen! The matrix is your friend! Trust no one! Never deal with a dragon! Aztechknowlogy is good techknowlogy! Show up 30 minutes early if you want to make your own character.

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## Friday Session 3 (Listed Alphabetically)

### Role Playing Games

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#### AD&D 2<sup>nd</sup> Ed.

**Type:** Classic Fantasy

**Table:** RP-4

**Players:** 2-8

**Characters:** PreGen

**GM:** Don Wilkinson

**Event Title:** Night of Discovery-Part 1: Moonlight to Madness

#### **Event Description:**

You have grown up in a mid climated area named Wyndhaven. The Kingdom has been at war for years with the Kingdom next door. You answered the call to join the militia. After training you were selected for some specialized training. In this world there has been no magic, no other race than Human for ""ever"", so the general population thinks. The bubble has burst. Goblin, Orc, Elf, Dwarf are stuff of legend and bedtime stories. Now they come, no one know what they are. They have selected you to go make contact.

You... had some ""magical"" training (3rd level), but are human. Your other class is 4th level. Some were more adept at the ""special "" training than others. You have these special books you read for your spells. Somewhat different, just to add some flair to the game. Your fighter training consisted of wood swords and blunted arrows. I will have PreGen chars, come get ready for the magic to come back to the world. You may keep the characters if so desired. They can be used in Night of Discovery-Part 2: I See Stars.

#### D20 Mixed

**Type:** Modern Horror

**Table:** RP-7

**Players:** 2-8

**Characters:** PreGen

**GM:** Rollin Kearly

**Event Title:** Grayson's Graveyard

#### **Event Description:**

In a small town, many miles from your home city of Daylon, the locals report that an abandoned graveyard and funeral home is overrun with vandals and partying kids. But recently some grisly murders and strange occourances have some locals reviving the myth of the old necromancer. When the local sheriff turns up some strange evidence your team of Paranormal agents is called upon to go out to the property and come up with an answer as to what has really happened there.

#### Geodesic Gnomes

**Type:** Sci-Fi/Cyberpunk

**Table:** RP-8

**Players:** 4-6

**Characters:** PreGen

**GM:** Mark L. Chance

**Event Title:** Metro Gnomes

#### **Event Description:**

Earth 2324. The surface world lies in ecological ruin. Proles dwell beneath protected geodesic domes, living lives of quiet desperation while wealthy aristos lounge in glittering penthouses. In the spaces between the domes' protective layers dwell the gnomes, mutant outcasts deformed by generations of exposure to the carcinogens and terratogens that are filtered out and away from the prole and aristo dome-dwellers.

You are a filthy, disease-ridden gnome trying to eke out the most meager of existences in the polluted crawlspaces of a dome. When disaster strikes and the dome's fusion core goes haywire, all of society is plunged into chaos. Can you and your clan-mates escape the dying dome through the ancient subway tunnels that once connected your city to others? Or will you fall victim to some combination of enemy gnome clans, rampaging radioactive zombies, and deadly biohazards?

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## Friday Session 3 (Listed Alphabetically)

### Role Playing Games

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#### GURPS Call of Cthulhu

**Type:** Sci-Fi Horror

**Table:** RP-1

**Players:** 2-6

**Characters:** PreGen

**GM:** Mike Kelly

**Event Title:** At the High School of Mystical Madness

#### **Event Description:**

This is a Call of Cthulhu setting in the near-future. The myths again stirs, most notably, in Seattle. This has resulted in High school teenagers taking the front roles in the fight against and discovery of the supernatural and most notably - Cthulu.

Players are High School students who have to worry about more than making the football team or scoring high grades. They will also have to fight a supernatural horror threatening to destroy the world. Prizes provided by Steve Jackson Games and a free copy of Gurps just for playing. Characters provided also.

#### Palladium RPG: Rifts

**Type:** Sci-Fi/Fantasy

**Table:** RP-3

**Playes:** 2-8

**Characters:** PreGen or Bring your own

**GM:** Kenneth Haun

**Event Title:** Long Shot and Long Odds

#### **Event Description:**

In the heart of Texas lies Old Haunted Dallas; and the ancient Nexus that flares to new worlds. From one of these worlds, a beseeching call is heard, pleading to be allowed entrance to our world; in exchange, a promise of aid for those who come to allow them to do so.

You've been selected to neutralize the Coalition Forces and other untold evils to allow the peaceful pilgrims safe passage. The catch? A Coalition Abolisher Robot and its rail gun cannons! The odds have been stacked against you, so has the Robot's weapons.

#### Shadowrun 4<sup>th</sup> Ed.

**Type:** Cyberpunk

**Table:** RP-5

**Players:** 2-6

**Characters:** PreGen

**GM:** Samuel Lewis

**Event Title:** Sunset in Seattle (Part 2)

#### **Event Description:**

Run the shadows with the best of them. Make Nuyen! The matrix is your friend! Trust no one! Never deal with a dragon!

Aztechknowlogy is good techknowlogy! Show up 30 minutes early if you want to make your own character.

#### Stellar Horizons

**Type:** Sci-Fi

**Table:** RP-2

**Players:** 2-8

**Characters:** PreGen or Create your Own

**GM:** Brandon Webber

**Event Title:** Between a Rock and a Hard Place.

#### **Event Description:**

The McIntyre Outstation in the frontier system known as HD 69830 is a major source of industrial metals on the frontier. Recently a spy and traitor, Major John Branson, has escaped to the system and is believed to be hiding on the station. A team of bounty hunters has been dispatched to bring him back. Adding to the difficulty of their mission, the team will find that shortly before their arrival the station has been badly damaged by a stray asteroid impact. Can the team find Branson before he escapes to the Pirate Worlds in the confusion?

Come play this new RPG and enjoy this introductory adventure with one of the games creators.

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## Friday Session 4 (Listed Alphabetically)

### Role Playing Games

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#### D20 Apocalypse

**Type:** Post Apocalyptic

**Table:** RP-8

**Players:** 2-8

**Characters:** PreGen

**GM:** Rollin Kearly

**Event Title:** Wastelands-Arrival

#### **Event Description:**

2000 years after a nuclear holocaust on earth, the planet is reborn as a world of savagery, super science and sorcery. Mutants abound and strange civilizations, races and people populate a world trying to recover from the damage done by those now referred to as the Ancients. Can you survive on this hostile, unpredictable world with

nothing but your wits and a few pieces technology? Find out in this introductory adventure to the world of the Wastelands.

#### GURPS Fantasy

**Type:** Fantasy

**Table:** RP-2

**Players:** 2-6

**Characters:** PreGen

**GM:** Mike Kelly

**Event Title:** Silver Ships and

Saundred Skies

#### **Event Description:**

There are also those who believe the murmurs of madmen, who have listened to the occultists who point to forbidden books and forgotten

prophecy. They are the ones who believe that humanity is a young race and there are much older and darker things, so-called deities and their minions who care nothing for the children of men.

They confront the horror that is looming, looking to the past, trying desperately to make the people understand that these are the end times and things are only going to get worse. Prizes provided by Steve Jackson Games and a free copy of GURPS just for playing.

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## Saturday Session 1 (Listed Alphabetically)

### Role Playing Games

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#### Geodesic Gnomes

**Type:** Sci-Fi

**Table:** RP-8

**Players:** 4-6

**Characters:** PreGen

**GM:** Mark L. Chance

**Event Title:** Metro Gnomes

#### **Event Description:**

Earth 2324. The surface world lies in ecological ruin. Proles dwell beneath protected geodesic domes, living lives of quiet desperation while wealthy aristos lounge in glittering penthouses. In the spaces between the domes' protective layers dwell the gnomes, mutant outcasts deformed by generations of exposure to the carcinogens and terratogens that are filtered out and away from the prole and aristo dome-dwellers.

You are a filthy, disease-ridden gnome trying to eke out the most meager of existences in the polluted crawlspaces of a dome. When disaster strikes and the dome's fusion core goes haywire, all of society is plunged into chaos. Can you and your clan-mates escape the dying dome through the ancient subway tunnels that once connected

your city to others? Or will you fall victim to some combination of enemy gnome clans, rampaging radioactive zombies, and deadly biohazards?

#### GURPS: Steampunk

**Type:** Steampunk

**Table:** RP-2

**Players:** 2-6

**Characters:** PreGen

**GM:** Mike Kelly

**Event Title:** Realms of Sorcery and the Isle of Night

#### **Event Description:**

"I need your help, please!" begged the young man, failing to hide a fear so deep his entire body shook. "I . . . have these horrible dreams! My fiancée . . . my poor Alicia . . . is standing on a cliff, watching the sea. The water starts to boil, moving like it's alive! And then it becomes something horrible—a grotesque creature with glowing eyes and twisted claws. It. it eats her. . . swallows her whole!" People in a London City are Catching Fire and Burning to death in public—can you solve this mystery before everyone dies? Prizes provided by Steve Jackson Games. Free copy of rules for playing.

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## Saturday Session 1 (Listed Alphabetically)

### Role Playing Games

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#### Mythworld

**Type:** Fantasy  
**Table:** RP-1  
**Players:** 3-6  
**Characters:** PreGen or Create your own  
**GM:** The Infamous Paul Cardwell of CAR-PGa!

"Hum... oh yes Paul you can cackle maniacally now."

<Paul Cackles maniacally>

**Event Title:** Peacemaker

**Event Description:**

A long-standing feud between two powerful families may be coming to an end with the marriage of their children. No arranged marriage, the couple enthusiastically want it and both families have publicly agreed to it.

The only problem is that the groom has vanished in an ambush and evidence implicates the bride's family. This threatens to reignite the war. Both sides have appealed to your band to find the truth and rescue the missing groom. You are the only ones both sides trust.

#### Palladium RPG: Dead Reign

**Type:** Fantasy Horror  
**Table:** RP-3  
**Players:** 2-8  
**Characters:** PreGen  
**GM:** Jennifer Graham  
**Event Title:** I Think I Saw this Movie.

**Event Description:**

You thought you found a safe place to rest for the night. One that was clear of zombie infestation. However, when you woke, you found yourself in the middle of a campground... On an island... And you're not alone.

#### Pathfinder

**Type:** Fantasy  
**Table:** RP-4  
**Players:** 4-6  
**Characters:** PreGen  
**GM:** Charles Daniels  
**Event Title:** We Be Goblins!

**Event Description:**

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh.

In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors....

For play in Pathfinder Society Organized Play, PreGens required.

#### Pathfinder

**Type:** Fantasy  
**Table:** RP-5  
**Players:** 4-6  
**Characters:** PreGen or Bring your Own PFS  
**GM:** Marcus Mayes

**Event Title:** Crypt of the Everflame - Session 1 of 3

**Event Description:**

Yet when the young heroes of Kassen arrive at the tomb of the town's founder, they find only the corpses of their fellow townsfolk,

dead bandits, and mysterious animated skeletons. They must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people.

For play with 1st or 2nd level characters in Pathfinder Society Organized Play, Pregens available, and newcomers welcome.

#### Pathfinder

**Type:** Fantasy  
**Table:** RP-6  
**Players:** 4-6  
**Characters:** PreGen or Bring your Own PFS  
**GM:** Jon Cary

**Event Title:** The Cyphermage Dilemma

**Event Description:**

In the shadow of the cyclopean Cyphergate that spans Riddleport's harbor, the PCs find themselves embroiled in a dangerous plot of deception that one could only find in Varisia's infamous pirate port.

The Cyphermage Dilemma"" is an exclusive adventure to be run only by 4-star Pathfinder Society GMs, Venture-Captain and Venture-Lieutenant campaign volunteers, and Paizo staff for its first year.

Designed for play with characters in Pathfinder Society Organized Play, pregens available, and newcomers welcome.

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## Saturday Session 1 (Listed Alphabetically)

### Role Playing Games

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#### Savage Worlds

**Type:** Sci-Fi

**Table:** RP-7

**Players:** 3-6

**Characters:** PreGen

**GM:** Stan Shinn

**Event Title:** The Starship Rescue

#### **Event Description:**

After the collapse of the Imperium, the Spinward colonies fell into lawlessness. Times are hard. To keep your crew fed and your starship flying you'll take just about any odd job that comes your way. <<Beep>> In coming message. You read the message on the screen. It's a job!

Activating the ship's com-system, you speak to the crew. "Attention all crew. This is your Captain. We have a job to do. We've just been hired to rescue a kidnapped girl named..." you pause to read the message, "Crystianna. Good news for us. The captors want too much. In fact, you could buy a whole fleet with what they are demanding, and her skinflint dad has hired us to go and get her instead of paying them. I need three to six volunteers. That is all." Turning to the bridge crew, the Captain continues: "Tavos, hack the main grid on Legethon and find out what ship is transporting Crystianna and to what port it is heading."

"On it!" said Tavos. A few minutes later, he had the info. "She's on a TD8 Legethon ship, docked at port 47A for supplies. We can be at that port in about 8 hours if we hit it now."

Twenty minutes later the volunteers assembled in the captain's meeting room. "Here are your orders. We are journeying to a port on Legethon to scope out the rescue. Your team will find ways to board the armored and well-guarded starship that will be transporting Crystianna to slave moon Gor'Daz. Hopefully we will find an opportunity before the ship leaves port. Rescue her alive, this time, please," the Captain said with irony in his voice. "I may even join you on this one."

Subterfuge, wits, and some amazing luck will be necessary to pull off the job. And, of course, things never go as planned. Can you survive and save the girl?

Pre-generated characters are provided. No advanced rules knowledge is necessary.

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## Saturday Session 2 (Listed Alphabetically)

### Role Playing Games

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#### AD&D 2<sup>nd</sup> Ed.

**Type:** Fantasy

**Table:** RP-8

**Players:** 2-8

**Character:** PreGen

**GM:** Don Wilkinson

**Event Title:** Night of Discovery-  
Part 2: *I See Stars*

#### **Event Description:**

You live underground; no one can remember ever being out in the open. You may be Elf or Dwarf. All other racial hatreds will apply. You do not understand common, or any human dialect. Humans are stuff of legend and bedtime stories. This will be a high magic game, but low level.

Word spread like an oil fire, a hole appeared in the community, rising up into mother earth. Through the hole came brightness, so bright an hot it hurt your eyes

and burned your skin. The council met and decided you and your trusted companions would investigate because of your fighter training. Good strong wooded swords and trusty arrows are your weapons. As you move up through the tunnel and reach the opening, you draw a breath ready for anything. Moving forward you enter the world above.

You will be provided with PreGen chars. Be prepared for a world where magic has returned and you are a dweller from the dark.

Characters from Night of Discovery-Part 1: Moonlight to Madness may be used for this event. You may keep the characters if so desired.

#### Beasts, Men, & Gods

**Type:** Fantasy

**Table:** RP-4

**Players:** 3-9

**Characters:** PreGen

**GM:** Bill Underwood

**Event Title:** Return to the Ice  
Tower of the Frozen Wind

#### **Event Description:**

Ice Tower of the Frozen"" Wind is a ""Beasts, Men & Gods"" tournament scenario. It had it's debut at ""Fool Con V"" and was well received by several teams of players.

This story takes place several years after that fateful adventure at the Ice Tower. That story has been sung by the bards at taverns, and by the storytellers at evening fires.

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## Saturday Session 2 (Listed Alphabetically)

### Role Playing Games

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#### **Beasts, Men, & Gods (Continued)**

**Type:** Fantasy

**Table:** RP-4

You, and your compatriots, have learned that not all of the treasures at the Ice Tower were recovered, and that perhaps the greatest treasure of all was left undisturbed! Your group has decided to make the journey to Narmes Oort, and then to travel through the frozen wastes to the north, through the Ulked Mountains, and onward to the legendary tower. You have maps, and you have gear, and all in all you think your odds are pretty good.

As with the original "Ice Tower" scenario, this game gives the participants a good understanding of the inner workings of the BMG fantasy role-play system.

Participants in this play-test game will have an effect on the outcome of the final product. They will also be written into the scenario.

Sign-up for this exciting opportunity to get your character into print! Here are some examples: Originally, there was no secret door there, but you rolled so well that now there is. Did you just poison the King? Well, now the King is dead. Did you just invent a new spell, weapon, or race? Well now it becomes a permanent part of Beasts, Men & Gods. Only players who join in this unique opportunity will have this kind of power: the power to affect BMG itself!

#### **GURPS: Traveler**

**Type:** Sci-Fi

**Table:** RP-2

**Players:** 2-6

**Characters:** PreGen

**GM:** Mike Kelly

**Event Title:** Judge Dred — I am the Law!!!!

#### **Event Description:**

Mega-City One - a vast metropolis where each of 360 million citizens is a potential lawbreaker. Patrolling these mean streets are the judges, tough lawmen of the future, trained to keep the peace and equipped to take on the criminals of the 22nd Century. Toughest of them all is Judge Dredd, for he is the Law. With Judge Dredd you take on the role of Mega-City One judges, patrolling the streets astride your Lawmaster bike, ready to defend the city's civilians against an array of foes. Prizes provided by Steve Jackson Games. Free copy of rules to all players.

#### **Mythworld**

**Type:** Classic Fantasy

**Table:** RP-1

**Players:** 3-6

**Characters:** PreGen or Create your own.

**GM:** Paul Cardwell

**Event Title:** Island Interlude

#### **Event Description:**

You are assigned to escort a small set of documents to a distant land. The ship's crew is reliable but hardly fighters and pirates have been active. Unfortunately, you are shipwrecked on an island in a storm. The cargo, your personal gear, mounts, etc. are landed safely, but the ship and crew do not survive the reefs. To make matters worse, you have no idea where you are and find you are not alone. You will need to survive and find a way off the island to complete your mission.

#### **Palladium RPG: Rifts**

**Type:** Sci-Fi/Fantasy

**Table:** RP-3

**Players:** 2-8

**Characters:** PreGen or Bring your own.

**GM:** Kenneth Haun

**Event Title:** The Road Home

#### **Event Description:**

#### **Palladium RPG: Rifts (Continued)**

**Type:** Sci-Fi/Fantasy

**Table:** RP-3

It has been a long, several months since you and your companions have seen actual civilization. Traveling through the frontier of the remains of Texas, and occasionally being pulled to other dimensions, you have finally spotted the way home. The only problem is everything in Texas is bigger... Much, MUCH bigger... And most of it is hungry for you!

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## Saturday Session 2 (Listed Alphabetically)

### Role Playing Games

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#### Pathfinder

**Type:** Fantasy  
**Table:** RP-5  
**Players:** 4-6  
**Characters:** PreGen or Bring Your Own PFS  
**GM:** Marcus Mayes

**Event Title:** Crypt of the Everflame — Session 2 of 3

#### **Event Description:**

Yet when the young heroes of Kassen arrive at the tomb of the town's founder, they find only the corpses of their fellow townsfolk, dead bandits, and mysterious animated skeletons. They must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people. For play with 1st or 2nd level characters in Pathfinder Society Organized Play, Pregens available, and newcomers welcome.

#### Pathfinder

**Type:** Fantasy  
**Table:** RP-6  
**Players:** 4-6  
**Characters:** PreGen or Bring Your Own PFS  
**GM:** Cass Bartol

**Event Title:** The Goblinblood Dead

#### **Event Description:**

More than a decade has passed since the Goblinblood Wars left the nation of Isgar in shambles, and the Pathfinder Society uses the many abandoned roads through the county's interior to smuggle valuable relics. But when a series of attacks on the Varisian caravans carrying the illicit cargo puts the route in jeopardy, it falls to the PCs to investigate and rid the region of the threat to the Society's operations. Designed for play in Pathfinder Society Organized Play, and newcomers welcome.

#### Pathfinder

**Type:** Fantasy  
**Table:** RP-7  
**Players:** 4-6  
**Characters:** PreGen or Bring Your Own PFS  
**GM:** Tomas McQueen

**Event Title:** The Rats of Round Mountain - Part I - The Sundered Path

#### **Event Description:**

"In an effort to prevent an alliance between the Aspis Consortium and a contingent of ratfolk with incredible regional influence, the Pathfinder Society sends its best agents deep into a Darklands passage to the heart of Round Mountain, where the ratfolk hold court. But as is often the case for Pathfinders, the journey is an adventure unto itself, potentially deadly enough to prevent the PCs from reaching their destination at all.

"The Sundered Path" is the first scenario in the two-part The Rats of Round Mountain campaign arc. The story concludes in Pathfinder Society Scenario #3-22: The Rats of Round Mountain—Part II: Pagoda of the Rat. Both chapters are intended to be played in order and PCs who do will receive a special reward at the arc's conclusion. Designed for play in Pathfinder Society Organized Play.

#### Survive the Specialist-Beta

**Type:** Horror  
**Table:** RP-9  
**Players:** 3-6  
**Characters:** PreGen  
**GM:** Ty Ogden

**Event Title:** Le Carnaval Dioblique

#### **Event Description:**

Dark streets and the cries of street vendors intermingle with the screams of your competitors as you race through the twisted alleys of Dis in an attempt to secure the keys to your survival. Will you get out of the Carnival before sunrise or will you fall prey to its denizens as so many others have?

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## Saturday Session 3 (Listed Alphabetically)

### Role Playing Games

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#### AD&D 2<sup>nd</sup> Ed.

**Type:** Fantasy  
**Table:** RP-7  
**Players:** 2-8  
**Characters:** PreGen  
**GM:** Don Wilkinson  
**Event Title:** Bring Out Your Old!  
**Event Description:**  
Want to play your old 1st or 2nd Ed characters? This is the game for you, an open game of level to be determined at game time according to the characters you bring. Bring them all, lets choose what to play. This will be a good old fashioned on the fly game. I will use all of my 36 years of experience to give you a fun challenging game, with the characters you know best. There may be some modifications to keep it somewhat balanced, but otherwise the sky is the limit. Come out and let's have some fun at Texicon on SAT nite old school style.

#### Call of Cthulhu

##### • Home Brew Rules

**Type:** Pulp Horror  
**Table:** RP-4  
**Players:** 4-6  
**Characters:** PreGen  
**GM:** Mark L. Chance  
**Event Title:** Castronegro  
**Event Description:**

Castronegro is a quite little town in New Mexico territory.

To the naked eye, it appears a sleepy little place, filled with tough ranchers, a place that hasn't changed much in decades. Behind this facade,

Castronegro is a full of strange happenings: disappearances, cattle mutilations, and ancient ceremonies in rumored in the foothills. Can a combination of cool heads and hot lead rid Castronegro of its hidden horrors?

#### GURPS: Suckerpunch

**Type:** Sci-Fi/Fantasy  
**Table:** RP-9  
**Players:** 2-6  
**Characters:** PreGen  
**GM:** Mike Kelly  
**Event Title:** Macho Women with Guns and Swords  
**Event Description:**  
Close your eyes. Open your mind. You will be unprepared. A young girl's dream world provides the ultimate escape from her darker reality. Unrestrained by the boundaries of time and place, she is free to go where her mind takes her, and her incredible adventures blur the lines between what's real and what is imaginary. Determined to fight for her freedom, she urges four other young girls--the outspoken Rocket, the street-smart Blondie, the fiercely loyal Amber and the reluctant Sweet Pea - to band together and try to escape their terrible fate at the hands of their captors, Blue, Madam Gorski and the High Roller. Led by Babydoll, the girls engage in fantastical warfare against everything from samurais to serpents, with a virtual arsenal at their disposal. Based on the hit movie.

#### Palladium RPG: Heroes

##### Unlimited

**Type:** Super Heroes  
**Table:** RP-3  
**Players:** 2-8  
**Characters:** Generate at Table  
**GM:** Kenneth Haun  
**Event Title:** Gun Masters  
**Event Description:**  
Exploding out of the ground during your High School's play-off football game are vicious beasts, massive monsters, and a legion of unspeakable beings bent on the conquest of the surface world. The city's defenses are unprepared. Draw your pistols from the WarSmith's armory and take a stand together! Prop Selection Determines Super Powers!

#### Pathfinder

**Type:** Fantasy  
**Table:** RP-2  
**Players:** 4-6  
**Characters:** PreGen or Bring Your Own PFS  
**GM:** Cass Bartol  
**Event Title:** The God's Market Gamble  
**Event Description:**  
Valuable relics of religious natures have been disappearing on their way into Absalom and the Pathfinder Society stands to lose countless irreplaceable artifacts if the cause isn't found. Amid the bustling markets of the God's Market in the shadow of the Starstone Cathedral, the Society sets a plan in motion to ensure the parties responsible for the recent thefts are caught and brought to justice. Designed for play in Pathfinder Society Organized Play, and newcomers welcome.

#### Pathfinder

**Type:** Fantasy  
**Table:** RP-5  
**Players:** 4-6  
**Characters:** PreGen or Bring Your Own PFS  
**GM:** Marcus Mayes  
**Event Title:** Crypt of the Everflame - Session 3 of 3  
**Event Description:**  
Heroes of Kassen arrive at the tomb of the town's founder, they find only the corpses of their fellow townfolk, dead bandits, and mysterious animated skeletons. They must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people. For 1st or 2nd level characters in Pathfinder Society Organized Play, Pregens available, and newcomers welcome.

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## Saturday Session 3 (Listed Alphabetically)

### Role Playing Games

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#### Pathfinder

**Type:** Fantasy  
**Table:** RP-8  
**Players:** 4-6  
**Characters:** PreGen or Bring Your Own PFS  
**GM:** Thomas McQueen

**Event Title:** The Rats of Round Mountain - Part II

#### **Event Description:**

In the hollow center of Round Mountain, the Pathfinder Society's crack team of special agents must navigate the so-called Pagoda of the Rat, where the influential ratfolk of the region hold court. Can they break up negotiations between the ratfolk and the sinister Aspis Consortium, or will the risks taken to reach this point have been in vain? The future of the Pathfinder Society's viability in the region lies in the PCs' hands.

"Pagoda of the Rat" is the second and final scenario in the two-part The Rats of Round Mountain campaign arc. The story begins in Pathfinder Society Scenario #3–20: The Rats of Round Mountain—Part I: The Sundered Path. Both chapters are intended to be played in order and PCs who do will receive a special reward at the arc's conclusion. Designed for play in Pathfinder Society Organized Play.

#### Stellar Horizons

**Type:** Sci-Fi  
**Table:** RP-6  
**Players:** 2-8  
**Characters:** PreGen or Create Your Own  
**GM:** Brandon Webber

**Event Title:** Trouble on Aurora III

#### **Event Description:**

At the edge of Morgan's Rift more than 100 light years from Earth lies the Aurora III station. It is the most distant outpost of Humanity on the deep frontier. Now this outpost is having serious problems. Tri-vid monitors work intermittently, temperature controls fail, and security robots have attacked maintenance teams. With station personnel busy trying to contain the problem, a call goes out for skilled professionals to help save Humanity's most distant colony. Come play this new RPG and enjoy this introductory adventure with one of the games creators.

#### Survive the Specialist (Beta)

**Type:** Horror  
**Table:** RP-1  
**Players:** 3-6  
**Characters:** PreGen  
**GM:** Ty Ogden

**Event Title:** Le Carnaval Dioblique!

#### **Event Description:**

Dark streets and the cries of street vendors intermingle with the screams of your competitors as you race through the twisted alleys of Dis in an attempt to secure the keys to your survival. Will you get out of the Carnaval before sunrise or will you fall prey to its denizens as so many others have?

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## Saturday Session 4 (Listed Alphabetically)

### Role Playing Games

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#### AD&D 3.5

**Type:** Fantasy  
**Table:** RP-3  
**Players:** 4-12  
**Characters:** PreGen  
**GM:** Rollin Kearly

**Event Title:** Combat Dungeon

#### **Event Description:**

Up to 12 players will test their combat capabilities and match wits with their competitors in this challenging dungeon setting that stresses player vs player combat

and interaction. Each competitor starts with a 15th level fighter, picks geared based on a point system and then goes for what they know. Come see if you have what it takes to be crowned Combat Dungeon Champion of Texicon 2012!

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## Sunday Session 1 (Listed Alphabetically)

### Role Playing Games

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#### D20 Mixed

**Type:** Modern  
**Table:** RP-7  
**Players:** 4-8  
**Characters:** PreGen  
**GM:** Rollin Kearly  
**Event Title:** Ship of Darkness

#### **Event Description:**

Two teams of Salvage company mercs are given a job to retrieve a cargo ship lost at sea. Neither is aware of the other until they see each other landing on opposite ends of the ship. Your team must face not only the competing salvage mercs but also the dangers of a ship marooned and adrift in the middle of the ocean. What caused its crew to disappear? Did they abandon ship for some unknown reason or was it foul play by some enterprising pirates? Either way your team must face these questions and challenges as they try to reach the bridge tower and gain control of the vessel.

Two teams of 2-4 players compete to finish this mission.

#### Palladium RPG: Dead Reign

**Type:** Horror  
**Table:** RP-3  
**Players:** 2-8  
**Characters:** PreGen  
**GM:** Jennifer Graham  
**Event Title:** The Strongest Shall Lead

#### **Event Description:**

The Leader of your Reaper Clan is getting old... And he knows it. So, rather than watch a bunch of roudy bikers and their buddies duke it out for leadership, he came up with an idea... He (or she) who kills the most of the walking dead becomes the new leader! Picking a rural location, he's got eyes on the area... All you gotta do is find the right hunting spot and have at. The good news? You got all day to bag the dead! The bad news... The dead have all day to bag you!

#### Shadowrun 4<sup>th</sup> Ed.

**Type:** Cypberpunk  
**Table:** RP-5  
**Players:** 2-6  
**Characters:** PreGen  
**GM:** Samuel Lewis  
**Event Title:** Sunset in Seattle – Part 3.

#### **Event Description:**

Run the shadows with the best of them. Make Nuyen! The matrix is your friend! Trust no one! Never deal with a dragon!  
Aztechknowlogy is good technology! Show up 30 minutes early if you want to make your own character.

#### Stellar Horizons

**Type:** Sci-Fi  
**Table:** RP-2  
**Players:** 2-8  
**Characters:** PreGen or Create Your Own.  
**GM:** Brandon Webber

**Event Title:** Leap into the Dark

#### **Event Description:**

The Deep Range along the Hydrax frontier is a dangerous, unexplored region of space just beyond the Terran Outer Colonies. Only survey teams and military expeditions venture into the region. Dangerous new worlds, hostile alien life forms, and even pirates are but a few of the hazards they face. Now a survey mission is overdue. A group of adventurers are commissioned to search the unknown for the missing ship and its crew. Come play this new RPG and enjoy this introductory adventure with one of the games creators.

#### Survive the Specialist (Beta)

**Type:** Horror  
**Table:** RP-1  
**Players:** 3-6  
**Characters:** PreGen  
**GM:** Ty Ogden  
**Event Title:** Le Carnaval Dioblique!

#### **Event Description:**

Dark streets and the cries of street vendors intermingle with the screams of your competitors as you race through the twisted alleys of Dis in an attempt to secure the keys to your survival. Will you get out of the Carnaval before sunrise or will you fall prey to its denizens as so many others have?

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## Sunday Session 2 (Listed Alphabetically)

### Role Playing Games

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#### AD&D 1<sup>st</sup> Ed.

**Type:** Classic Fantasy

**Table:** RP-2

**Players:** 5-8

**Characters:** PreGen

**DM:** Roy Hayes

**Event Title:** Tomb of the Lizard King.

#### **Event Description:**

Brigands have been wreaking havoc on the southern trade routes, while merchants have been demanding that the Count of Eor puts an end to this outrage. The Count seeks out brave adventurers to end the evil brigands' activities and discover the power behind the attacks.

Tomb of the Lizard King was written by Mark Acres, with illustrations by Jim Holloway and Jeff Easley, and was published by TSR in 1982. Come to Texicon and play or replay this classic 1st Edition module with GM Alan Hayes.

#### D20 Apocalypse

**Type:** Post Apocalyptic

**Table:** RP-8

**Players:** 2-8

**Characters:** PreGen

**GM:** Rollin Kearly

**Event Title:** Wastelands-Gas City

#### **Event Description:**

2000 years after a nuclear holocaust, In a world of super science, savagery, sorcerers and mutants some commodities still stand the test of time. Fossil fuels and their many byproducts including gasoline still have their place in this forsaken land. Can your band of ragtag Heros from many different places in the galaxy get what you need to survive in this brutal enviroment? Or will those rabbit men stop you and have your legs for dinner? Find out in this new D20 Apocalypse adventure.

#### GURPS: World War II

**Type:** Pulp Heros

**Table:** RP-1

**Players:** 2-6

**Characters:** PreGen

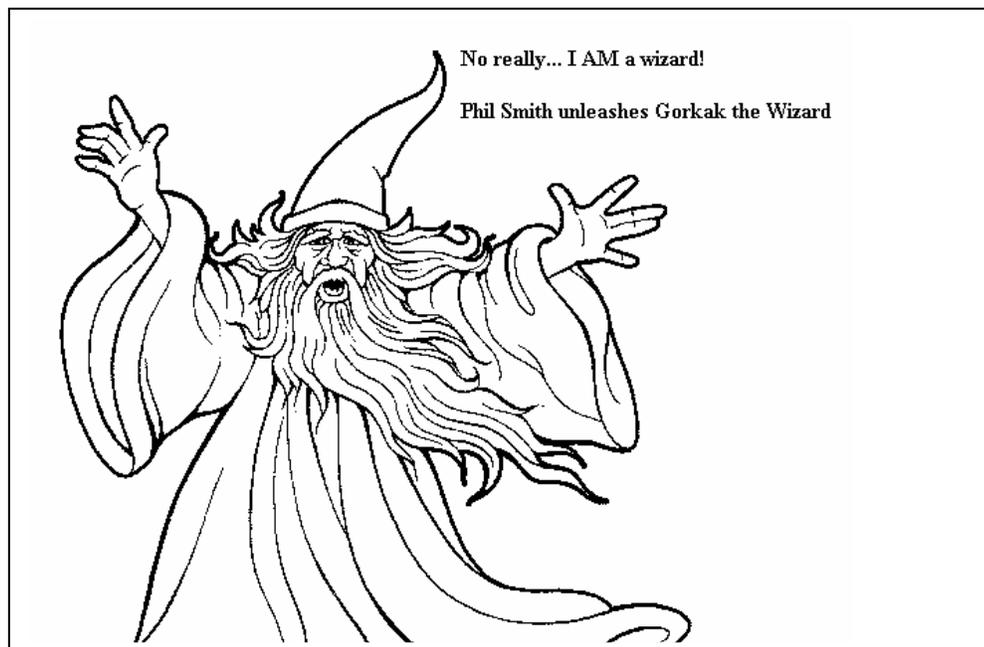
**GM:** Mike Kelly

**Event Title:** The Inglorious Bastards!

#### **Event Description:**

More WWII Madness !!!!  
Based on the hit movie - a crack team of British scientists is in occupied France to kill Nazis. They hear about - Nazi mystic archmages, SS super "human" troops, secret bases, foo fighters.  
Now you can fight the occult Nazi menace!!. Steal Nazi secrets and fight SS Werewolves in this unique adventure.

Beginners welcome - characters & prizes provided by Steve Jackson Games . Free copy of rules for playing.



# Scratch Paper

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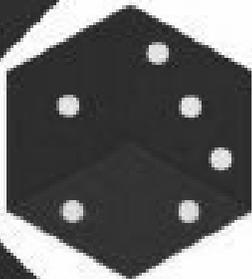
Game Master	Game Played	GM's Signature

# Scratch Paper

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Yes that's right he's invisible (Pictured right). He went too long without letting his inner Geek out, and now look at him. So let your Geek out today, run on over to Roll 2 Play. You just never know... the life you save could be your own, or it could be a Dwarf's, which is good too because they give you lots of gold!



This Guy

This has been a message from Paul "True Geek" Stafford, (not This Guy).



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— Azgrod the Dragon