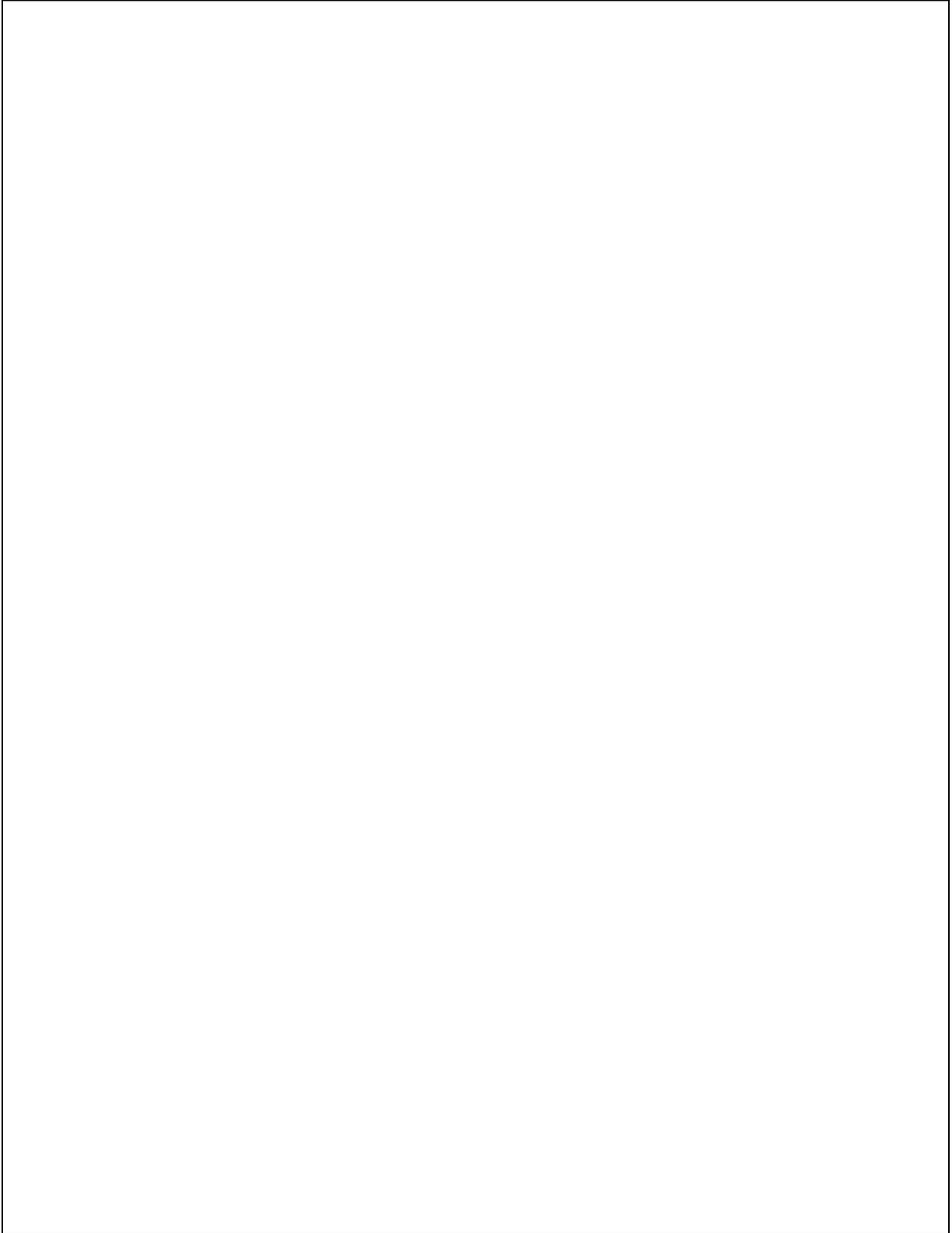


# Texicon 2010



## Welcome to Texicon

Kevin and Karl would like to welcome you to our first convention. We look forward to many years of great gaming. As we grow we hope you'll continue to join us and enjoy the convention.

## Convention Hours

The doors to adventure open Friday at 2pm (after our ribbon cutting ceremony) and continue 24hrs a day until Sunday at 5pm.

## Dealers

Initially we weren't going to host dealers as this is our first convention. However, with so many requests we made space available for dealers: Pegasus Loft, 2 Hour Wargames, Portsmouth Miniatures, and Scott Trotter. Not only this but we have made Flea Market Tables available for you to sell your game stuff to others. Please take advantage of the opportunity and visit our dealers.

## Special Events

This year we are bringing you a Magic the Gathering tournament. Sunday in Llano. Also Ed is running games at his vendor table. And of course there's Rick.

## Admission and Badges

Convention badges are to be worn at all times. If you lose 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.

- Convention Full \$40
- Day Single \$25
- Book Ticket \$20

Note: MAG-Con attendees who are on our MAG-Con list will be admitted at the reduced rate.

Note: Reaper Con attendees badges must be either a full con or good for the day you are wishing to participate to receive free entrance.

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

- s Miniature 6 tickets
- Games Board 2 tickets
- Playing Role 4 tickets

Unused tickets may be used as cash at our vendors.

Ticket books are not good for special events.

## Gaming Event Sign-up

Attendees who have pre-registered for events take precedence over at the door registration. Players wishing to participate in an

event may sign up for an event half an hour prior to the beginning of the event. Please locate the appropriate sign-up sheet at registration. 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.

## Gutshot!

Ifin yer a dirty dawg an causin problems we support R GMs decision ta boot ya...take a gutshot (aka extremely disruptive players get ejected).



## Open Gaming

Texicon hopes that you've brought your favorite game with you in hopes that you'll have time to play it. Any space not specifically reserved in this brochure and which does not have an event scheduled to be run at the table is considered open

gaming. 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 Sheraton Hotel 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 hotel 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 on the streets is free during the weekends. Your Texicon badge does not offer you parking at the hotel. Hotel parking rates:

Parking rates:

Valet \$18.00

Hotel Self parking \$12.00

Close-by lots \$7.00

On weekends and Friday after 6pm meter parking is free.

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

## **Celebrity Guests**

Texicon kicks off its first convention with a celebrity guest.

Rick Loomis: Coming to us from the depths of Buffalo Castle Rick brings out his war chest of knowledge and history in the gaming world. Rick Loomis is one of the gaming industry founders and has been gaming since 1970. His company, Flying Buffalo, has brought us many great things and helped change the face of gaming. For more on Rick's history please visit: <http://www.flyingbuffalo.com/history.htm>

## **Unloading People/Gear**

"Wow that's a lot of stuff!" When you arrive at the hotel you'll want to unload your gaming material and check into the hotel (unless you

mistakenly didn't get a room and you're now stuck in the Rathole box across town...won't make that mistake again!). So you'll want to pull up to the valet parking area and let them know that you'd like to unload your stuff. They'll have you give them your car keys in case they need to move your vehicle, or they'll have you park your car in the short term parking right by the valet area. Then you'll want to grab your stuff and bring it up to the second floor. The hotel also has a luggage cart that you can take advantage of. When unloading we ask that you cooperate with the hotel staff and make your unloading as expedient as possible.

## **Emergencies**

Should the Norse Gods 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) Now having calmed down, keeping your towel with you of course, you can seek out our competent Safety Staff 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 purchased. Lost convention programs may be purchased for \$5.00. Tory Henry is the only Texicon staff member that can override this policy. 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**

Here at Texicon we believe in following the Dark God Cthulu's recycling program. Please promptly turn yourself in for recycling.

### **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. Find the exclamation point that fell.
2. Find the longhorn in the mayors outfit.
3. Take a picture of you with Tad Thramus (one hour window...good luck).
4. Tell Kevin where the butter is.
5. Take a picture of our recycle bin.
6. Obtain some Texicon marbles by saying "Marbles".
7. Obtain a Lost Worlds Certificate.
8. Pull it from the stone.
9. Complete a *Descent* or journey through the *Small World* or take a Caribbean cruise.
10. We'd tell you the clue but it's too *Risky*.

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 3:00pm on Sunday as entrance into the Scavenger Hunt prize drawing closes at 3:00pm 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. At four fifteen 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 reg and inquire.

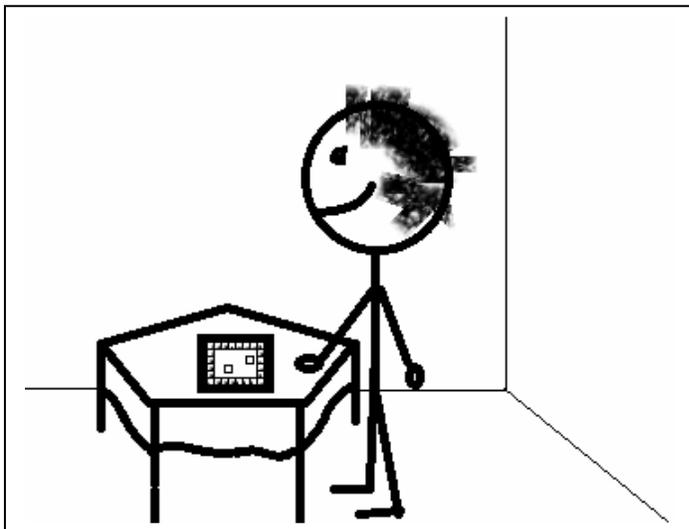
You found it: Take it to reg or the troll will come find you and then you'll be lost.

## Convention Schedule

- Friday
- 14:00 Ribbon Cutting Ceremony
  - 14:05 Convention Opens
  - 14:15 Let the games begin
    - Gaming Halls Open and remain open until Sunday at 5pm
  - 24:00 Flea Market Tables Open
- Saturday
- 7:00 Flea Market Tables Close
  - 7:30 Registration Opens
  - 7:45 Lost Worlds Tournament Registration Begins
  - 8:00 Lost Worlds Tournament Begins
  - 9:10 Lost Worlds winners announced regular gaming begins
  - 20:00 Registration Desk Closes
  - 24:00 Flea Market Tables Open
- Sunday
- 7:00 Flea Market Tables Remain Open
  - 7:30 Registration Desk Opens
  - 10:00 Registration Desk Closes...hey, get to gaming!
  - 17:00 Convention Closes, filled with joy and great memories we all head home and dream of next year.

## Last year's guest of honor

It is at this time we take a moment to reflect upon the events from last year. We look back at the grate times we had and all the people we met. We want to thank Master of Ceremony Mr. Sti K. Figure. His attendance at Texicon 0 really made the con shine. His experience and years of work in the gaming industry, his work on: Battle Front Game, his time spent working with Mr. Pen Cill and the Tank War games, all culminated to bring us some of the truly classic games. Yes we all enjoyed his sharp wit. Below is a con photo from Texicon 0, featuring Mr. Sti K. Figure.



Sti playing a great board game at Texicon 0, pictured left.

### 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.

# Texicon

Kevin Pajak - President  
Karl Pajak - Vice President



## Magnates

Greg Pitts - Miniatures  
Ken Burt - Board Games  
TBA - Role Playing  
Mike Price - Safety (we'd call him  
Security but we can't)

## Staff

Matt Sims - Director of overseeing of the purposeful position...aka "I'm Matt"  
Tory Henry - Registration

## Game Masters

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

### Miniatures

Adam Vera  
Brian Ahrens  
Brian Andreassen  
Brian Cottrell  
Brian Guarnieri  
Cary Hocker  
Dale Watts  
Darby Eckles  
Don Maddox  
Edward Enslinger  
Frank Waugh  
Gary Hoover  
Jeff Hunt  
Lloyd Eaker  
Mark Mahon  
Randy Fant  
Ron Hamilton  
Steven Duke  
Tim Van Orden  
Tom Primrose  
Vance Frey

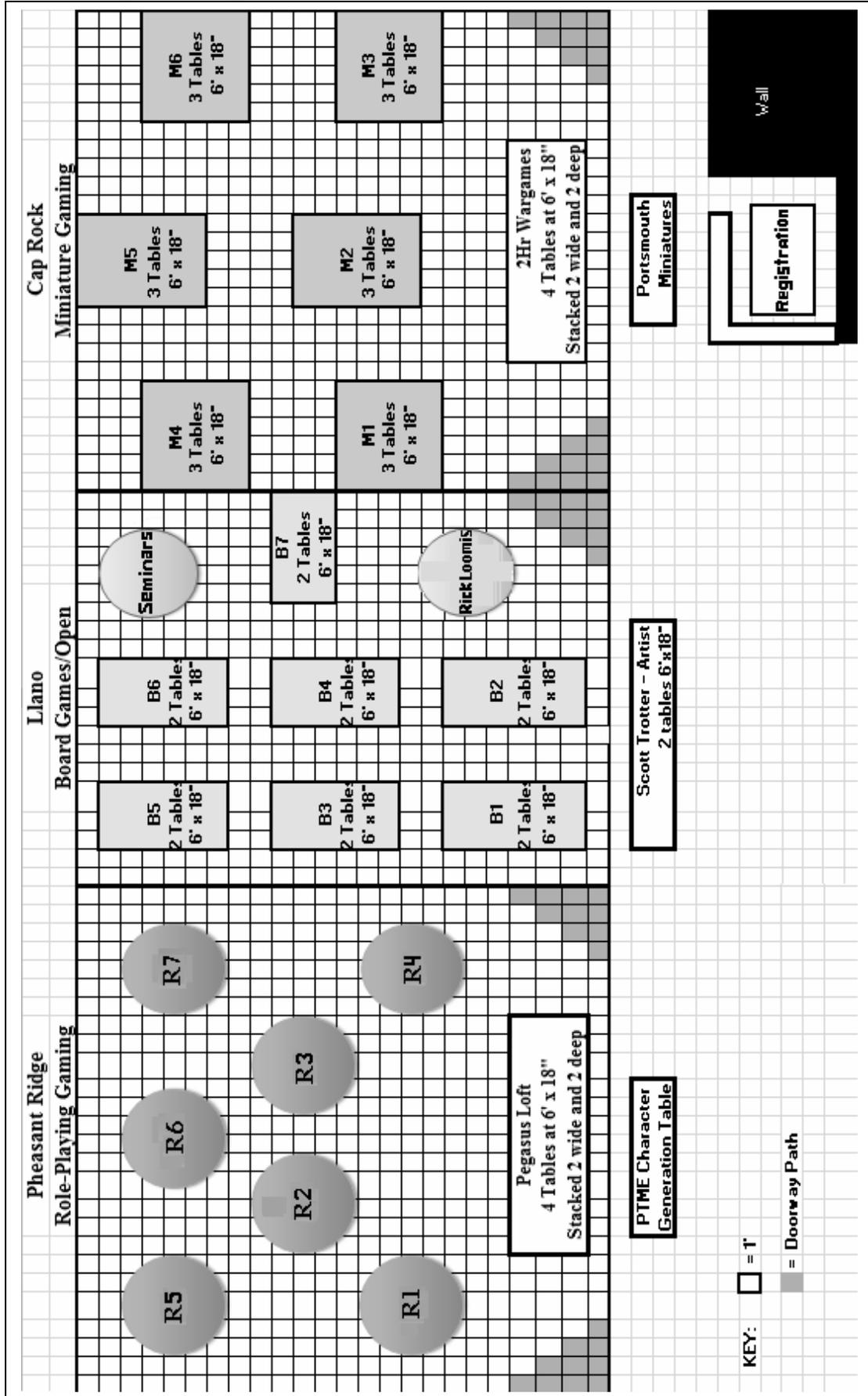
### Board Games

Aaron Ingle  
Alan Richbourg  
Curtis Kitchens  
Douglas Kent  
Ken Burt  
Ken Griffin  
Master Travis Tonne  
Randy Fant  
Steve Duke  
Thomas Stearns

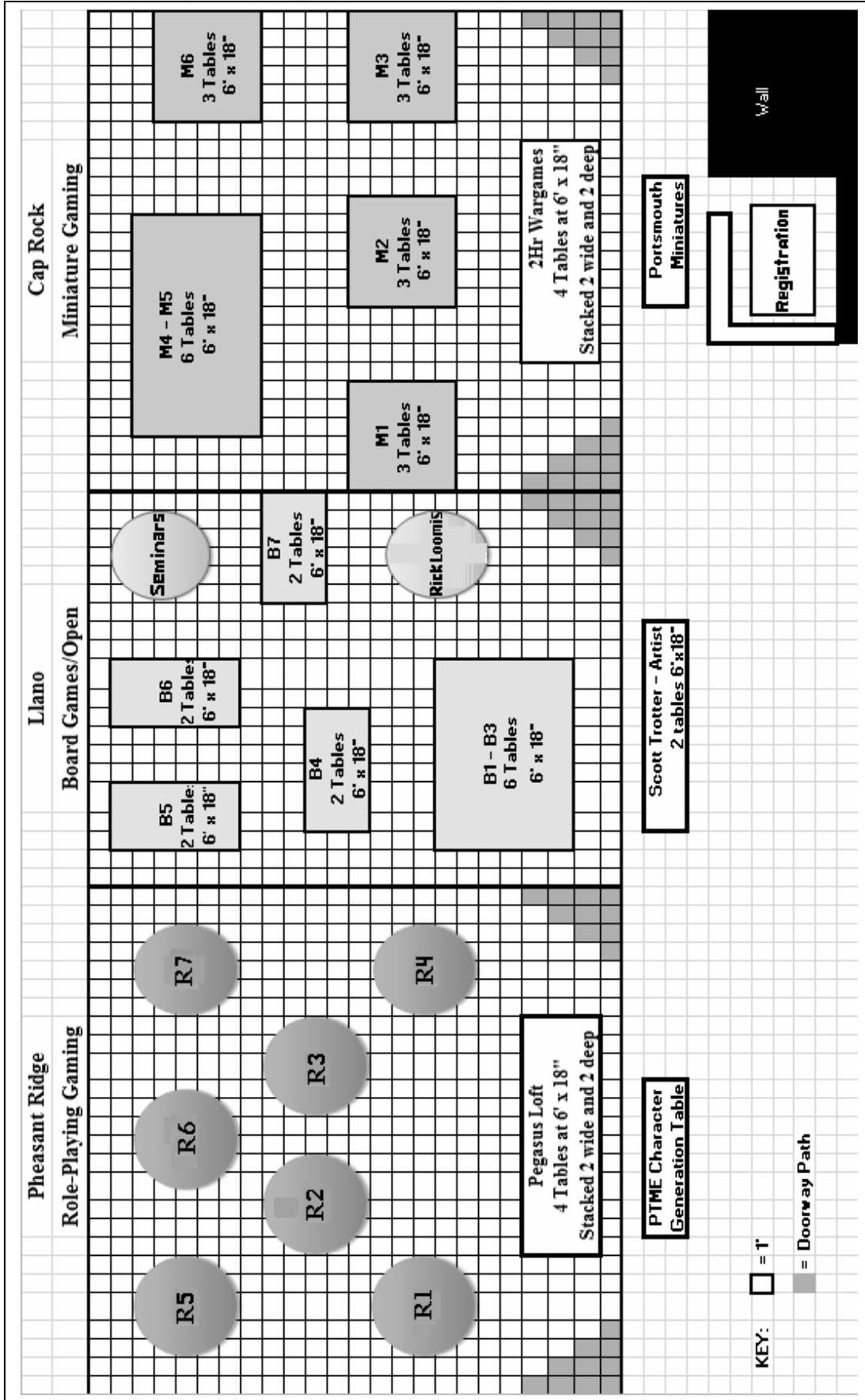
### Role Playing

Cassandra Bartol  
Chris Hughes  
Director of overseeing of  
the purposeful  
position...aka  
"I'm Matt"  
James Elder III  
Jasen Haskins  
Josh Fritz  
Peter Yovich  
Scott Trotter  
Thomas McQueen

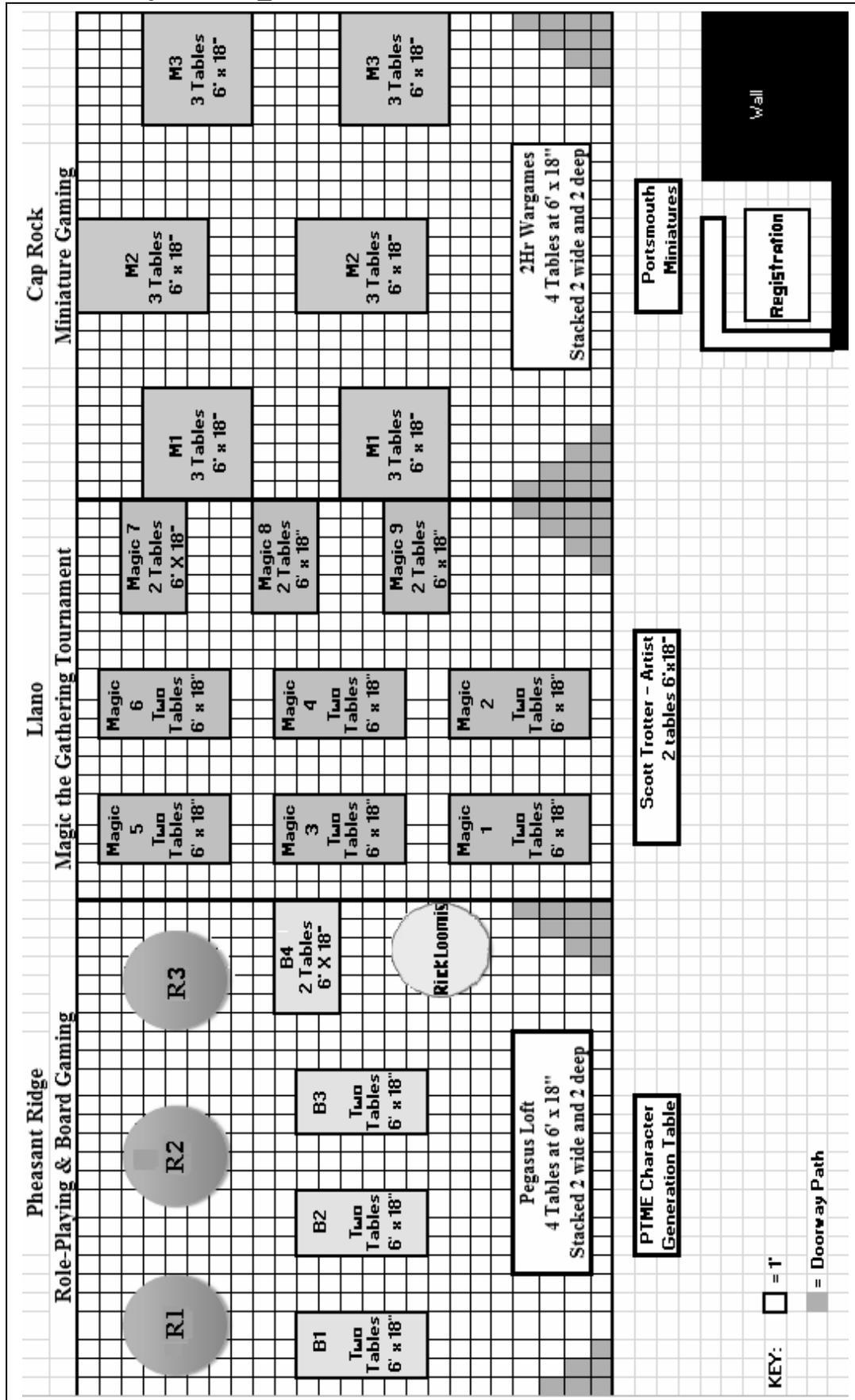
# Friday Map



# Saturday Map



# Sunday Map



## 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.

Seeking adventurers to a quest for the golden beer stein. If interested inquire of Hazeltop the wizard. - Dagnog the dwarf

## 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 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.

### *The Battle Of Salamis*

The night was passing, and the Grecian host  
By no means sought to issue forth unseen.  
But when indeed the day with her white steeds  
Held all the earth, resplendent to behold,  
First from the Greeks the loud-resounding din  
Of song triumphant came; and shrill at once  
Echo responded from the island rock.  
Then upon all barbarians terror fell,  
Thus disappointed; for not as for flight  
The Hellenes sang the holy pæan then,  
But setting forth to battle valiantly.  
The bugle with its note inflamed them all;  
And straightway with the dip of plashing oars  
They smote the deep sea water at command,  
And quickly all were plainly to be seen.  
Their right wing first in orderly array  
Led on, and second all the armament  
Followed them forth; and meanwhile there was heard  
A mighty shout: "Come, O ye sons of Greeks,  
Make free your country, make your children free,  
Your wives, and fanes of your ancestral gods,  
And your sires' tombs! For all we now contend!"  
And from our side the rush of Persian speech  
Replied. No longer might the crisis wait.  
At once ship smote on ship with brazen beak;  
A vessel of the Greeks began the attack,  
Crushing the stem of a Phoenician ship.  
Each on a different vessel turned its prow.  
At first the current of the Persian host  
Withstood; but when within the strait the throng  
Of ships was gathered, and they could not aid  
Each other, but by their own brazen bows  
Were struck, they shattered all our naval host.  
The Grecian vessels not unskillfully  
Were smiting round about; the hulls of ships  
Were overset; the sea was hid from sight,  
Covered with wreckage and the death of men;  
The reefs and headlands were with corpses filled,  
And in disordered flight each ship was rowed,  
As many as were of the Persian host.

Continued from previous column....

But they, like tunnies or some shoal of fish,  
With broken oars and fragments of the wrecks  
Struck us and clove us; and at once a cry  
Of lamentation filled the briny sea,  
Till the black darkness' eye did rescue us.  
The number of our griefs, not though ten days  
I talked together, could I fully tell;  
But this know well, that never in one day  
Perished so great a multitude of men.  
- Aeschylus 525-456 B.C.

## Portsmouth Miniatures

### *Napoleonic Naval Miniatures*

[www.portsmouthminiatures.com](http://www.portsmouthminiatures.com)

Big ships are our style, 1:900 scale of heavy metal; these ships fit nicely on 2" hex maps. Our Triple Decker's measure 3.5" long and visually stands out from one side of the gaming table to the other. All ships are generic as to nationality and can be customized with the Flag & Pennant Sets. From British to Russian and from Portuguese to American we have all of the major nationalities in the Napoleonic Era. Wooden bases are available for mounting the ships. Our ships are very sturdy due to steel masts so no more fixing accidental dismasting of your ships. Come by our booth to see and feel the quality of our ships.



# Miniature Game Events Schedule

## Friday

|    | 2-6pm   | 7-11pm  | Mid-7am   |
|----|---|---|---|
| M1 |   | Karl Pajak hosts:<br><i>Gutshot</i>                       | Randy Fant host:<br><i>BattleTech</i>             |
| M2 | Don Maddux host:<br><i>Stargrunt II</i>               | Gary Hoover & Brian Ahrens host:<br><i>Casus Beli</i>     | Vance Frey hosts:<br><i>Warmaster Napoleonics</i> |
| M3 |   | Scott Bowden & Matt Bowden host:<br><i>Victory at Sea</i> |   |
| M4 | Ron Hamilton hosts:<br><i>Chain Reaction</i>          | Dale Watts hosts:<br><i>Flames of War</i>                 | Ron Hamilton hosts:<br><i>Chain Reaction</i>      |
| M5 |   | Steven Duke hosts:<br><i>Wings of War</i>                 |   |
| M6 | Edgar Enslinger hosts:<br><i>Flames of War Part 1</i> | Edgar Enslinger hosts:<br><i>Flames of War Part 2</i>     |   |

### **The FNG**

a Texicon Hiku

Walking Talking loud  
Won't follow orders, screw up!  
Bang Bam now you're dead

---

Don't be the FNG! Stop by  
2 Hour Wargames and cure  
the syndrome.



## Saturday

|    | 8-9   | 9-1pm   | 2-6pm  | 7-11pm  | Mid-7am   |
|----|---|---|--|---|---|
| M1 | <b>Lost Worlds</b><br>Tournament no other gaming offered during this time slot. Jump into the action and learn an exciting new game!<br><br>Tournament takes place in the board game room.<br><br>Prizes for 1st, 2nd, and 3rd place. | Jeff Hunt hosts:<br><i>Close Action</i>                   | Tom Primrose hots:<br><i>They couldn't hit an Elephant</i> | Admiral Tom Primrose hosts:<br><i>Corvus 2</i>                |   |
| M2 |   | Dark Lord Mark Mahon hosts:<br><i>Occult Wars</i>         | Spacefarer Mark Mahon hosts:<br><i>This Quar's War</i>     | Space Marine Mark Mahon hosts:<br><i>Starship Troopers</i>    |   |
| M3 |   | Gary Hoover & Brian Ahrens host:<br><i>Casus Belli</i>    | Gary Hoover & Brian Ahrens host:<br><i>Casus Belli</i>     | Comrade Cary Hocker hosts:<br><i>Red Actions</i>              |   |
| M4 |   | Lloyd Eaker hosts:<br><i>Shako II</i><br>Break from 1-2pm |  | Mariner Randy Fant hosts:<br><i>GHQ (Modified)</i>            | 'Mech Jock Randy Fant hosts:<br><i>BattleTech</i> |
| M5 |   | Brian Cottrell hosts:<br><i>Battleground WWII</i>         | Brian Cottrell hosts:<br><i>Battleground WWII</i>          | Scott Bowden & Matt Bowden host:<br><i>Jagdpanzer</i>         |   |
| M6 |   | Scabber Michael Miller hosts:<br><i>Mordheim</i>          | Gunfighter Adam Vera hosts:<br><i>Rules with No Name</i>   | Frank Waugh hosts:<br><i>Kampfgruppe Commander/Cold Steel</i> |   |

### **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.

# Sunday

|    | 8-Noon  | 1-5pm   |
|----|---|---|
| M1 | BattleMaster Karl Pajak<br>hosts:<br><i>BattleTech's Quick Strike</i>   | 'Mech Jock Randy Fant<br>hosts:<br><i>BattleTech</i>                                  |
| M2 | Field Marshall Vance Frey<br>hosts:<br><i>Warmaster Napoleonics</i>     | Field Marshall Vance Frey<br>hosts:<br><i>Warmaster Napoleonics</i>                   |
| M3 | Wizard Ron Hamilton<br>hosts:<br><i>Chain Reaction</i>                  | Tim Van Orden hosts:<br><i>Home-Brewed Rules -<br/>American Civil War</i>             |
| M4 | Gary Hoover and Brian<br>Ahrens host:<br><i>Casus Belli</i>             | Frank Waugh hosts:<br><i>Kampfgruppe<br/>Commander/Cold Steel</i>                     |
| M5 | Sgt. Darby Eckles hosts:<br><i>FNG</i>                                  | Desert Rat Brian<br>Andreassen hosts:<br><i>Kampfgruppe Commander<br/>II</i>          |
| M6 | Patton's Best Edward<br>Enslinger hosts:<br><i>Flames of War Part 3</i> | Tardis Repair Tech Brian<br>Guarnieri hosts:<br><i>Doctor Who: Invasion<br/>Earth</i> |



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**The new fast-paced starship combat game. Everything is streamlined; the ship cards are in full color. Energy received at the start of each turn is spent as you need it for weapons, movement etc.**

**Look for Klingon Border, Romulan Border, Klingon Attack, Romulan Attack, and Distant Kingdoms.**



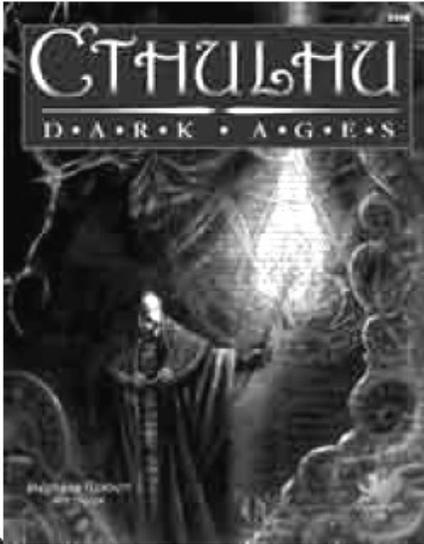
**ADB also produces: Prime Directive, a Star Trek RPG!**



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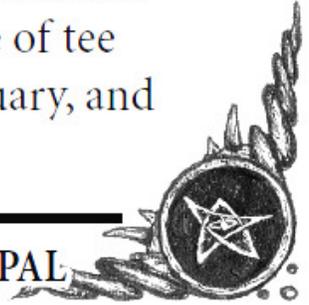
Purveyors of Cthulhiana and Fine Books



We feature the award-winning *Call of Cthulhu* roleplaying game, fine Cthulhiana, and a constellation of titles from such fine publishers as Arkham House, Mythos Books, Hippocampus Press, Del Rey. We also carry interesting reference materials, our own line of tee shirts, miniatures, statuary, and aztec temple sets.



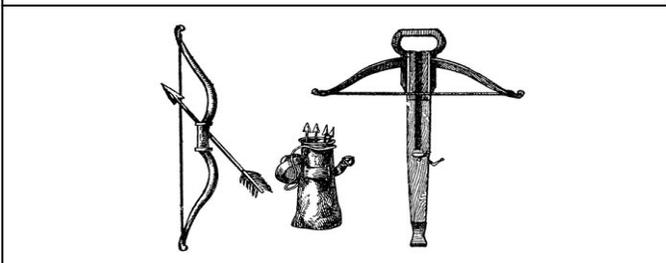
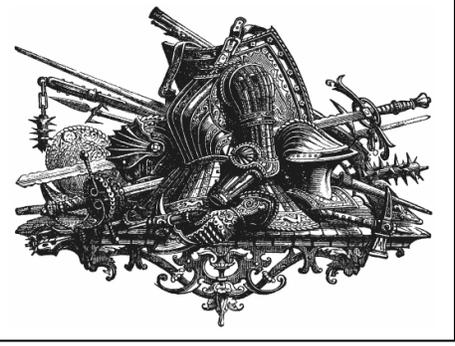
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and the Medieval age  
3000 B.C. to 1495 A.D.**

Available at:  
[www.TheWarEvent.com/forums/](http://www.TheWarEvent.com/forums/)



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

# Board Game Events Schedule

## Friday

|    | 2-4pm                              | 4-6pm                     | 6-8pm  | 8-10pm               | 10-12am                    | 12-2am   | 2-4am                                  | 4-6am | 6-8am |
|----|------------------------------------|---------------------------|--|----------------------|----------------------------|--|--|-------|-------|
| B1 | <i>Dungeon Lords</i>               | <i>Dominion</i>           | <i>Race for the Galaxy</i>                             | <i>Dungeon Lords</i> | <i>Race for the Galaxy</i> |  |  |       |       |
| B2 | <i>Settlers of Catan</i>           | <i>Settlers of Catan</i>  | <i>Axis &amp; Allies</i><br>(50th Anniversary edition) |                      |                            | <i>Cowboys</i>   |  |       |       |
| B3 | <i>Jutland</i><br>(1967 version)   |                           |  | <i>British Rails</i> |                            | <i>Streetcar</i>   |  |       |       |
| B4 |                                    |                           |  |                      |                            | <i>Agricola</i>  |  |       |       |
| B5 | Monopoly<br>(Family Game)          |                           | <i>Warlords of Europe</i>                              | <i>Zombies!!!</i>    |                            |  | <i>Pink the Bog Man</i><br>[Cancelled] |       |       |
| B6 | <i>Car Wars</i>                    |                           | <i>History of the World</i><br>(7pm - 11pm)            |                      |                            |  |  |       |       |
| B7 | <i>Richard III</i><br>(Historical) | <i>Boomtown</i><br>(Card) | <i>Puerto Rico</i>                                     |                      |                            | Grand Master Gamer, Master Travis Tonne hosts: <i>Decent</i> |  |       |       |

## Saturday (Early - Afternoon)

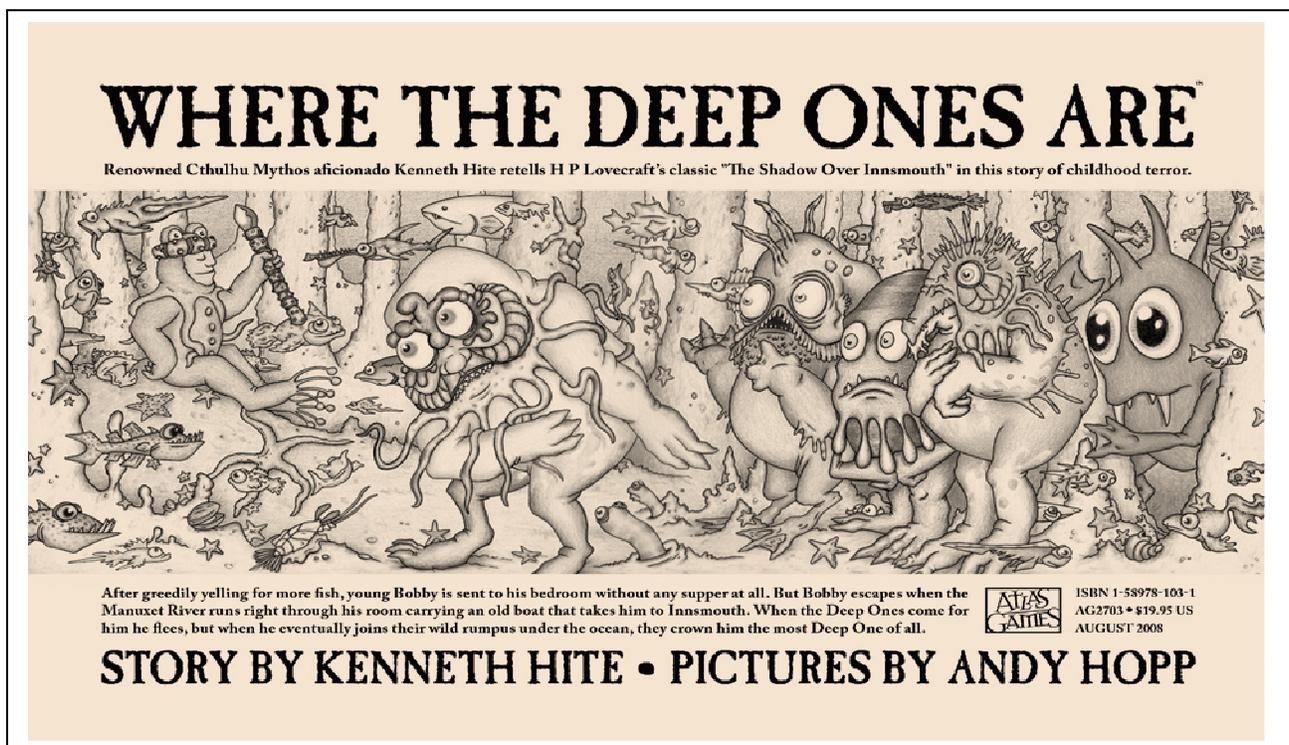
|    | 8-9am              | 9-10am   | 10-12pm | 12-2pm                         | 2-4pm                     |
|----|--------------------|--|---------|--------------------------------|---------------------------|
| B1 | <i>Lost Worlds</i> | Ken Burt hosts <i>Struggle for Europe and Asia WWII</i><br>Event Time: 9am - 2am           |         |                                |                           |
| B2 | <i>Lost Worlds</i> |  |         |                                |                           |
| B3 | <i>Lost Worlds</i> |  |         |                                |                           |
| B4 | <i>Lost Worlds</i> | Thomas Sterns hosts <i>Wacht Am Rheim II</i><br>Event Time: 9am - 2am                      |         |                                |                           |
| B5 | <i>Lost Worlds</i> | Steven Duke hosts <i>Command &amp; Colors</i><br>Event Time: 9am - 1pm                     |         |                                | Board Game Fest           |
| B6 | <i>Lost Worlds</i> | <i>Zombies!!</i><br>They want brains, so...<br>use em or loose em!<br>[9-11am]             |         | <i>Diplomacy</i><br>11am - 2pm | <i>Warlords of Europe</i> |
| B7 | <i>Lost Worlds</i> | Curtis Kitchens & Alan Richbourg host <i>Charge the Guns</i><br>Event Time: 9am - Midnight |         |                                |                           |

## Saturday (Late Afternoon - Overnight)

|      | 4-6pm   | 6-8pm  | 8-10pm                                      | 10-12am   | 12-2am  | 2-4am  | 4-6am |
|------|---|--|---|---|---|--|-------|
| B1-3 | Ken Burt hosts <i>Struggle for Europe and Asia WWII</i><br>Event Time: 9am - 2am            |  |   |   |   |  |       |
| B4   | Thomas Sterns hosts <i>Wacht Am Rheim II</i><br>Event Time: 9am - 2am                       |  |   |   | Gold Digger<br>Kevin Pajak<br>hosts<br><i>Boomtown</i>                        | Warlord<br>Kevin Pajak<br>hosts<br><i>Risk</i> |       |
| B5   | Board Game Fest   | Steven Duke hosts<br><i>Command &amp; Colors Ancients Epic</i> |   | Kevin hosts:<br><i>Richard III</i>              |   |  |       |
| B6   | Douglas Kent hosts:<br><i>Diplomacy</i>   |  | Travis Tonne<br>hosts<br><i>Small World</i> | Brain Sucker Jim<br>hosts:<br><i>Zombies!!!</i> | Grand Master Gamer, Master Travis Tonne hosts <i>Decent</i><br>Midnight - 6am |  |       |
| B7   | Curtis Kitchens & Alan Richblourg host <i>Charge the Guns</i><br>Event Time: 9am - Midnight |  |   |   |   |  |       |

## Sunday Board Games

|           | 8-10am   | 10-Noon   | Noon-2pm  | 2-5pm   |
|-----------|--|---|---|---|
| <b>B1</b> |  |   | Trail Blazer and City Builder Extraordinaire Ken Burt hosts<br><i>Settlers of Catan</i> (All 4 versions)  |   |
| <b>B2</b> |  | Dungeon Delver extraordinaire<br>Ken Burt hosts<br><i>Dungeon Lords</i> | Zombies!!!<br>The Lord Of Death, Jim Perry, summons his hoard of undead to invade Texicon in this spectacular mega ZOMBIE!!! game. Two tables, five hours, and lots and lots of undead. |   |
| <b>B3</b> |  |   |   |   |
| <b>B4</b> | Lordly Sire<br>Kevin hosts<br><i>Richard III</i> | That gall darn gold digger is back!<br>Kevin hosts<br><i>Boomtown</i>   | Various Card Games<br>(Not CCG)<br>Unique & Interesting<br>Noon-2:00pm  | Field Marshal Kevin Pajak hosts:<br><i>Risk</i> |



### *Historical Recap of Texicon 0 Events*

#### **Friday:**

Boardgames: 2-Mid: Tic Tac Toe / Mid-8am: Breblebrox's Ring Toss

Miniatures: 2pm-8am: Zeken's Space Travel (Ancient Space Ship Combat, described as the slowest most boring miniatures game in history. Come spend 7 hours plotting your first move! Get fully involved in Calculus, an opportunity of a life time).

Role Playing: 2pm - 8am Juvo - The Way of the Rock (Come get involved in Roll Playing a Rock).

#### **Saturday:**

Boardgames: 8-Noon: *Gok - A time of gruel*. Take bits of nature in this race to be the world's first chef!

Continued on page 16

# Role Playing Events Schedule

## Friday

|    | 2-6pm                           | 4-8pm   | 6:30-10:30pm | 8:30-12:30am                             | 11pm-7am                                  | 1pm-8am |
|----|---------------------------------|---|--------------|--|---|---------|
| R1 |                                 |   |              |  | Shadowrun 3rd Ed.<br>(Sci-Fi)<br>11-3am   |         |
| R2 |                                 |   |              | Ravenloft<br>2nd Ed.<br>(Fantasy Horror) |   |         |
| R3 |                                 |   |              |  |   |         |
| R4 | D&D 4th Ed.<br>(Fantasy)        |   |              |  | Villians & Vigilantes<br>(Super Hero)     |         |
| R5 | Legacy Crossing<br>(Super Hero) | The Dreaming<br>(Arthurian Fantasy)<br>6:30-10:30pm |              |  | Legacy Crossing<br>(Super Hero)<br>11-7am |         |
| R6 |                                 |   |              |  |   |         |
| R7 |                                 | D&D 4th Ed<br>(Fantasy)                             |              |  |   |         |

## Saturday (Early - Afternoon)

|    | 8-9am       | 9-12pm                                  | 10-2pm  | 12:30-4:30pm                            | 2:30-6:30pm                           |
|----|-------------|---|---|---|---------------------------------------|
| R1 | Lost Worlds | Pathfinder<br>(Fantasy)                 |   | Shadowrun 3rd<br>Ed. (Sci-Fi)<br>12-2pm | Pathfinder<br>(Fantasy)               |
| R2 | Lost Worlds | Pathfinder<br>(Fantasy)                 |   | Open Gaming<br>12-2pm                   | Pathfinder<br>(Fantasy)               |
| R3 | Lost Worlds |   |   |   | Rome<br>(Historical)                  |
| R4 | Lost Worlds | Open Gaming<br>(9-9:50)                 | Villains Vigilantes<br>(Super Hero)                   |   | Villians & Vigilantes<br>(Super Hero) |
| R5 | Lost Worlds | Legacy Crossing<br>(Super Hero)         | The Dreaming (Arthurian Fantasy)<br>Begins at 12:30pm |   | Reserved                              |
| R6 | Lost Worlds |   |   |   | AD&D 4th Ed.<br>LFR (Official) Part 1 |
| R7 | Lost Worlds | Twilight 2013<br>(Dark Future / Sci-Fi) | Reserved  | Call of Cthullhu<br>(Horror)            | Reserved                              |

*Historical recap of Texicon 0 continued from page 15*

Noon-7pm: *Bubbles - The time of the pop.* Race against the five second egg timer to blow your bubble into a target. The person with the most points wins! 7-Mid: *Teye'r Swang - Red Neck Revenge.* The faysh of Jug Juice River hayve avoyded yer hook a too long...tyme to getim. Swing your Red Neck into the river on the Teye'r Swang to grab fish. The Red Neck with the most fish wins. Mid-8am: *Table Top Bowling - The great 300.* Be the best bowler to win.

Miniatures: 8am-2am: *Zombie Hoards - The pack.* The Great Dark One has summoned his minions to hunt down the last humans. Choose your side and battle until the madness comes.

Continued on page 17

## Saturday (Late Afternoon - Overnight)

|    | 5-9pm  | 7-11pm  | 9:30-1am   | 11:30-7:30am  | 2am-8am |
|----|--|---|--|---|---------|
| R1 | Reserved   | <i>Pathfinder</i><br>(Fantasy)                            |  |   |         |
| R2 | Reserved   | <i>Pathfinder</i><br>(Fantasy)                            | Reserved   | <i>Legacy Crossing</i><br>(Super Hero)              |         |
| R3 |  |   |  |   |         |
| R4 |  | Savage Worlds<br>(Fantasy)                                |  |   |         |
| R5 | <i>Legacy Crossing</i><br>(Super Hero)<br>5:00-9pm | <i>The Dreaming</i><br>(Arthurian Fantasy)<br>9:30-1:30am |  | <i>The Dreaming</i><br>(Arthurian Fantasy)<br>2-8am |         |
| R6 | Reserved   | AD&D<br>LFR (Official) Part 2                             |  |   |         |
| R7 | <i>Call of Cthulhu</i><br>(Horror)                 | Reserved  | Street Mage Karl Pajak hosts:<br><i>Shadowrun</i> 3rd ed.<br>9:30-1:30 |   |         |

## Sunday Role Playing Cont.

|    | 8-Noon                                 | 1-5pm   |
|----|--|---|
| R1 | <i>Legacy Crossing</i><br>(Super Hero) |   |
| R2 | D&D 4th Ed<br>(Fantasy)                | <i>Savage Worlds</i><br>(Fantasy)                       |
| R3 |  | War Leader Karl Pajak<br>hosts:<br><i>Twilight 2013</i> |

*Historical recap of Texicon 0* continued from page 16

Role Playing: *Waiting - Packed House* Role playing at its messiest. Work your way through the lunch rush as a waiter at Mel's Dinner.

To all of you that were there, especially Tad Thramus, we thank you for making Texicon 0 great!

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-AND-

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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.

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Seriously though, Texicon and Reaper Con have worked out a badge exchange. If you'd like to visit them please feel free to and simply show them your badge for the appropriate day and you'll receive free admittance to Reaper Con. Now get ta gamin!

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## 15th century English politics

For many gamers, Avalon Hill's 1976 classic game *Kingmaker* (now, unfortunately, out of print) is their primary source of information about the Wars of the Roses. While one could write a rather long essay about the historical shortcomings of that game, doing so would be churlish. Games, first and foremost, are just that - *games*. And from our perspective, *Kingmaker* is, by-and-large, a great game.

In fact, we so liked *Kingmaker* that our initial idea was to combine the best elements of that game and *Hammer of the Scots* (an earlier, award-winning Columbia Games publication about the Scottish Wars of Independence between 1297-1314). We wanted a game that was quite a bit more fast-moving than *Kingmaker*, so we anticipated the need to streamline that game's heavy dose of chrome, clean-up the system, correct some of the historical *faux pas*, and reengineer the mechanics to allow for an interesting two-player game. "Give me *Kingmaker* with blocks!" the president of Columbia Games said.

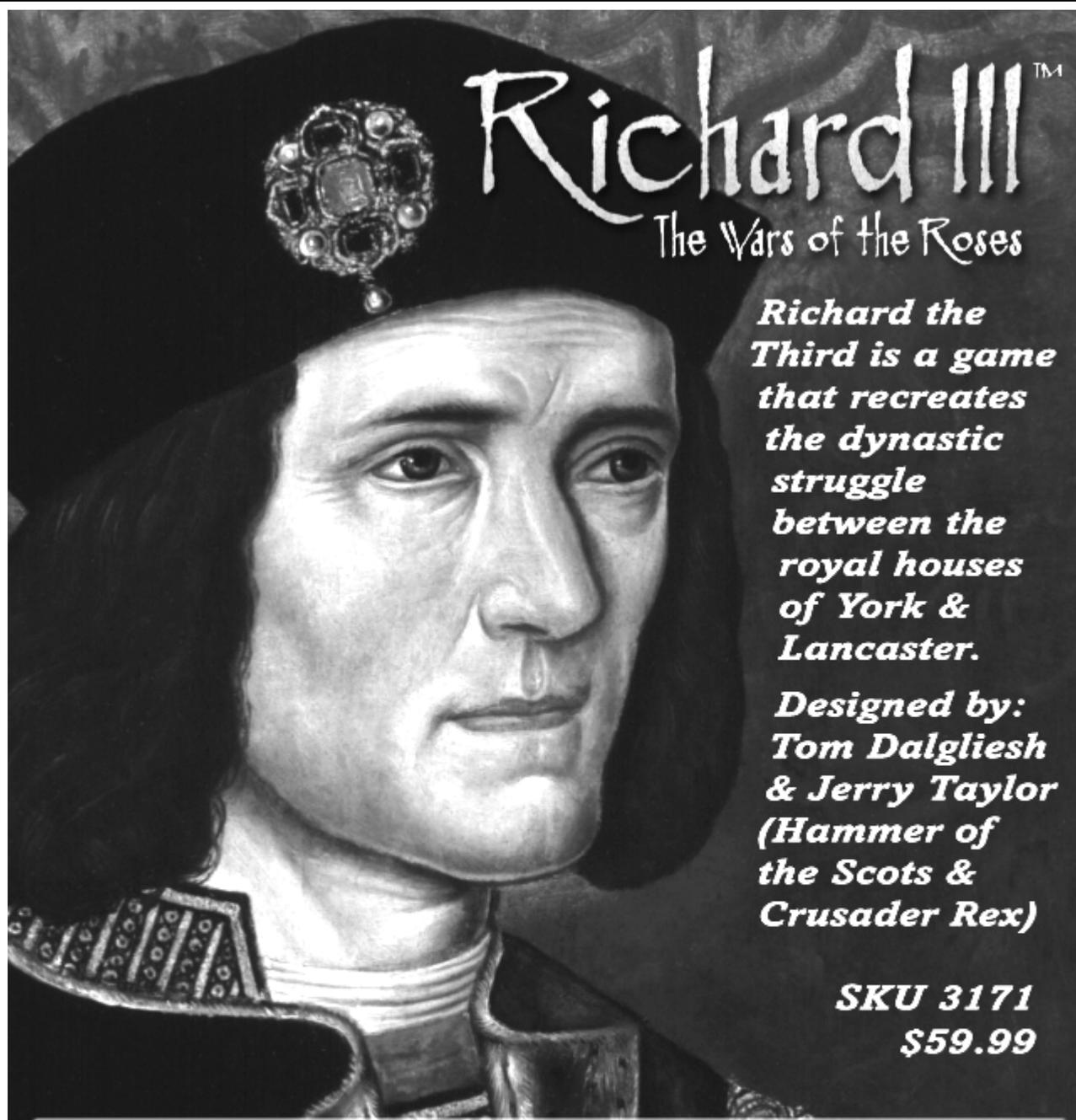
It didn't turn out that way. *Wars of the Roses* is a very different from *Kingmaker*. The most obvious difference is the most important. *Wars of the Roses* is primarily a military show-down between the two chief contestants for the throne of England - the dynastic houses of Lancaster and York. *Kingmaker*, on the other hand, is multi-player game of political maneuver wherein players represent not Lancaster or York, but distinct coalitions of the greater and lesser English nobility. As Avalon Hill noted in its introduction to *Kingmaker*;

*The game is based on the premise that the powerful Noble families used the Lancastrian and Yorkist princes as pawns in a great game of gaining control of England. Players control pieces representing the Noble families as they seek power by a combination of military, political and diplomatic skills.*

This interpretation of the wars reflected the thinking of academic historians who were quite influential when *Kingmaker* was published 30+ years ago. But the belief that the Yorkist and Lancastrian claimants were mere puppets dancing on strings pulled by "powerful and over-mighty subjects" is now a minority perspective within academia. The emerging view today (best articulated in Christine Carpenter's *The Wars of the Roses: Politics and the Constitution of England, c. 1437-1509*, 1997) is that the sharp internecine struggles within the nobility were a consequence of - not a cause of - the weakness of Henry VI's government. Local grievances were exploited by Yorkist and Lancastrian claimants, not the other way around. Nobles had a vested interest in maintaining a stable, powerful royal authority in London, and they were reluctant actors - not enthusiastic participants - in the wars that followed.

Consequently, we felt that having players take the role of Lancaster and York made more sense than having them represent noble families or some collection of important affinities. We also concluded that an option for three or more players was unnecessary.

A less obvious difference between the two games is the role that patronage plays in maintaining support for the crown. While *Kingmaker* encourages the idea (*pace* K.B. McFarlane, *The Nobility of Later Medieval England*, 1973, and, more recently, C. Given-Wilson, *The English Nobility in the Late Middle Ages*, 1987) that nobles were inclined to support those claimants who were most generous with estates, offices, titles, and endowments of various kinds - and that a successful King is one who gained



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#### **GAME PROFILE**

- Players: 2
- Ages: 12+
- Time: 1-3 hours

#### **CONTENTS**

- Color map of England
- 63 Wooden Blocks
- 25 Cards
- Game Rules and 4 dice

Cover: King Richard III, unknown artist.  
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the maximum amount of political capital from royal hand-outs - there is surprisingly little evidence to suggest that feudal affections were subject to the highest bidder.

The first difficulty with the "patronage *uber alles*" perspective is that it assumes that the nobles were not the King's natural allies and that they had to be bought to be tied to the crown's interest. But in truth, the peerage needed a strong and effective King to protect their estates from domestic predation and to secure tranquility within the Commons. With few exceptions, preexisting noble endowments were far more valuable than the largesse that might be doled out by the King. Landowners thus gained far more from the security provided by good royal governance than from the wealth associated with royal patronage at the margin.

Second, it assumes a bounty of royal patronage that simply didn't exist. Once the patronage necessary to reward the King's unsalaried professional servants was subtracted from the mix, there simply wasn't enough of the crown's largesse to go around.

While one might argue that the competition within the landowning classes for scarce royal favors made violent conflict inevitable, how do we explain the relative stability that characterized England during most of the Middle Ages, even during periods of bad Kingship? Or the fact that a number of very strong Kings - such as Edward I, Henry V, and Henry VII - employed patronage quite sparingly but nonetheless maintained solid noble support?

And what of the fact that there was little correlation during Edward IV's reign between patronage bestowed and loyalty secured? Lord Grey of Ruthyn's critical betrayal of the Lancastrian cause on the battlefield at Northampton, which helped put Edward IV on the throne, was apparently prompted by something other than promise of Yorkist largesse. On the contrary, Lord Grey subsequently received no lands from the King and, although briefly enjoying the lucrative office of Treasurer of England for 17 months, had to wait until 1466 before he was given the relatively empty title of Earl of Kent. Lord Dacre, (Richard Fiennes) likewise received little reward for his valuable military service to the crown, and the Earl of Arundel and Duke of Suffolk received virtually nothing from their royal kinsman. Yet in all of those cases, those men provided valuable support for the crown and remained loyal to Edward IV.

Contrast the unpurchased loyalty of Grey, Dacre, Arundel, and Suffolk with the unprecedented bounty of patronage heaped upon the Earl of Warwick and the Duke of Clarence. Lands, titles, and privileges galore were bestowed on those two, yet even that vast bounty of patronage and the closest of family ties proved incapable of securing their long-term support for Edward's reign. The same pattern of patronage bestowed and treachery reaped can be seen in the rebellions of the Duke of Buckingham and Lord Stanley against Richard III.

Simply put, there was no correlation between patronage and loyalty. In fact, it tended to work the other way; the more patronage, the greater threat of rebellion! Prof. Christine Carpenter explains why:

*Only kings who had forfeited the instinctive support of the nobility, and usurpers who did not yet have it, had to buy the nobles. Usurpers had to go on buying them until they themselves became*

*accepted as "real" kings. And for both it could be only a temporary expedient because, as we shall see, most notably under Richard III, there was no end to the price of loyalty if it had to be bought.*

Accordingly, we decided early-on to forgo any sort of political mechanism by which players might "buy" the affections of key nobles or the loyalty of particular regions with specific grants and titles (ala *Kingmaker* ) or by allocating abstracted "Influence" or "Patronage" points to bid for noble or regional control. That sort of thing is great fun in *Kingmaker* , but we think it is fundamentally a-historical.

Politics, of course, influenced the allegiances of the peerage - and patronage was not irrelevant to politics - but medieval English Kings best cultivated support by practicing good royal governance and adroitly exploiting matrimonial alliances. Hence, a game that more fully challenged players with political considerations might include mechanisms for the King to "invest" in good Sheriffs and other agents of the crown; adjudicate disputes between nobles in a manner that reduced political tension; and dole access to politically attractive brides and grooms to nobles and their families on the marriage market. While we can imagine (if we try really hard) an interesting game along those lines (although one obvious problem is that the player representing the House out of power would have very little to do save to exploit opportunities that might be left by the King, suggesting that a solitaire game rather than a two-player game might be in order), game mechanisms to do all of the above would quickly take over the design and threaten to relegate the military struggle to the margins - unless, of course, we were willing to accept a much longer and more complicated game than the one we hoped to produce.

The above understanding of political life in England leaves little room for Parliament in this game. Historically speaking, English Parliaments during the wars were made up of individuals largely hand-picked by the King to rubber-stamp crown decisions *ex post* and legitimize regime change. They exercised little independent power and had no institutional impact on the political or military course of the wars. There is simply no reason to include Parliament in this game.

The church played a rather complicated role in the wars. Ecclesiastic office holders were frequently tied by blood and family alliance to claimants on both sides of the conflict, and they accordingly contributed some men-at-arms to the armies that campaigned across England during this period. But the church played primarily a financial and political role in the conflict, so we decided to consider them similarly to important Nobles.

The aforementioned considerations explain our decision to keep the military campaigning front-and-center and to abstract the political side of the struggle in the Operations Deck. If you've got good Action or Event cards, your political situation is good. If you don't, you invest in your political standing by doing things to gain additional draws from the deck. Players are denied the opportunity to *practice* good politics (or bad), but are provided the opportunity to improve their political standing and to manage their political assets to their best effect.

# Special Events

## Friday - Two Hour Wargames

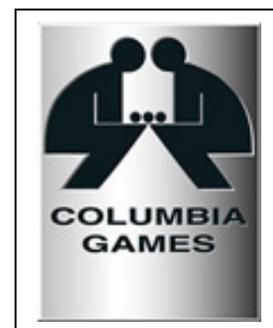
| 7-11pm |   |  |  |
|--------|---|--|--|
| 2HW    | 2 Hour Wargames host:<br><i>Adventures in the Lost Lands</i><br>(Prehistoric Fantasy) |  |  |

## Saturday - Two Hour Wargames

| 9-1pm |   | 2-6pm   |  | 7-11pm  |  |
|-------|---|---|--|---|--|
| 2HW   | 2 Hour Wargames host:<br><i>Adventures in the Lost Lands</i><br>(Prehistoric Fantasy) | 2 Hour Wargames host:<br><i>All Things Zombie</i><br>(Fantasy / Fun Horror) |  | 2 Hour Wargames host:<br><i>Adventures in the Lost Lands</i><br>(Prehistoric Fantasy) |  |

## Sunday - Area 51 Hosts Magic the Gathering

| 10-5pm            |  |
|-------------------|--|
| <b>Llano Room</b> | Magic the Gathering Tournament<br>Standard Constructed Format<br>Entry: Free with Purchase of a Convention Badge |
|                   | Registration: 10am<br>Start Time: 10:30am  |
|                   | Prizes:<br>1st: \$500.00 Cash<br>2nd: (1) Booster Display<br>3rd & 4th: (18) packs<br>5th: (9) packs             |
|                   | *Other random door prizes to be awarded<br>** This event is strictly limited to the first 36 participants        |

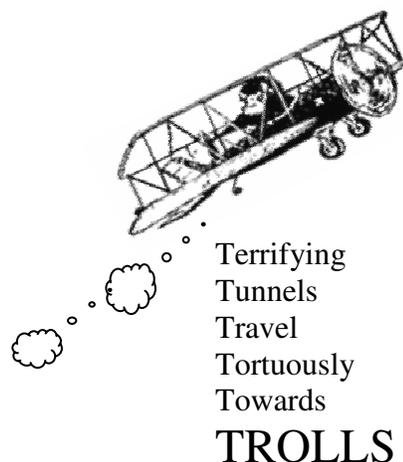


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# Rick Loomis' Schedule of Events

"Let the Buffalo Soar!"

## Friday

|      | 2:00 Sharp   | 2-4:00pm   | 4-6pm  | 6-8pm  |
|------|--|--|--|--|
| Rick | Ribbon Cutting   | Chatting   | Nuclear War  | Comrade Koba   |
|      | <p>Rick performs the historic Ribbon Cutting ceremony. Join him as he opens the gates to the impossible and lets us in.</p> <p>Rick will give a speech on gaming and Texicon.</p> <p>Kevin &amp; Karl Pajak to chime in as well.</p> | <p>Rick Loomis will be setting up and chatting with Texicon attendees.</p> | <p>A multi round tournament with everyone playing all rounds, and points awarded to the winners of each round. Basic game only, and players are encouraged to bring a copy of the game. (Those who bring a copy will get a free card added to his or her game as a thank you). Winner: Receives a unique super germ alarm clock!</p> | <p>Join Rick as he demos this great game. In Comrade Koba, players bet on which three Soviet Communist Party Members will survive Stalin's <i>Great Terror</i>! The winner is the player who has one of his Comrades the closest to Stalin when the game and the <i>Great Terror</i> ends.</p> |

## Saturday (Morning - Afternoon)

|      | 8-9am  | 9-10  | 10-Noon   |
|------|--|---|---|
| Rick | Lost Worlds Tournament   | Tunnels & Trolls  | Relax and Chat  |
|      | <p>Rick will be assisting Texicon host its annual Lost Worlds Tournament</p> | <p>Rick runs demo's of this great Role Playing Game.</p> <p>Have you ever dreamed of being a bold and fearless adventurer, a warrior-king, or a cunning and powerful magician? You can be all these when you play TUNNELS &amp; TROLLS - the worlds you explore and great quests you pursue are limited only by your imagination! You'll find that T&amp;T is easy to learn and easy to play. You can adventure through the T&amp;T solitaire adventures by yourself - or play with your friends in our Game Master adventures (Or design your own game master adventure for your friends).</p> | <p>Rick relaxes and chats with the Texicon attendees that happen by. Come hit him up for some good gaming conversation. Maybe he will tell you some historic game convention stories. Prod him and he just may demo a game for you.</p> <p>Relaxing with the Buffalos</p> |

# Rick Loomis' Schedule of Events

"Let the Buffalo Soar!"

## Saturday (Afternoon - Evening)

|             | Noon - 2pm   | 2-4pm  | 4-6pm  | 6-8pm  |
|-------------|--|--|--|--|
| <b>Rick</b> | <p><u>The "Chat &amp; Wander"</u><br/>Rick will be chatting with convention attendees and wandering around Texicon. Hey! Give the poor man a break. Even he needs to have a lunch at some point!</p> <p>PLUS: Go..yes run right now...haul it over to</p> <p><b>Rick's Seminar</b><br/>Learn how to start your own game company. The Seminar starts at 1:30 over at the seminar table...whaterya waitin fer...git!</p> | <p><u>Mystery Time</u><br/>Rick's back! Bolder than ever, Rick, after his much needed wander and Seminar, returns. It's reminiscent of when Hannibal crossed the alps, when John Bingo invented that great game by hollerin' out in the fields he'd be home B4 the pigs.</p> <p>What will he be doing now??? Stop by and find out in this Mystery Event.</p> <p>And remember....<br/>"If it Flies, it's probably a Buffalo!"</p> | <p><u>Nuclear War Demos</u><br/>All day he has been hard at work. As the sun begins to set, gamers worldwide begin to wonder, "What will bring the sun back?" After all, we can't let the sun set on our fantastic convention. Rick has discovered the solution to the setting sun AND Fort Worth's Vampire problem! There's nothing quite like a Nuclear Bomb going off to restore some sunlight to the place. Come on over and launch one!</p> | <p><u>Comrade Koba</u><br/>As the dust settle from all the fighting over Nuke bombs and countries. The Russkies offer a cold hearted congratulations. "Dear Komrad Kome and zee vat dis new game kan offer. Unt remember, za KGB eez vatching! Das Vedanya!"</p> |

## Sunday

|             | 9-10am   | 10-Noon  | Noon-2pm   | 2-3pm   |
|-------------|--|--|--|---|
| <b>Rick</b> | <p><u>Short Time</u><br/>Rick will be here for only a few more hours. QUICK! Come take advantage of the opportunity to talk to this famous individual before he Jet Sets for his next destination.</p> | <p><u>Lost Worlds</u><br/>As the clock tics down to the final moments before Rick leaves he takes the time to host a Lost Worlds tournament. Jump in and bash an opponent while there is still time.</p> | <p><u>Check Check Check</u><br/>Flying Buffalo begins to spin its propellers in preparation to fly outta here. Come see what Rick is up to now. Could it be a Tunnels and Trolls adventure? Word on the street is that in fact...IT IS!</p> <p>Take this last opportunity to meet one of the gaming industry founders!</p> | <p><u>Nuclear War</u><br/>Worn-out, and exhausted, Rick attempts to raise his head and Run Nuclear War.</p> <p>3:00 Rick says farewell to our convention. Rick we'll miss ya be safe on your travels.</p> |

# Seminar Table

Seminars Key: (GC) = General Convention / Seminar (R) = Role-Play Seminar  
(B) = Board Game Seminar / (M) = Miniatures Seminar

| Friday   | 6-8pm   | 8-10pm   | 10-Midnight  | Midnight - 2am   |  |
|----------|---|--|--|--|--|
| Seminar  | 6-6:30 (GC)<br>Introduction to convention by<br><b>Karl &amp; Kevin</b> | 8-8:30 (M)<br>Terrain Discussion<br><b>Gregg Pitts</b>                     | 11-11:20 (GC)<br>Being Friendly & Welcoming<br><b>The Twins</b>                          | 12:00-12:30 (B)<br>Board Game Alterations<br><b>Karl Pajak</b> |  |
|          | 7-2:20 (M)<br>Painting - Prepping the Mini<br><b>Karl Pajak</b>         | 8:30-9:00 (R)<br>Becoming your Character<br><b>Kevin Pajak</b>             |  |  |  |
|          |   | 9:30-10:00 (M)<br>Terrain<br><b>Brian Guarnieri</b>                        |  |  |  |
| Saturday | 10-Noon   | Noon - 2pm   | 2-4pm  | 6-8pm  | 8-10pm   |
| Seminar  | 10:00-10:30 (M)<br>Terrain<br><b>Gregg Pitts</b>                        | 12-1pm (M)<br>Terrain<br><b>Brian Guarnieri</b>                            | 2-2:30 (GC)<br>Gaming for a Better Life: Building Communities<br><b>Cameron Bradford</b> | 6:30-7:00 (M)<br>Terrain<br><b>Gregg Pitts</b>                 | Board Game<br>This is not a seminar. This is a Board Game Event<br><br>Master Wizard<br>Kevin Pajak<br>hosts:<br><i>Grand Tribunal</i> |
|          | 11:00-12:00 (M)<br>Terrain<br><b>Brian Guarnieri</b>                    | 1:30-2:00 (GC)<br>How to begin your own Game Company<br><b>Rick Loomis</b> |  |  |  |
| Saturday | 10-Midnight   |  |  |  |  |
| Seminar  | Board Game<br>This is not a seminar. This is a Board Game Event         |  |  |  |  |
|          | Farmer Ken Burt<br>hosts:<br><i>Agricola</i>                            |  |  |  |  |

# SHADOWRUN

# BATTLETECH™



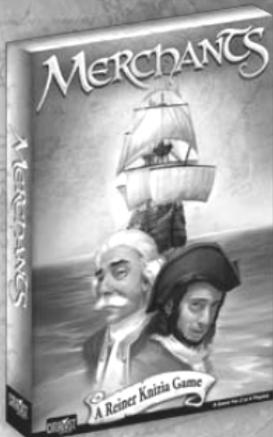
## CATALYST game labs™

### BRINGING GREAT GAMES IN 2010!

## MERCHANTS

A Reiner Knizia Game

The 16th and 17th centuries open a new era in trade. The Americas are newly colonized and large merchant-vessels ply the sea lanes, bringing resources back to a desperate England. Lead one of four emerging families destined to control this swelling market. Be bold, and realize the biggest profit.



## BALANCE OF POWER™

It is 1815 and the world has been turned upside down. Napoleon Bonaparte has finally been defeated after nearly conquering all of Europe through years of devastating warfare. Now the Great Powers must deal with the chaos left behind. As each nation eagerly tries to grow, a careful balance of governmental, military and economic interests must be maintained.

In BALANCE OF POWER players carefully create and move Kings, Generals and Bankers as they capture territories and expand their empires. A player's skill and strategy are all that stand between him and ultimate victory!



## HIGH SCHOOL DRAMA!

Re-imagine your own high school experience or try to recreate your favorite television show or teen movie by getting into character and embellishing the overarching storyline you create in the game: social climbing, scandal and school rivalry...and that's just freshman year!



# Event Descriptions

## Friday

### Miniatures

#### **Stargrunt II**

Table M1 2-6pm

2-8 players Don Maddox

Event Name: Incident On PX675  
After the initial survey by SG1 the ruins on PX675 were turned over to Doctor Roberts team of archaeologists and technicians.

A security detachment consisting of SG19, SG14, and a USMC platoon have also been assigned. All has been quiet for the last six months; until now ....

#### **Chain Reaction 3.0 - Swordplay (A.K.A. CR3-Swordplay)**

##### **& Warrior Heroes**

Table M4 2-6pm

2-8 players Ron Hamilton

The wizard's treasure is up for grabs, can you claim your share?

The rich, powerful, and evil Wizard Al Wakil is "indisposed" after he was swept into another dimension following a failed magical experiment. During his unplanned absence, all you have to do is fight your way past his guards and fill your pockets with all the treasure you can carry.

Don't forget to watch your back as some of your fellow adventurers may be less than trustworthy.

#### **Flames of War V2 Eastern Front (Hardback)**

Table: M6 2-6pm

6-8 players Edward Enslinger

"Enemy at the Gates" Part 1: The Grain Elevator

Master Craftsman, Edward Enslinger has managed to pull it off again in this three part event called Flames of War City Fight Trio. Players will

struggle to accomplish what could have been the most fateful moment for the Eastern Front. Do you have the metal and the skill to survive The Hell of Stalingrad?

Part 2 will continue on Friday at 7pm. Make sure not to miss out on this stunning event.

#### **Gutshot**

Table M1 8-11pm

2-12 players Karl Pajak

"High Noon"

Welcome to Rugged. A deadly place to be without your wits, and worse without a gun. Your ranch hands have come into town hoping to resupply. It's been rough out there on the plains without your coffee. Now it's time. The tumbleweeds roll through the streets, your gang walks through the town when the Dalton's turn the corner.

"Boys...thar's the Daltons. Looks like it's killin time." Learn how to play this fast paced and exciting Western 28mm miniatures game.

#### **Casus Belli**

Table M2 7-11pm

2-8 players Gary Hoover  
Brian Ahrens

"Clash in the East"

Border strife between the declining Persian Empire and its Eastern antagonists, the Indian Warlords has intensified.

Participate in a 1:50 scale battle between these well known armies using the Casus Belli rules system. Drive Elephants into your enemy's infantry...ward off the deadly Persian cavalry!

#### **Victory at Sea: Age of Dreadnoughts**

Table M3 7-11pm

2-6 players Scott Bowden  
Matt Bowden

"Von Spee's East Asia Squadron" Event will have the 2 battles vice Admiral Maximillian

Graf von Spee and his East Asiatic Cruiser Squadron participated in at the start of the First World War. The first battle will be the Battle of Coronel, where the British navy suffered its first defeat in over a century. The 2nd is the battle of the Falkland Islands, where von Spee's squadron was destroyed by two modern battle cruisers detached from the North Sea with orders to destroy von Spee following his victory at Coronel. German players will handle the same ships in both games.

Note: 2-6 players in each 2hr game.

#### **Flames of War**

Table M4 7-11pm

4-8 players Dale Watts

"Encounter on the road to Gabes, Tunisia, Mar./Apr., 1943."

Lead U.S. elements encounter Italian Forces dug in on the hills on the road to Gabès. They must clear them out in order to open the way to Gabès.

### **Wings of War**

Table M5      7-11pm  
4-12 players      Steven Duke

#### **"Wings of War Miniatures"**

Take to the skies in the frantic air combat game of WWI as biplanes and tri-planes duel in the dance of death! Up to 12 players will conduct recon, bombing, and fighter interceptor/escort missions over the battlefield. If you've played Wings of War, you know how fun it is. If you have never played, you can learn in 5 minutes and join the fray. Total points awarded for shoot downs and damaging enemy planes and ground targets. If shot down, you come in with another plane, but lose some points.

### **Flames of War V2 Eastern Front (Hardback)**

Table M6      7-11pm  
6-8 players      Edward Enslinger

#### **"Enemy at the Gates" - Part 2 The Tractor Factory**

In Part 2 the battle heats up as players move forward in their desperate attempt to bring down (or repel) the enemy. Factories have distinct terrain features that complicate the situation. Have you the skill to take your side to victory this time? Come find out in The Hell of Stalingrad!

Note: Part 3 will continue on Sunday at 8am. Make sure not to miss this final event of the three part event The Flames of War City Fight Trio.

### **BattleTech (with modified 8 Bomb rules)**

Table M1      Mid-7am  
2-12 players      Randy Fant

#### **"Grinder Stable"**

Each player receives a "stable" of 8 mechs, selects any 2 to play. When a mech is lost, choose another from your remaining stable to bring out as a reinforcement. If all 8 are lost, you're out! Winner is scored among survivors, by Kills.

### **Warmaster Napoleonics**

Table M2      Mid-7am  
4-8 players      Vance Frey

#### **"Baggage Train"**

This introductory game focuses on Napoleonics in Spain around Victoria: June 21, 1813. General Graham leads 40,000 British/ Portuguese against the French rear guard to protect the baggage train. This is one of the French ferocious counterattacks will they win? Vitoria was the battle that broke the back of the French occupation of Spain and led to common Allied soldiers becoming wealthy men overnight, as they looted a baggage train containing some 5.5 million francs worth of treasure. (All players that want one will be given the cross over rules hand outs).

### **Chain Reaction 3.0 - Swordplay & Warrior Heroes**

Table M4      Mid-7am  
2-8 players      Ron Hamilton

#### **"Raiding Al Wakil's Lair"**

The wizard's treasure is up for grabs, can you claim your share? The rich, powerful, and evil Wizard Al Wakil is "indisposed" after he was swept into another dimension following a failed magical experiment. During his unplanned absence, all you have to do is fight your way past his guards and fill your pockets with all the treasure you can carry. Don't forget to watch your back as some of your fellow adventurers may be less than trustworthy.

## Friday Role Playing

### D&D 4th Ed.

Table R4 2-6pm  
1-8 players Chris Hughes  
Pre-Generated Characters

#### "The Collectors"

You and your party are known for finding or retrieving things. Why is this child from a small village seeking your help?" This game will be for both beginner and intermediate players of 4th Edition Dungeons & Dragons.

### Legacy Crossing

Table R5 2-6pm  
2-6 players PtME Game Master  
Generate your character

Generate a character and learn how to play Legacy Crossing, a super hero role playing game.

### D&D 4th Ed.

Table R7 4-8pm  
3-6 players Jasen Haskins  
Pre-Generated Characters

#### "Tome of Whores"

The PCs are hired by the Constable of Glenfall to find a book that supposedly proves a local noble lady is involved in certain nefarious activities. But is she really the criminal she's made out to be?

### The Dreaming

Table R5 6:30-10:30pm  
2-6 players PtME Game Master  
Generate your characters

Generate a character and learn how to play *The Dreaming*, an Arthurian-Romantic Fantasy game.

### Ravenloft 2nd Ed.

Table R2 8:30-12:30am  
1-8 players Geoff Barton  
Pre-Generated Characters

#### "Dinner by Candlelight"

Fine Dining and Entertainment within the Manors of Pont-a-Museau, festivities hosted by Lady Jacqueline Renier...This is a game for beginners who are interested in AD&D and/or the Ravenloft setting.

### Shadowrun 3rd Ed.

Table R1 11-3am  
1-10 players Karl Pajak  
Pre-Generated Characters

#### "Mything Mage"

Shadows lengthen; time seems to come to a halt. In that brief moment the door of opportunity opened and "Pigeon" the legendary Shaman disappeared. That was two weeks ago. Word spread like wildfire. In the vacuum of power the streets have erupted in violence. Lone Star has abandoned the south side to its new found love of violence as death walks among the people there and mages unleash death with a single thought. Mr. Johnson's business has been interrupted by the conflagration that has erupted and you've been hired to enter South Side and find The Pigeon.

### Villains & Vigilantes

Table R4 11-7am  
5-15 players Scott Trotter  
Pre-Generated Characters

#### "War of the rings"

Which will dominate and who will survive. One shall stand and all others shall fall! G-Lantern style skirmish combat. Tournament. Prizes will be awarded.

### Legacy Crossing

Table R5 11-7am  
2-6 players PtME Game Master  
Generate your character

Generate a character and learn how to play Legacy Crossing, a super hero role playing game.



All I can say is wow...I couldn't have done it without the monkey's in the lab, they were such a great help! I think they even flipped a couple of switches for me during the experiment. Hey what's happening? - B. Banner

## Friday Board Games

### Dungeon Lords

Table B1      2-4pm  
2-4 players      Ken Burt  
Fantasy Board Game

Dungeon Lords is a game for 2 to 4 aspiring Dungeon Lords. You get to dig tunnels, mine gold, hire monsters, create traps and care about all the things a proper dungeon needs. It is not easy, as the competition for resources is stiff and sometimes you have to get a bit evil to get what you want – and the more evil you get, the stronger the adventurers your dungeon attracts. Twice a game, these adventurers set off to conquer your dungeon. Command your monsters and use your traps to stop them, before they do too much damage. In the end, you score based on your achievements: constructing and defending your dungeon, and perhaps winning some prestigious titles.

### Settlers of Catan

Table B2      2-4pm  
3-4 players      Aaron Ingle  
Medieval Strategy Board Game

In Settlers of Catan, players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources to build up their civilizations to get to 10 victory points and win the game. Multi award-winning game, and one of the most popular games in recent history. It appeals to non-gamers and gamers alike.

### Jutland (1967 version)

Table B3&B4      4-8pm  
1-8 players      Ken Burt  
WWI Board Game

Dunnigan's first game for Avalon Hill, this is a "play on the floor" game with measured movement and range finding, enabling you to re-fight the great WWI battle with up to 72 individual ships. It is 1916 - while the British, French, and German armies are hopelessly deadlocked on the Western Front, the British Fleet in the North Sea has effectively closed down Germany's foreign trade with a naval blockade. Germany is starving; the war will soon be over...or will it?

### Monopoly

Table B5      4-6pm  
2-8 players      Kevin Pajak  
Family Board Game

This is the classic real estate game. Buy properties, build houses and hotels, collect rent from fellow players. Repeat as necessary until everyone else is bankrupt.

### Car Wars - Tanks in 1/72nd scale

Table B6      4-6pm  
2-10 players      Randy Fant  
Dark Future Board Game

#### "Texas Blast"

The old Alliance Airport fuel storage tanks were abandoned after the 2nd civil war & the establishment of the Free Oil States. Now it's been discovered that a rival corporation has been secretly using the facility to hoard gas. Your mission is to use your upgraded surplus Tanks to secure the fuel source & eliminate any competition.

### Richard III

Table B7      2-4pm  
2 players      Kevin Pajak  
Historical Board Game

Richard the Third is an epic two-player game that recreates the 15th century, bloody dynastic struggle between the royal houses of Lancaster and York for the throne of England. Will the mad-making Henry VI and his Queen Margaret keep the throne or will the Duke of York recover it for the Plantagenets. Also strutting across the game's stage are Edward IV, Richard III, Henry VII, and Warwick, the notorious "Kingmaker".

### Dominion

Table B1      4-6pm  
2-4 players      Ken Burt  
Medieval Card Game

You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want Dominion! In all directions lie fiefs, freeholds, and fiefdoms. All are small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner.

### Settlers of Catan

Table B2      4-6pm  
3-4 players      Aaron Ingle  
Medieval Strategy Board Game

In Settlers of Catan, players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to

determine what resources the island produces. Players collect these resources to build up their civilizations to get to 10 victory points and win the game. Multi award-winning game, and one of the most popular games in recent history. It appeals to non-gamers and gamers alike.

### **Boomtown**

Table B7      4-6pm  
3-5 players      Kevin Pajak  
Old West Strategy Card Game

Boomtown is a game with auctions, dice, and some fun and nasty action cards to play on your fellow gold diggers. There's gold in them thar hills! In Boomtown, you start as a gold digger and try to end as a tycoon.

### **Race for the Galaxy**

Table B1      6-8pm  
2-4 players      Ken Burt  
Galactic Civilization Building

Players build galactic civilizations by game cards that represent worlds or technical and social developments. Each round consists of one or more of five possible phases. In each round, each player secretly and simultaneously chooses one of seven different action cards and then reveals it.

### **Axis & Allies (50th Anniversary edition)**

Table B2      6-Midnight  
2-5 players      Aaron Ingle  
WWII Board Game

It is spring, 1942, and the world is at war. Five world powers struggle for supremacy: Germany and Japan are aligned against England, the Soviet Union, and the USA. You control the military and economic destiny of one of these countries in the titanic struggle that will decide the fate of the world.

### **Warlords of Europe**

Table B5      6-8pm  
2-4 players      Ken Griffin  
Epic Medieval Warfare Board Game

An Area movement, epic strategy game of medieval warfare set in 13th century Europe. Players compete to militarily dominate the fiefs and castles of Europe and thus be crowned Emperor by the Pope. Warlords of Europe features nine major kingdoms of the time period, each subdivided into vassal fiefs. Each fief has its own terrain that affects its economic and defensive value. The Pope, Merchant, and Conquest decks of cards keep the action unpredictable. But, good fortune is no replacement for solid strategy, cautious planning and an excellent sense of timing. Players may start in any of the nine kingdoms making each play a unique experience. So, pick up your swords and charge into Warlords of Europe!

### **History of the World**

Table B6      7-11pm  
3-6 players      Dave Carter  
Historical Board Game

History of the World works under the assumptions that all empires eventually fade and that the only things differentiating great empires from lesser ones is how much territory they conquer and how long it takes for their civilizations to disappear. To that end, the game is played in epochs, with every player handling a new empire during each; yes, some empires will be stronger than others, but a few clever mechanisms largely balance that out. At the end of each epoch, players score points for all their forces (from the current and previous empires) remaining on the board.

### **Puerto Rico**

Table B7      6-8pm  
3-5 players      Travis Tonne  
Historical Trading Board Game

The players are plantation owners in Puerto Rico in the days when ships had sails. Growing up to five different kind of crops: Corn, Indigo, Coffee, Sugar and Tobacco, they must try to run their business more efficiently than their close competitors; growing crops and storing them efficiently, developing San Juan with useful buildings, deploying their colonists to best effect, selling crops at the right time, and most importantly, shipping their goods back to Europe for maximum benefit.

### **Dungeon Lords**

Table B1      8-10pm  
2-4 players      Ken Burt  
Fantasy Board Game

Dungeon Lords is a game for 2 to 4 aspiring Dungeon Lords. You get to dig tunnels, mine gold, hire monsters, create traps and care about all the things a proper dungeon needs. It is not easy, as the competition for resources is stiff and sometimes you have to get a bit evil to get what you want – and the more evil you get, the stronger the adventurers your dungeon attracts. Twice a game, these adventurers set off to conquer your dungeon. Command your monsters and use your traps to stop them, before they do too much damage. In the end, you score based on your chievements: constructing and defending your dungeon, and perhaps winning some prestigious titles.

### **British Rails**

Table B3      8-Midnight  
2-6 players      Kevin Pajak  
Economic Transportation Cargo

Visit the enchanted misty island of Britain with this Empire Builder® series game. British Rails features the exotic and interesting landscape of the island nation. Build tracks across the island through city and village, and cross the country running rails from London to York through the forest of Sherwood. Pick-up and deliver goods, tourists, raw materials.

### **Zombies!!!**

Table B5      8-10pm  
2-6 players      Jim Perry  
Horror Board Game

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.

### **Race for the Galaxy**

Table B1      10-Midnight  
2-4 players      Ken Burt  
Galactic Civilization Building

Players build galactic civilizations by game cards that represent worlds or technical and social developments. Each round consists of one or more of five possible phases. In each round,

each player secretly and simultaneously chooses one of seven different action cards and then reveals it.

### **Agricola**

Table B4      10-Midnight  
1-5 players      Eric Couch  
Economic Farming Board Game

In Agricola (Latin for "farmer"), you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats?

### **Cowboys**

Table B2      Midnight-2am  
2-5 players      Kevin Pajak  
Western Gunfighters Board Game

Every person has dreamed of being the cowboy standing in the middle of street, alone, staring down your enemy, fingers twitching by the side of your gunbelt, looking for the flinch in your adversaries face that will unleash blazing steel from your side...now is your chance...but watch your back!

### **Streetcar**

Table B3      Midnight-2am  
2-5 players      Kevin Pajak  
Transport/Racing Board Game

In Streetcar, players try to build a trolley route across New Orleans, competing against other players who are trying to build their own route. Each player has specific locations that they must build to, laying track one square at a time, adding new twists and

turns to the board. When two players disagree about where things should go, the tracks can become a jumble of loops and dead ends. You must place your track as best you can to navigate your route. The first player to build a complete route and race their trolley through all the right stops wins!

### **Desert**

Table B7      Midnight-6am  
2-5 players      Travis Tonne  
Fantasy Dungeon Board Game

A Board Game of Dungeon Delving Adventure: 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.

### **Pink The Bog Man**

Table B5      2-6am  
We heartily regret to inform you that the event has been cancelled.

### **Join The Texicon Email List:**

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and we'll keep you up to date on what's going on with Texicon. Plus, if you sign up before the 2011 season you'll receive at least one news letter!

## Saturday Miniatures

### Close Action

Table M1 9-1pm  
2-12 players Jeff Hunt  
Napoleonic Naval

Where deafening broadsides rip ships apart and the men who sail them. Ships of the line were huge floating gun batteries capable of firing over 1000 pounds of metal in a single broadside. Come captain one of these magnificent ships as we fight for rule of the high seas. We will be using the big 1:900 scale ships from Portsmouth Miniatures.

### Occult Wars

Table M2 9-1pm  
2-8 players Mark Mahon  
Gothic

"Something rotten in Old Mesquite"

Cable workers go all 'Burning Man' on a nest of vampires and ghouls after the accidental discovery of a vampire conclave.

### Casus Belli

Table M3 9-1pm  
2-8 players Gary Hoover  
Brian Ahrens

"And who shall rule?"

The constant westward expansion of the Mongol Hordes has rarely been slowed or thwarted...until now! The southern Russian Kingdoms and fiefdoms have united against this imminent invader. Come command the troops of these bitter enemies, fought at 1:100 scale with the Casus Belli rules system!

### Shako II

Table M4 9-1pm  
6-8 players Lloyd Eaker  
Napoleonic Historical

"Aspern-Essling"

The Second Day of the Battle of Aspern-Essling, May 22, 1809. Napoleon expects to break the center of the Austrian army and turn the tide of the battle. Played with 28mm figures.

### Battleground WWII (Modified)

Table M5 9-1pm  
1-8 players Brian Cottrell  
Weird WWII

"The Captain and the Skull"

Captain America and a crack Airborne unit are tasked with assaulting a remote Dutch inn which is thought to be housing the notorious and vile Red Skull. Can the Americans outwit this vile villain or will the Skull continue to poison the world with his evil?

### Mordheim

Table M6 9-1pm  
2-6 players Michael Miller  
Elizabethan Era

"Border Reiver Rawhyde: Ye hede 'em oop! Ye move 'em oot!"  
The best bovines in Glen Mayhem have been rustled & their owner is on the "Hot Trod" to recover them. Which side will see the cows come home? Four-footed felony on the Elizabethan Era Anglo-Scots Border, using 28mm miniatures.

### They Couldn't Hit an Elephant

Table M1 2-6pm  
4-8 players Tom Primrose  
American Civil War

6mm American Civil War. Using modified They Couldn't Hit an Elephant rules. 4 - 6 players. There's nothing to Bragg about in this game - it's large scale action using small figures. Each side is approximately a corps or more in size. Grant your opponent mercy, Hood wink them into surrendering, have your Butler roll your dice - it doesn't matter. It will be more fun than running against traffic on a Longstreet.

### This Quar's War

Table M2 2-6pm  
2-8 players Mark Mahon  
Sci-Fi Skirmish

"In the jungles of Craesil"

The 27th Tropic Rangers are facing another protracted assault of their defenses as they protect the Trans-Craesil Passage from Royalist filth.

### Casus Belli

Table M3 2-6pm  
2-8 players Gary Hoover  
Brian Ahrens

"The New Empire"

Rome has once again pressured the Greeks into a fight for their Freedom and way of life. Command the juggernauts of the Macedonian phalanx against the resolution and discipline of the Legionary cohorts using the Casus Belli rules system fought at 1:50 scale!"

## Saturday Miniatures

### Shako II

Table M4      2-6pm  
6-8 players      Lloyd Eaker  
Napoleonic Historical

"Aspern-Essling" - 2nd Day  
The Second Day of the Battle of Aspern-Essling, May 22, 1809. Napoleon expects to break the center of the Austrian army and turn the tide of the battle. Played with 28mm figures.

### Battleground WWII (Modified)

Table M5      2-6pm  
1-8 players      Brian Cottrell  
Weird WWII

"They Hunger"  
A fierce battle wages between a crippled Jagdpanzer tank and its accompanying panzergrenadiers and the American airborne who have ambushed them. As the lead starts flying and men start dying, a more horrific threat appears and they are quite hungry.

### Rules with No Name (aka A Fistful of Dice)

Table M6      2-6pm  
2-8 players      Adam Vera  
Western Skirmish

"Ecstasy of Gold"  
A fortune in gold dust is being shipped through the small Texas Town of Leadville on the noon train. A ruthless band of outlaws prepare to rob the train when it makes its water stop. Little do they realize the townsfolk have hired gunfighters and bounty hunters to protect their town...

### Corvus 2

Table M1      7-11pm  
4-8 players      Tom Primrose  
Rome Era Historical

"Carthage vs. Rome"  
The Carthaginian fleet is attempting to defeat the Roman fleet in order to lift the siege in Sicily. 1:1200 scale ships.

### Starship Troopers

Table M2      7-11pm  
2-8 players      Mark Mahon  
Sci-Fi

"The Last Stand"  
The forces of the Federation are gathered at an abandoned outpost to recover an ancient artifact to be used as leverage in a pending treaty negotiation. The Skinnies have a stake in this artifact, and want it, too. That's when the bugs arrive.

### Red Actions

Table M3      7-11pm  
4-8 players      Cary Hocker  
Historical

"Encounter at Korosten"  
Denikin's White Volunteer Army and Don Cossacks of the AFSR, advancing from the south, approach the Ukrainian town of Korosten, scene of bitter fighting between Bolshevik partisans and Ukrainian nationalists, even as Red Guards advance from the north. In this time of violent social upheaval, the fate of Russia is still undecided. Players will take the part of one of the historical factions fighting for their cause. Played with 28mm scale miniatures.

### GHQ (Modified)

Table M4      7-11pm  
2-16 players      Randy Fant  
WWII Naval

"Von Spee's Return"  
Having realized that Port Stanley is the only major enemy base in the south west Atlantic & the likely sight of any planed trap, Admiral Maximilian Von Graf Spee avoided the Falklands, and the British Battlecruisers pursuing him, to sail up the Atlantic into the North Sea. Having reached the North Sea the German Far East Squadron joined with Admiral Franz von Hipper's scouting force & has continued south for the safety of the Helgoland Bight mine barrage and home to Wilhelm Shaven. Before reaching the protection of the mine passage, the combined squadrons have been intercepted by Admiral David Beatty's 1st and 2nd BattleCruiser squadrons with the British Grand Fleet closing from the north. Will the Far East squadrons voyage end so close to the shores of home or dose a hero's welcome await them?

### Jagdpanzer

Table M5      7-11pm  
2-8 players      Scott Bowden  
                         Matt Bowden  
WWII Historical

"WWII MicroArmor (Late war Eastern Front)"  
Outnumbered, a German armor group attempts to stop a Soviet armor breakthrough!

## Saturday Miniatures

### **Kampfgruppe Commander for WWII, Cold Steel for Modern**

Table M6      7-11pm  
2-8 players      Frank Waugh  
WWII & Modern Historical

"Fulda Gap 85"  
Soviet thrust into Fulda Gap. SPI's  
Fifth Corps used for reference.

### **BattleTech - TW (Current Rules)**

Table M4      Mid-7am  
2-16 players      Randy Fant  
Sci-Fi

"Mech Mayhem"  
Light Mechs with BIG guns. Each  
player has 2-4 light mechs with a  
big gun & med speed. When a  
mech is lost (& they will be) draw  
a new reinforcement. Winner is  
scored by Kills - lots of carnage  
for all !!!!  
**NOTE:** \$50.00 in CGL prizes to  
be awarded for participants.



# Saturday Role Playing

## Pathfinder

Table R1 9-Noon  
3-7 players Peter Yovich  
Pre-Generated characters  
provided (Official Pathfinder  
Characters welcome).

"PFS #39 Citadel of Flame"  
(Levels/Tiers 1-5)  
Citadel of Flame was once the  
home to a cult preaching self-  
sacrifice by immolation in order  
to achieve paradise. The Citadel  
of Flame, located in Qadira's  
Meraz Desert, was presumably  
wiped out decades ago in an  
enormous sandstorm. Its  
rediscovery sends you deep in the  
unforgiving desert to finally close  
the book on Qadira's most  
mysterious cult.

## Pathfinder

Table R2 9-Noon  
3-7 players Tomas McQueen  
Pre-Generated characters  
provided (Official Pathfinder  
Characters welcome).

"PFS #45 Delirium's Tangle"  
(Levels/Tiers 1-5)  
This product is a Pathfinder  
Society Scenario designed for 1st  
to 5th level characters (Tiers: 1-2  
and 4-5), for play in Pathfinder  
Society Organized Play.

## Legacy Crossing

Table R5 2-6pm  
2-6 players PtME Game Master  
Generate your character

Generate a character and learn  
how to play Legacy Crossing, a  
super hero role playing game.

## Twilight 2013

Table R7 9-Noon  
1-10 players Karl Pajak  
Pre-Generated characters (Post  
Apocalyptic RPG)

"Hunter's Collection" (Part 1)  
Things seem to have settled down  
a bit since the world almost died.  
Civilization is not a word you'd  
use when describing the towns  
that have appeared. Almost out of  
ammo you get wind of a merc  
group calling themselves "Hunters  
Collection". It's time to gather  
your forces, arm up, and get in  
and out before they know  
you're there.

## Shadowrun

Table R1 Noon-2pm  
1-10 players Karl Pajak  
Pre-Generated characters (Dark  
Future RPG)

"Dark Streets" (Setup-part 1)  
[Characters will familiarize  
themselves with each and do an  
initial run.] Having survived the  
events of South Side you grab  
your cash head out for an evening  
of revelry. Sometimes things go  
awry, tonight has been no  
different. Your recent success has  
brought a price on your head.  
Now you need to come up with a  
plan to escape the head hunters  
and death dealers stalking you.

## Villains & Vigilantes

Table R4 10-2pm  
1-15 players Scott Trotter  
Pre-Generated characters (Super  
Hero RPG)

"Noir Town"  
Color King has come to town and  
stolen all the colors. All that is left  
is shadows filling pools of light.  
Even the sun does not rise this  
day. Can your team discover the

lair of the Color King in time?  
When the sun rises, it becomes  
permanent.

## The Dreaming

Table R5 12:30-4:30pm  
2-6 players PtME Game Master  
Generate your characters

Generate a character and learn  
how to play *The Dreaming*, an  
Arthurian-Romantic Fantasy  
game.

## Call of Cthulhu (6th Ed.)

Table R7 12:30-4:30pm  
1-6 players Matt Sims  
Pre-Generated characters  
(Horror/Western RPG)

"Lonely Mountain"  
A desperate railroad tycoon is  
trying to finish his cross country  
railroad through Indian territory  
before his competitors. A team of  
investigators hired by this tycoon  
are being sent to observe the  
progress of their railroad.

## Pathfinder

Table R1 2:30-6:30pm  
3-7 players Peter Yovich  
Pre-Generated characters  
provided (Official Pathfinder  
Characters welcome).

Event Name: PFS #47 The  
Darkest Vengeance (Levels/Tiers  
1-5) This product is a Pathfinder  
Society Scenario designed for 1st  
to 5th level characters (Tiers: 1-  
2 and 4-5), for play in Pathfinder  
Society Organized Play.

# Saturday Role Playing

## Pathfinder

Table R2 2:30-6:30pm  
3-7 players Cassandra Bartol  
Pre-Generated characters  
provided (Official Pathfinder  
Characters welcome).

PFS #43 The Pallid Plague  
(Levels/Tiers 1-7).

A new plague is spreading in  
Andoran's Darkmoon Vale and  
causing the deaths of untold fey.  
When the plague spreads to the  
human population of Falcon's  
Hollow, the need to find a cure  
grows more frantic. Can you save  
the many denizens of Darkmoon  
Vale from certain death?

## Rome

Table R3 2:30-6:30pm  
1-12 players Kevin Pajak  
Greg Pitts

Pre-Generated characters  
(Historical RPG)

"The Ides of March"

The Senate of Rome. Will Caesar  
survive the day? Will your group  
make history or re-write it?

## Villains & Vigilantes

Table R4 2:30-6:30pm  
4-6 players Scott Trotter  
Pre-Generated characters (Super  
Hero RPG)

"Crisis at Crusader Citadel" (Re-  
Fit)

Do you have what it takes to be a  
hero? You think so! That's why  
you intend to join the Crusaders!  
Confident in your powers and  
abilities you know in your heart  
you have what it takes.

## D&D 4th ed. LFR

Table R6 2:30-6:30pm  
4-6 players James Elder III  
Players must bring a 1-4th level  
character with them.

"Dale 1-7" (Arts)

Isolation can be a boon—but  
when strange events leave the  
members of an airborne boarding  
school for young nobles in High  
Dale ill, only aid from outside can  
offer a solution. Can the PCs  
solve this  
discretely and in time? A Living  
Forgotten Realms adventure set in  
the Dalelands for characters levels  
1-4. A part of the 'Arts & Crafts'  
major quest. See linked quest at  
7:00 - 11:00pm occurring on this  
table.

## Legacy Crossing

Table R5 5-9pm  
2-6 players PtME Game Master  
Generate your character

Generate a character and learn  
how to play Legacy Crossing, a  
super hero role playing game.

## Call of Cthulhu 6th Ed.

Table R7 5-9pm  
1-6 players Matt Sims  
Pre-Generated characters  
(Horror/Western)

"Return to Lonely Mountain"

The U.S. Army is sent to  
investigate a series of  
disappearances in this newly  
developed U.S. territory.  
Survivors from the previous  
game can play in this event or  
they can play different characters.

## Pathfinder

Table R1 7-11pm  
3-7 players Peter Yovich  
Pre-Generated characters (Official  
Pathfinder Characters Welcome)

"PFS #39 Citadel of Flame"  
(Levels/Tiers 1-5)

Citadel of Flame was once the  
home to a cult preaching self-

sacrifice by immolation in order  
to achieve paradise. The Citadel  
of Flame, located in Qadira's  
Meraz Desert, was presumably  
wiped out decades ago in an  
enormous sandstorm. Its  
rediscovery sends you deep in the  
unforgiving desert to finally close  
the book on Qadira's most  
mysterious cult.

## Pathfinder

Table R2 7-11pm  
3-7 players Tomas McQueen  
Pre-Generated characters  
provided (Official Pathfinder  
Characters welcome).

"PFS #45 Delirium's Tangle"  
(Levels/Tiers 1-5)

This product is a Pathfinder  
Society Scenario designed for 1st  
to 5th level characters (Tiers: 1-2  
and 4-5), for play in Pathfinder  
Society Organized Play.

## Savage Worlds

Table R4 7-11pm  
1-8 players Chris Hughes  
Pre-Generated characters (Pulp  
fiction RPG)

"Air Mystery"

It's the 1930's and the skies are  
very unfriendly. The government  
needs your help to find out what  
is going on." This game will be  
for both beginner & intermediate  
players of the Savage Worlds  
RPG.

## Saturday Role Playing

### D&D 4th ed. LFR

Table R6 7-11pm  
4-6 players James Elder III  
Players must bring a 1-4th level character with them.

#### "DRAG 1-7 (Crafts)"

Westgate, the City of Coin is a haven for all races and creeds. But now the Docks and Moonside districts hide something more sinister, an affliction that threatens to spread to all corners of the city if it is not dealt with in its infancy. With madness and agony the result, it is up to the PCs to discover and eradicate the cause. A Living Forgotten Realms adventure set in the Dragon Coast for character levels 1-4. A part of the 'Arts & Crafts' major quest. The other part is DALE1-7 Arts. Successfully completing both adventures in any order completes the major quest. This major quest is a prequel to the paragon level 'Pain and Suffering' arc, which starts in DRAG2-1 Discomfort. See linked event occurring on this table at 2:30 - 6:30pm

### The Dreaming

Table R5 9:30-1:30am  
2-6 players PtME Game Master  
Generate your characters

Generate a character and learn how to play *The Dreaming*, an Aurthurian-Romantic Fantasy game.

### Shadowrun 3rd Editon

Table R7 9:30-1:30am  
1-10 players Karl Pajak  
Pre-Generated characters (Dark Future RPG)

#### "Dark Streets" (The run...part 2)

Having come up with a plan to escape South Side you head out with only luck on your side. The prospects don't look good...will this be your last run or will you make it out? And not to mention the Toxic Shaman that has taken a personal interest in you...things don't look good. Can you escape the horrors of the night or will they swallow you whole?

### Legacy Crossing

Table R2 11:30-7:30am  
2-6 players PtME Game Master  
Generate your character

Generate a character and learn how to play Legacy Crossing, a super hero role playing game.

### The Dreaming

Table R5 2am-8am  
2-6 players PtME Game Master  
Generate your characters

Generate a character and learn how to play *The Dreaming*, an Aurthurian-Romantic Fantasy game.



## Saturday Board Games

### **Zombies!!! (Plus Expansions)**

Table B6      9-11am  
2-6 players      Jim Perry  
Horror Board Game

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.

### **Charge the Guns, Napoleon in Europe v2.0**

Table B7      9-Midnight  
2-7 players      Curtis Kitchens  
                         Alan Richbourg  
Napoleonic War Historical

Napoleon in Europe is an Epic Game of Grand Strategy covering the main theater of the Napoleonic Wars. It has been described as "Empires in Arms Lite"; however, the level of abstraction is very high - it follows "design for effect" much more than the traditional wargame approach, "design for cause." Although the capabilities of military forces, etc. are realistic, players tend to act far more recklessly than their historical counterparts, so games will rarely follow history.

### **Diplomacy**

**(Instructional/Teaching Game)**  
Table B6      11-2pm  
2-7 players      Douglas Kent

Douglas will teach players how to play the classic game of intrigue during this event. All players are welcome both those new to the game and seasoned veterans. If you are the kind of person who likes intrigue and negotiation, then this game is for you. Come experience the play of power at your fingertips with this exciting and fun teaching game designed to get players ready for the second round starting at 4pm. You won't regret it. Who can honestly say that they wouldn't love tactics and power plays?

### **Karl's Board Game Fest**

Table B5      2-4pm  
# Players: ?      Karl Pajak  
Number of players depends upon the game.

Join Karl as he cracks open his vault of games and brings them out into the sunlight. A rare treat for all players as some of these games will be rare, while others will be out of print. There are even a few he has that are rare and out of print. It is highly doubtful that players will be able to experience these games again for a long time, this might include a whole life time, and that includes people who are 20 yrs old.

Imagine having to wait for sixty years to play the game that you missed out on playing today.

Such a tragedy has not occurred since Tad Thramus failed to play Pink the Bog Man in 1347 A.D.

### **Warlords of Europe**

Table B6      2-4pm  
2-4 players      Ken Griffin

An Area movement, epic strategy game of medieval warfare set in 13th century Europe. Players compete to militarily dominate the fiefs and castles of Europe and thus be crowned Emperor by the Pope. Warlords of Europe features nine major kingdoms of the time period, each subdivided into vassal fiefs. Each fief has its own terrain that affects its economic and defensive value. The Pope, Merchant, and Conquest decks of cards keep the action unpredictable. But, good fortune is no replacement for solid strategy, cautious planning and an excellent sense of timing. Players may start in any of the nine kingdoms making each play a unique experience. So, pick up your swords and charge into Warlords of Europe!

## Saturday Board Games

### Karl's Board Game Fest

Table B5      4-6pm  
# Players: ?      Karl Pajak  
Number of players depends upon  
the game.

We have persuaded Karl to continue his trek through his chest of goodies. Did you miss-out on the previous chance? This is your last one. There are already several people who have turned into quivering masses because they missed out on playing these games. What a treasure trove.

Truly this moment is a greater moment than Caesar ascending to power. It is even almost more important than the British Reformation. But it is defiantly more important than Fill Blackerstein's tromp through his grandmother's back garden last week. Don't miss this final opportunity. If you do, we have reputable doctors standing by to take you to the sanitarium where treatment will begin immediately.

### Diplomacy

Table B6      4-8pm  
2-7 players      Douglas Kent  
Historical Negotiation

At the turn of the 20th century, the seven Great European Powers engage in an intricate struggle for supremacy. Military forces invade and withdraw, shifting borders and altering empires with subtle maneuvers and daring gambits.

**Form alliances and hatch your traitorous plots** as you negotiate and outwit—in a delicate balance of cooperation and competition—to gain dominance of the continent! In Diplomacy, your success hinges not on the luck of the dice, but your cunning and cleverness.

### Command and Colors Ancients Epic by GMT also known as CCA Epic

Table B4      6-10pm  
2-8 players      Steven Duke

Second session of Epic today. If you came to the first and liked it and just want more, come on down! If you missed the earlier session, here it is again with up to two different scenarios used for the night session. Play the Epic version of GMT's highly acclaimed Command and Colors system by Richard Borg, creator of Memoir 44 and Battle Lore among others.

Using a similar game engine, players use cards to order their forces from the left, center, and right of the boards. Units represent heavy, medium and light infantry, slingers, bowmen, various cavalry, and a host of other combatants along with leaders. Fast playing and fun, the game can be explained in just a few minutes although players should familiarize themselves with the base CCA rules from the GMT web site first. Epic enables up to 4 players per side to play on a double map, with an overall commander and 3 subordinates on a grander scale, and many familiar with CCA prefer Epic over the base game. If you have never played CCA or have just played the base game but are curious about Epic, come on out. Will it be Persians against Greeks? Romans against Carthaginians? No matter which match-up is selected, it will be Epic!

### Grand Tribunal

Table B1      8-10pm  
3-5 players      Kevin Pajak  
Fantasy Board Game

Imagine a world where myth is real -- where wizards wield magic beyond the ken of other mortals. Imagine yourself as one of these mages, dwelling in a mystical bastion with your allies and servants, unlocking secret powers and creating wonders. Every thirty-three years the Grand Tribunal is held, attracting other wizards from far and wide to show off their magical creations for the inspection and approval of the archmages. These powerful judges vote on the best, and invite the winner to join their ranks as a new archmage -- a true master of the art of magic!

### Small World

Table B6      8-10pm  
2-5 players      Travis Tonne  
Fantasy Board Game

Small World, the fun, zany, light-hearted civilization board game! In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all.

### Agricola

Seminar Table      10-Midnight  
1-5 players      Eric Couch  
Economic Farming

In Agricola you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood or stone; building fences; and so on. You might think about having kids in order to get more work

## Saturday Board Games

### **Agricola Cont.**

accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats?

### **Richard III**

Table B5            10-Midnight  
2 players            Kevin Pajak  
War of the Roses Board Game

Richard the Third is an epic two-player game that recreates the 15th century, bloody dynastic struggle between the royal houses of Lancaster and York for the throne of England. Will the mad-king Henry VI and his Queen Margaret keep the throne or will the Duke of York recover it for the Plantagenets. Also strutting across the game's stage are Edward IV, Richard III, Henry VII, and Warwick, the notorious "Kingmaker".

### **Zombies!!!**

Table B6            10-Midnight  
2-6 players            Jim Perry  
Horror Board Game

Players are people trapped in a town full of zombies. First to make it to the heliport or kill 25 zombies wins. Cards represent events in the game such as finding weapons or zombies. Simple counters keep track of certain game aspects. 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.

### **Boomtown**

Table B5            Midnight-2am  
3-5 players            Kevin Pajak  
Old West Strategy Card Game

Boomtown is a game with auctions, dice, and some fun and nasty action cards to play on your fellow gold diggers. There's gold in them thar hills! In Boomtown, you start as a gold digger and try to end as a tycoon.

### **Descent**

Table B6            Midnight-6am  
2-5 players            Travis Tonne  
Dungeon Delving Board Game

A Board Game of Dungeon Delving Adventure: 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.

### **Risk**

Table B5            2-4am  
2-6 players            Kevin Pajak  
Family Conquest Game

Widely accepted as the first mainstream war game. Players are given tons of little army units to place onto the map of the world. When it's your turn, you use your units to attack other players' positions, hopefully with superior numbers. Combat is a simple dice rolling affair that stresses attrition, and reinforcements are given to players who collect sets of cards.

## Sunday Miniatures Games

BattleTech - Quick Strike Rules  
Table M1 8-Noon  
2-12 players Karl Pajak

"Dawning of the War"  
BattleTech's QuickStrike rules allow you to have large scale games in a short amount of time. If you like large battles, blowing stuff up, giant robots, and Sci-Fi gaming then this is for you.

**Warmaster: Napoleonic**  
Table M2 8-Noon  
4-8 players Vance Frey  
Spain: around Vitoria June 21, 1813

"Baggage Train" [Napoleonic for beginners]  
General Graham leads 40,000 British/ Portuguese against the French rear guard to protect the baggage train. This is one of the French ferocious counterattacks will they win? Vitoria was the battle that broke the back of the French occupation of Spain and led to common Allied soldiers becoming wealthy men overnight, as they looted a baggage train containing some 5.5 million francs worth of treasure. (All players that want one will be given the cross over rules hand outs).

**Chain Reaction 3.0 Swordplay & Warrior Heroes**  
Table M3 8-Noon  
2-8 players Ron Hamilton  
Fantasy Skirmish

"Al Wakil's Lair"  
The wizard's treasure is up for grabs, can you claim your share? The rich, powerful, and evil wizard Al Wakil is "indisposed" after he was swept into another dimension following a failed magical experiment. During his

unplanned absence, all you have to do is fight your way past his guards and fill your pockets with all the treasure you can carry. Don't forget to watch your back as some of your fellow adventurers may be less than trustworthy.

**Casus Belli**  
Table M4 8-Noon  
2-8 players Gary Hoover  
Brian Ahrens  
Roman era historical

"And who shall mourn?"  
Roman expansion and consolidation is once again in jeopardy in Dacia as the natives rise up to resist. Pit your skill as a Legionary against the wild fury of the Barbarian Dacian Warriors. Casus Belli rules at 1:25 scale!

**FNG: Second Tour**  
Table M5 8-Noon  
1-8 players Darby Eckles  
Vietnam Era Skirmish Gaming

"FNG: Jungle Busting w/ Thunder Chicken and friends."  
Armor and Infantry of the 3/4 Cav crash through a heavily forested area just outside of Saigon in an attempt to find, fix, and destroy a particularly troublesome lot of VC and NVA. Can you eliminate the B-10 Sapper Company before they strike again? Or will wrecked tanks and APCs be left to rust in the steaming jungle, nothing more than overgrown monuments to a commander's folly...

**Flames of War V2 Eastern Front (Hardback)**  
Table M6 8-Noon  
6-8 players Edward Enslinger

"Part 3: Red October Factory"  
The Tractor factory proved to be almost impossible. But here in the October Factory **The Hell of Stalingrad** opens up. In this place, at this time, the fate of the world turns on one moment. Few men throughout history have been called to such moments. Out of all human history only two other commanders have managed to turn the fate of the world in their grip. Will you rise to join them?

**BattleTech**  
Table M1 1-5pm  
4-16 players Randy Fant  
Sci-Fi Skirmish

"Slug Match on Arboris"  
The conflict for Arboris heats up as Mercs for both sides show up. the Arboris SMM launches a flanking attack with its new Merc company, only to have it run into reinforcements for the Ishara's Grenadier's. It's a no-holds-bard slugging match, but watch your back, the F.F.A. is out their & wont give up their new Independence lightly!

## Sunday Miniatures Games

### Warmaster: Napoleonics

Table M2 1-5pm  
4-8 players Vance Frey  
Napoleonic's for beginners

"Baggage Train - Spain around Vitoria June 21 1813"  
General Graham leads 40,000 British/ Portuguese against the French rear guard to protect the baggage train. This is one of the French ferocious counterattacks will they win? Vitoria was the battle that broke the back of the French occupation of Spain and led to common Allied soldiers becoming wealthy men overnight, as they looted a baggage train containing some 5.5 million francs worth of treasure. (All players that want one will be given the cross over rules hand outs).

### Home-Brewed Rules

Table M3 1-5pm  
2-8 players Tim Van Orden  
American Civil War

Union army is spread out, and a Confederate corps attempts to destroy an isolated Union corps before help arrives in a 15mm game using home-brewed rules based off of Two Hour Wargames' reputation system.

### Kampfgruppe Commander for WWII, Cold Steel for Modern

Table M4 1-5pm  
2-8 players Frank Waugh

"Fulda Gap 85"  
Soviet thrust into Fulda Gap. SPI's Fifth Corps used for reference.

### Kampfgruppe Commander II

Table M5 1-5pm  
4-8 players Brian Andreassen  
WWII North Africa

"Day of the Dead"  
Between Haiad and Sidi Muftah, 23 November 1941 - 15th Panzer Division attacks 5th South African Brigade. North Africa.

### Doctor Who Invasion Earth (1996)

Table M6 1-5pm  
2-8 players Brian Guarnieri  
Sci-Fi

"Incident at Moon Base 9"  
What's going on at Moon Base 9? Who are the invaders who are driving military and personnel insane. A Tom Baker game for 2 to 6 players, however, it can be scaled to fit a large group of people. The game is designed to suit beginners or experts. Explosive decompression is always fun in low gravity. The game has a full sized dual level board with all the cheesy effects you remember from the TV Series. No experience necessary, rules will be taught to new players. The game is exceptionally kid friendly and designed for ages 10 and up.

## Sunday

### Role Playing & Board Games [They occur in the same room]

#### Role Playing Games

##### Legacy Crossing

Table R1 8-Noon  
2-6 Players Josh Fritz  
Generate your character

Generate a character and learn how to play Legacy Crossing, a super hero role playing game.

##### D&D 4th Ed

Table R2 8-Noon  
1-8 players Chris Hughes  
Fantasy RPG  
Pre-Generated Characters

##### "The Collectors"

You and your party are known for finding or retrieving things.

Why is this child from a small village seeking your help?" This game will be for both beginner and intermediate players of 4th Edition Dungeons & Dragons.

##### Savage Worlds

Table R2 1-5pm  
1-8 players Chris Hughes  
Pulp RPG  
Pre-Generated Characters

##### "Air Mystery"

It's the 1930's and the skies are very unfriendly. The government needs your help to find out what is going on." This game will be for both beginner & intermediate players of the Savage Worlds RPG.

##### Twilight 2013

Table R3 1-5pm  
1-10 players Karl Pajak  
Post Apocalyptic RPG  
Pre-Generated Characters

##### "Hunters Collection" (Part 2)

Hunters Collection was furious when they found out that their

ammo stores were raided. When they found out your group was responsible they set out to hunt you down. John was the first to die, Jake followed next. They're hot on your trail but you've gotten wind of a Huey to the north. Can you get there or with you become a relic of their collection?

Note: This game is a continuation from Saturday 9am Table R7.

#### Board Games

##### Richard III

Table B4 8-10am  
2 players Kevin Pajak  
War of the Roses Historical

Richard the Third is an epic two-player game that recreates the 15th century, bloody dynastic struggle between the royal houses of Lancaster and York for the throne of England. Will the mad-making Henry VI and his Queen Margaret keep the throne or will the Duke of York recover it for the Plantagenets. Also strutting across the game's stage are Edward IV, Richard III, Henry VII, and Warwick, the notorious "Kingmaker".

##### Dungeon Lords

Table B2 10-Noon  
2-4 players Ken Burt  
Dungeon Delving Board Game

Dungeon Lords is a game for 2 to 4 aspiring Dungeon Lords. You get to dig tunnels, mine gold, hire monsters, create traps and care about all the things a proper dungeon needs. It is not easy, as the competition for resources is stiff and sometimes you have to get a bit evil to get what you want – and the more evil you get, the

stronger the adventurers your dungeon attracts. Twice a game, these adventurers set off to conquer your dungeon. Command your monsters and use your traps to stop them, before they do too much damage. In the end, you score based on your achievements: constructing and defending your dungeon, and perhaps winning some prestigious titles.

##### Boomtown

Table B4 10-Noon  
3-5 players Kevin Pajak  
Old West Strategy Card Game

Boomtown is a game with auctions, dice, and some fun and nasty action cards to play on your fellow gold diggers. There's gold in them thar hills! In Boomtown, you start as a gold digger and try to end as a tycoon.

##### Settlers of Catan (All 4 Versions)

Table B1 Noon-5pm  
3-8 players Ken Burt

Players are recent immigrants to the newly populated island of Catan. Expand your colony through the building of settlements, roads, and villages by harvesting commodities from the land around you. Trade sheep, lumber, bricks and grain for a settlement, bricks and wood for a road, or try to complete other combinations for more advanced buildings, services and specials. Trade with other players, or at local seaports to get resources you might lack. The first player to achieve 10 points from a combination of roads, settlements, and special cards wins.

### Zombies!!!

Table B2&3 Noon-5pm  
2-6 players Jim Perry  
Horror Board Game

Players are people trapped in a town full of zombies. First to make it to the heliport or kill 25 zombies wins. Cards represent events in the game such as finding weapons or zombies. Simple counters keep track of certain game aspects. 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

### Various Card Games

Table B4 Noon-2pm  
2-10? players Kevin Pajak

Kevin will bring various card games for players to play. Each card game lasts roughly 30 minutes at most. There may be some exceptions. Number of Players: 2-unknown (max probably 10) Examples: Digging, Plague and Pestilence, Cowboys the way of the gun, Miles Bourne, Frag, and more!

### Risk

Table B4 2-5pm  
2-6 players Kevin Pajak  
Family Board Game

Risk is widely accepted as the first mainstream wargame. Players are given tons of little army units to place onto the map of the world. When it's your turn, you use your units to attack other players' positions, hopefully with superior numbers. Combat is a simple dice rolling affair that

stresses attrition, and reinforcements are given to players who collect sets of cards.



*Bring your rabbit's foot, pack your horseshoe and find that elusive four leaf clover, but whatever you do make plans now to attend...*

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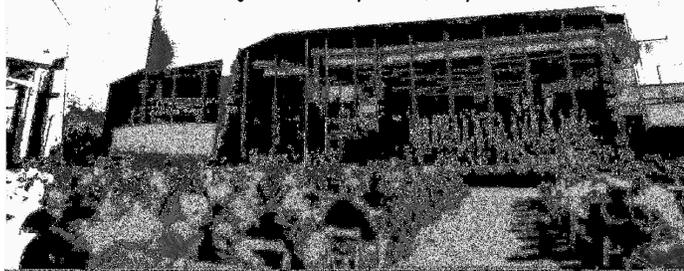
### Registration Provides

- Entry to America's WWII Museum
- WWII History lectures
- Land, Sea and Air Games
- Flames of War Tournament
- Avalon Hill Classics Tournament

### How to Register

To register as a Game Master, Attendee or for questions, email [walt.burgoyne@nationalww2museum.org](mailto:walt.burgoyne@nationalww2museum.org)

Bring this page to Heat of Battle IV (Aug 13-15 only) to receive the student price for our award-winning 4-D movie experience, "Beyond All Boundaries"



Background Image: Grand Opening of the Solomon Victory Theater.

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## Thank You!

Thank you for joining us this year and we look forward to seeing you next year. If you'd like email updates for Texicon 2011 please send your request to

[texicon.tgc@gmail.com](mailto:texicon.tgc@gmail.com) and we'll add you to our email list.

See ya next year!



## Flying Buffalo Supports this convention.

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