

QUIPXOTIC NOTIONS PRESENTS

# CONQUEST AVALON

FEATURING SACTREK AND CONQUEST TEST LABS

NOVEMBER 17-19, 2017  
CROWNE PLAZA SACRAMENTO



# CONVENTION RULES

Please have lots of fun. Be respectful of others.

Keep an eye on your personal belongings.

Get rest, lots of water, eat plenty of pizza, and practice good hygiene.

Wear your name badge at all times, with your real, legal name on it.

No real weapons. Even if it's part of your costume.

Follow all instructions of the staff. Be nice to everyone. Please.

## HOURS OF OPERATION OF VARIOUS SERVICES:

### REGISTRATION/INFORMATION

Friday: 8am-9pm, Saturday: 8am-9pm, Sunday 8am-3pm

### VENDOR HALL

Saturday 9am - 6pm, Sunday 9am - 3pm

### GAME LIBRARY

Friday 2pm - 11pm, Saturday 9am - 11pm, Sunday 9am - 3pm

### PAINT & TAKE (SPONSORED BY ZOMBIESMITH MINIATURES)

Saturday: 10am - 6pm, Sunday 10am - 3pm

### FLEA MARKET (TERRACE)

Saturday 9pm - 10pm

## GENERAL LOCATIONS FOR ACTIVITIES:

CONVENTION HEADQUARTERS - FRONT LOBBY REGISTRATION

VENDOR HALL - SYCAMORE BALLROOM SALON (SAT AND SUN ONLY)

OPEN GAMING - TERRACE (FRI/SAT/SUN)

MINIATURES EVENTS - TERRACE (FRI) CHERRYWOOD (SAT/SUN)

ROLE PLAYING EVENTS - TERRACE (FRI) SEQUOIA (SAT/SUN)

BOARD/CARD GAME EVENTS - TERRACE (FRI) CYPRESS (SAT/SUN)

WAR GAMING EVENTS - TERRACE (FRI) CHERRYWOOD (SAT/SUN)

SAC TREK SEMINARS/MOVIES - MAPLE ROOM

PAINT 'N TAKE - SYCAMORE BALLROOM SALON (SAT/SUN)

CONQUEST TEST LAB - MAGNOLIA ROOM (SAT/SUN)

FLEA MARKET - TERRACE (SAT 9PM)

SAC TREK COSTUME CONTEST AND MIXER - HOTEL BAR (SAT 9PM)



## Upcoming Conventions

Pacificon CV - Jan 12-15, 2018 - Fresno

ConQuest SAC - March 23-25, 2018

Pacificon Game Expo - Aug 31 - Sept 3, 2018

ConQuest Avalon - November 9 - 11, 2018



[PacificonCV.com](http://PacificonCV.com)   [ConQuestSAC.com](http://ConQuestSAC.com)   [ConQuestAvalon.com](http://ConQuestAvalon.com)  
[PacificonGameExpo.com](http://PacificonGameExpo.com)

## Time Block A: Fri 2:00PM

### Euro Style Board/Card Games

A-186 **An Infamous Traffic**  
by *Scott Fischbein, 3 hrs, 5 players, Some Gaming*

An Infamous Traffic is a brutal economic board game for two to five souls brave enough to conduct the opium trade in the fracturing political landscape of 19th century Qing China. New players welcome, as long as you're prepared for an unforgiving economic battle!

### A-157 **Spoils of War**

by *David Reed, 4 hrs, 10 players, Newcomers, Character/Armies Supplied*

The raid is over. Vikings gather to divide the spoils of war...but how? A game of chance, bluff, and skill will decide who will claim the best treasure!

### Role Playing

### A-150 **Edge of the Empire Beginner Game**

by *richard spas, Star Wars : Edge of the Empire, 4 hrs, 5 players, Newcomers, Character/Armies Supplied*

Are you interested in trying out the newer Star Wars game system, but were confused on all the new dice and mechanics? Worry no more! I will be teaching the basics of the FFG's Star Wars : Edge of the Empire game to players who wanted to try out the new system.

## Time Block B: Fri 4:00PM

### Role Playing

### B-103 **The Sith Empire's final strike**

by *Mateo Chamberlain, Force and Destiny, 8 hrs, 6 players, Newcomers, Character/Armies Supplied*

The Great Galactic War is coming to an end. The republic is on it's knees as the Sith and the Empire have spread out and taken over most of

the galaxy. There is one final thing to claim ultimate victory, and that is to destroy what remains of the Jedi.

## Time Block C: Fri 5:00PM

### Fantasy/SciFi Miniatures

### C-197 **The Thin Red Line**

by *Paul Richert, Man o' War, 6 hrs, 4 players, Some Gaming, Character/Armies Supplied*

Fantasy battle on the high seas using Games Workshop's Man O' War rules. Accommodates 4 players. A thin red line of Empire ships led by Wellyston holds the line against a Bretonian onslaught by Nappy Leon. Can the Empire hold long enough to be rescued by allied dwarves.

## Time Block D: Fri 6:00PM

### Euro Style Board/Card Games

### D-193 **A Pair of Felds**

by *Richard Bright, Trajan and Aquasphere, 5 hrs, 4 players, Some Gaming*  
Come play two Stefan Feld gems. First up is Trajan - Set in ancient Rome you use a mancala mechanism to select actions. Next is Aquasphere - Try to complete research projects under the sea and deal with pesky octopods.

### D-119 **Battlestar Galactica**

by *Jason Zhang, 5 hrs, 6 players, Some Gaming*

This game based off of the television series focuses on the players trying to bring the fleet to safety by traveling through space. However, some players will secretly be Cylon players, and will try to stop this from happening by depleting resources and destroying the fleet.

### D-195 **Clans of Caledonia**

by *John McCloud, 3 hrs, 3 players, Some Gaming*

Clans of Caledonia is an economic game where

players use clans with a unique power to build structures in order to gain resources which will be used to complete contracts.

### D-172 **Kremlin**

by *Joseph Hendrix, 3 hrs, 6 players, Some Gaming, Character/Armies Supplied*

Put your influence on the Politicians of your choice, take over just as the big decisions are made and wave 3 times! Send your rivals to Siberia or just assassinate them! Come and play. Enjoy!

### D-111 **Lignum with Joinery & Buildings Expansion**

by *Eric Austin Lee, Lignum (2nd Edition), 3 hrs, 4 players, Some Gaming*

Starting with a limited amount of resources and workers, you set out to run your lumber mill as efficiently as possible. A game for those who enjoy the brain burn of logistics, programming, and planning in their euro games. And, we'll play with the Joinery & Buildings expansion.

### D-144 **Mare Nostrum: Empires with Atlas Expansion**

by *Noah Gadea, Mare Nostrum: Empires, 3 hrs, 6 players, Some Gaming, Character/Armies Supplied*

An empire-building game in which players lead their ancient empire to dominion of Mare Nostrum. You grow the fame and glory of your empire by expanding your influence into new Provinces and developing your economy. But beware of your "friends", as they may look upon your gains with envy and greed...

### D-163 **Munchkin Christmas**

by *Brian O'Hara, Munchkin, 5 hrs, 6 players, Newcomers, Character/Armies Supplied*

Munchkin reach level 10 first and win. Prize support available.

### Fantasy/SciFi Miniatures

### D-176 **StarTrek Fleet Combat**

by *rick godsey, home /spliced, 6 hrs, 6 players, Newcomers, Character/Armies Supplied*

StarTrek fleet combat a game set in next generation setting where ships battle each others fleets for control of key sectors of space. Out-

## Sac Trek Programming

### SEMINARS

(All seminars are held in the Maple Room)

Sat at 11am – Starfleet Starship Design Review

Sat at 1pm – Trek Docs Past and Present

Sat at 3pm – Starfleet Vessel Defensive/Offensive Capabilities

Sat at 5pm – Oh, I Should Write That Down!

Sun at 11am – Star Trek: The Mythic Journey

Sun at 1pm – Star Trek Round Table

### EVENTS/GAMES

(Locations for Events/Games as noted)

Fri 6pm – Double Movies: Titles TBA – Maple

Fri 6pm – StarTrek Fleet Combat – Minis – Terrace

Fri 6pm – Battlestar Galactica – Board – Terrace

Fri 4pm – Sith Empire's final strike – RPG Terrace

Sat 9am – Derelict: Babylon 5: A Call To Arms 2e – Minis – Ballroom

Sat 11am – Battlestar Galactica – Board – Ballroom

Sat 6pm – Traveller RPG – RPG – Terrace

Sat 7pm – Battlestar Galactica with Expansions –

Sat 9pm – SacTrek Costume Contest Hotel Bar

Sun 2pm – Redshirts in Space – RPG – Terrace

wit, Outshoot, to show all that you are the best fleet commander there is.

#### D-136 **Zombie Run**

by *Gary Bitters, All Things Zombie, 5 hrs, 6 players, Kids OK, Character/Armies Supplied*

You start with a team of survivors and need to cross the board from one point to another. Using Two Hour Wargame rules and 15mm miniatures. The team with the most points and the end of the game and who exits at their point will be the ultimate survivor.

### Historical Miniatures

#### D-140 **Abrams Attacks**

by *Alex Fabros, Bolt Action, 5 hrs, 6 players, Newcomers, Character/Armies Supplied*

An armored task force is racing to secure a deserted crossroads. A small German detachment is conducting a DIP mission. It's all about timing and coordination for either side to win.

#### D-156 **Age of Sail**

by *Robert Schroeder, Form on the Admirals Wake, 5 hrs, 8 players, Some Gaming, Character/Armies Supplied*

Take command of a Ship of the line or two and fight out a battle between the British and French/Spanish during the golden Age of Sail

## Time Block E: Fri 7:00PM

### Euro Style Board/Card Games

E-149 **4 Hours of Le-Conquest-Mans**  
by *Richard Spas, Formula D, 4 hrs, 10 players, Tried It*

This is the four hour event of hot Formula D racing. Points will be counted for each race to a grand total point champion! Tracks will be determined on site, so you will never know where you will race! We will be using New and Old tracks.

#### E-139 **A Game of Thrones: The Board Game with Modifications**

by *Karl K, A Game of Thrones: The Board Game (2nd Ed.), 4 hrs, 6 players, Some Gaming, Character/Armies Supplied*

"armies gather, ravens fly, a clash of kings is inevitable" The epic board game to control Westeros, utilize key characters, fend off the wildlings, and bid with power to influence behind the scenes. A game for up to 6 players, with a couple fun tweaks, to see who will sit the iron throne.

#### E-158 **Blood Rage**

by *David Reed, 4 hrs, 5 players, Newcomers, Character/Armies Supplied*

The goal of your clan is to achieve the greatest amount of glory before the Ragnarok...the fiery end of the world! You gain glory through victory in battle, through pillaging, accomplishing quests for the gods, and dying valiantly in battle.

#### E-162 **Copycat**

by *Michael Howell, 2 hrs, 4 players, Some Gaming*

Put yourself in the shoes of a politician and start your political campaign in this game that is part deck-builder, part worker placement, and various mechanics from other popular board games. Copycat is not just a board game, it's every board game!

#### E-152 **Illuminati Card Game**

by *Daniel McGillis, Illuminati, 2 hrs, 6 players, Newcomers, Character/Armies Supplied*

A quick to learn, fast and fun to play game of global domination. NOT PLAYING THE CHEATING VERSION! If you have played before you will understand. Cheating is not allowed however, bullying, extortion, backstabbing and deception, and all other forms of diplomacy are all a part of the game.

#### E-179 **Outpost**

by *Frank Vicari, 4 hrs, 8 players, Some Gaming*

As a Commander on a remote Outpost, your mission is to build and expand your colony to its fullest. Purchase Factories, Produce Resources, and bid on the all-important Colony Upgrades on your way to becoming The Outpost Director!

### Role Playing

#### E-127 **Down And Out In Creekside**

by *Doc Cross, D&D 5th Edition, 4 hrs, 6 players, Newcomers, Character/Armies Supplied*

You are first level characters who had big plans to win fortune & glory as adventurers. Instead, you are flat broke in a small boring village in the middle of nowhere. Then the kobolds steal a goat and you might have a job.

#### E-123 **Mage the Awakening Demo**

by *Sabrina Stark, Mage the Awakening, 4 hrs, 6 players, Newcomers, Character/Armies Supplied*

The world of Mage is a Fallen Lie of hopeless oppression, a prison for human beings cursed to remain ignorant of the myriad occult forces influencing them. Mages are those few individuals who have Awakened to the truth, seeing the Supernal World hidden behind the Lie.

#### E-135 **Sewers of Bloodstorm City**

by *David Stanley, BRUTAL, 2 hrs, 6 players, Demo, Some Gaming, Character/Armies Supplied*

A classic dungeon crawl using the BRUTAL - Big Bad Ball Busting Bloody Battles combat system. "Hold on to your hats!". Everything is provided. Feel free to bring your own pile of d6, ...if you want to.

## Time Block F: Fri 9:00PM

### Historical Board Games

F-154 **SCS Panzer Battles**

by *Kevin Melahn, Panzer Battles, 37 hrs, 2 players, Tried It*

Panzer Battles is an SCS game that depicts the battles of the 11th Panzer, the Ghost Division on the River Chir during WWII.

## Time Block G: Fri 11:00PM

### Historical Board Games

#### G-117 **Barbarossa**

by *Allen Beretta, Sepeds Commander, 44 hrs, 2 players, Kids OK*  
Germany invades Russia

## Time Block H: Sat 9:00AM

### Euro Style Board/Card Games

#### H-185 **18xx for Beginners**

by *Scott Fischbein, 1889, 7 hrs, 5 players, Some Gaming*

1889 makes a great introduction to the 18xx series of games, which involve financial manipulation and railway construction. Experience with the game is not necessary, all rules will be taught, but reading through the rules beforehand is recommended to ease the learning process.

#### H-196 **Clans of Caledonia**

by *John McCloud, 3 hrs, 3 players, Some Gaming*

Clans of Caledonia is an economic game where players use clans with a unique power to build structures in order to gain resources which will be used to complete contracts.

#### H-109 **Lisboa**

by *Eric Austin Lee, 3 hrs, 4 players, Some Gaming*

Reconstruct Lisboa after the great earthquake of 1755 where, in the same week, the city was also hit by a tsunami and city-wide fires. You are members of the nobility who will use your influence to rebuild the city, not for fame or fortune, but for the most important thing of all in that time: wigs.

#### H-166 **Neighorly City Building**

by *Dwayne Jacobs, Between Two Cities, 2 hrs, 7 players, Some Gaming*

Tile drafting semi-cooperative city building using the base game and the Capitols expansion. Rules are light and it's easy to learn, but there are many ways to build a city and you need to try to make both cities you working on worth lots of points.

#### H-192 **The Castles of Burgundy**

by *Richard Bright, 2 hrs, 4 players, Some Gaming*

Place settlement tiles in your principedom to become the most successful lord in the land.

### Fantasy/SciFi Miniatures

H-200 **Chaos invades the Sea of Claws**

by *Paul Richert, Man o' War, 2 hrs, 2 players, Some Gaming, Character/Armies Supplied*

A quick 2 hour game of man o war. scenario to be determined by number of sign ups

#### H-194 **Derelict**

by *Russell Cowan, Babylon 5: A Call To Arms 2e, 8 hrs, 8 players, Demo, Newcomers, Character/Armies Supplied*

In the dead space between the stars, an ancient derelict has been discovered. Far too large for the rim-runner who found it to tow, rumors of what was left behind have spread across known space... Up to 8 player free-for-all scenario. Drop in or out at any time.

### Historical Miniatures

#### H-177 **Battle of Mantua 1805 Day 1**

by *David Reed, Rank and File, 5 hrs, 4 players, Some Gaming, Character/Armies Supplied*

Napoleonic warfare in sunny Italy. Marshal Massena defends against Austrian Count Augetreau's attack to relieve the siege of Mantua.

#### H-141 **The Dragon awakes - war in the East**

by *Game Master Alan , DBA 2.2 modified , 7 hrs, 6 players, Tried It, Character/Armies Supplied*

A united Chinese Empire, classical period, has desire for additional land, spices, gold, and peoples to subjugate. They have decided to invade India. However, the Indian, classical period, rulers have banded together to fight off this Imperial Dragon invasion. Chariots and Elephants galore!

### Historical Board Games

#### H-164 **AMERIKA**

by *Mike Kelley, Amerika 1st Edition, 3 hrs, 3 players, Some Gaming*

In 1946, the Axis powers control Europe and the Pacific. They have set their sites on North America. Can the Allied remnants turn the tide of war in time? Easy to learn rules!

#### H-146 **Circus Maximus**

by *Joseph Hendrix, 2 hrs, 8 players, Tourn, Some Gaming, Character/Armies Supplied*

Race your Chariot! Will you use speed, will you go slow and steady or will you whip and slam your opponent's to win! Can you come in First!!! This will be a tournament if I get enough players!

#### H-151 **Heroes of Normandy**

by *Paul Rozek, Lock 'N Load Tactical System, 8 hrs, 6 players, Some Gaming, Character/Armies Supplied*

WWII era hex-and-counter gaming at the squad and individual vehicle scale using the Lock 'N Load Tactical System. In addition to Heroes of Normandy I will have Heroes of the Motherland and Heroes of the Pacific available for play.

## Time Block J: Sat

## 11:00AM

### Euro Style Board/Card Games

#### J-118 **Battlestar Galactica**

by *Jason Zhang, 5 hrs, 6 players, Some Gaming*

This game based off of the television series focuses on the players trying to bring the fleet to safety by traveling through space. However, some players will secretly be Cylon players, and will try to stop this from happening by depleting resources and destroying the fleet.

#### J-161 **Brass**

by *Michael Howell, 3 hrs, 4 players, Some Gaming*

Build a network of industries in Lancashire at the dawn of the Industrial Revolution. Ship cotton from ports, invest in coal or iron mines, build transport links, or develop better technology. Play through two time periods: Canals and Railroads to gain victory points for profitable industries.

#### J-122 **Elder Sign with Gates of Arkham Expansion**

by *Frank Alonso, Elder Sign, 2 hrs, 6 players, Some Gaming*

The search for elder signs leads you out of the museum and into the legendary and cursed city of Arkham in the Gates of Arkham expansion for Elder Sign.

#### J-191 **Runewars**

by *Richard Bright, 6 hrs, 4 players, Some Gaming*

Control one of the armies of Terrinoth As you vie for control of the Dragon Runes. Base game rules.

### Fantasy/SciFi Miniatures

#### J-138 **Pivoting Arc Demonstration**

by *Peacekeeper Games, Kings of War, Song of Ice and Fire, WHF9Ed, 6 hrs, 1000 players, No signup needed, Demo, Kids OK*

Demonstrate the Precision Pivoting Arc, a new accessory for rank and file wargaming, & introduce Peacekeeper Games. This tool creates maximum precision and helps add speed, as well as another layer of strategic depth for the player. Kings of War, A Song of Ice and Fire: TMG, and Warhammer Fantasy

### Historical Miniatures

#### J-104 **German Break Through**

by *Craig Hunter, Bolt Action, 6 hrs, 6 players, Some Gaming, Character/Armies Supplied*

A German mobile unit will try to break through a forward American position, during the Battle of the Bulge.

#### J-168 **Treadheads - Tank Skirmish**

by *Steve Hagarty, Customized, 5 hrs, 6 players, Some Gaming, Character/Armies Supplied*

Experience what it is like to crew and command a platoon of German or Russian tanks in WWII. You'll be responsible for engaging and targeting

enemy tanks making the same critical life and death decisions as crews needed to do in the heat of combat using tactics from the real thing.

## Time Block K: Sat 12:00PM

### Role Playing

#### K-124 **Eclipse Phase 2nd Ed Demo**

by *Sabrina Stark, Eclipse Phase, 4 hrs, 4 players, Newcomers, Character/Armies Supplied*

Eclipse Phase is a tabletop roleplaying game of post-apocalyptic transhuman conspiracy and horror.

#### K-155 **Ravenloft**

by *Trevor Sherman, Advanced D&D, 9 hrs, 8 players, Tried It, Character/Armies Supplied*

The original module from 1983. Ravenloft castle translated to 12 x 12 inch tiles. 100% accurate. 36 square foot base; all minis and play materials provided. Choose from 8 optimized pregenerated PCs.

## Time Block L: Sat 1:00PM

### Euro Style Board/Card Games

#### L-198 **Merlin**

by *John McCloud, 3 hrs, 3 players, Some Gaming*

In this game by Stefan Feld, players use their dice to move their knight around the Round Table to perform actions which help them gain influence, building material, shields to ward off traitors, and banners with special powers. Who will gain the most points and become the successor to King Arthur?

### Role Playing

#### L-128 **Kill Rill**

by *Doc Cross, D&D 5th Edition, 4 hrs, 6 players, Some Gaming, Character/Armies Supplied*

Your little group of thieving scoundrels pulled off the heist of a century...and then Rill, one of your fighters, ran off with the loot. He's hiding in the Blackwood, a bad place full of danger. You don't care. He ripped you off, so it's time to go kill Rill.

## Time Block M: Sat 2:00PM

### Euro Style Board/Card Games

#### M-160 **Great Western Trail**

by *Michael Howell, 3 hrs, 4 players, Some Gaming*

You are cattlemen in 19th century America, herding cattle from Texas to Kansas city. The

winner is the player who manages their herd best and exhibits good timing in mastering opportunities and pitfalls on the Great Western Trail.

**M-110 Tramways**  
by *Eric Austin Lee, 3 hrs, 5 players, Some Gaming*

In this game you must help out the 1920's-era Small City's transportation system by creating tram routes to deliver happy passengers. It combines Age of Steam-style route-building with hand management / deck building as well as a clever (but brutal) bid system at the beginning of every round.

**M-204 Zombicide-Toxic City Mall**  
by *Frank Alonso, Zombicide, 3 hrs, 6 players, Some Gaming, Character/Armies Supplied*

Zombicide is a fun and easy game with cool minis in an archetypal, popular and comics-inspired environment. Ambiance is constantly kept between "beat'em up" and "survival horror" as characters keep on turning from preys to predators. Toxic City Mall expansion will be used.

### Role Playing

**M-116 One of 4 Portals**  
by *Melanie Stark, No Thank You Evil, 4 hrs, 6 players, Kids OK, Character/Armies Supplied*

There are 4 magic portals in your bedroom. Each one will take you to a different part of the land of Storia where adventures await. This is a great introductory RPG, but advanced players will have a great time too!

### Seminar

**M-120 Our Turn! Women on Gaming Podcast Live Recording**  
by *Cathy Ford & Sarah Reed, N/A, 3 hrs, 30 players, No signup needed, Sem, Some Gaming*

The cast and crew from the Our Turn Women on Gaming Podcast invite you to join us for a live recording of an episode. We will be discussing games, a hot topic, and more.

## Time Block N: Sat 4:00PM

### Historical Miniatures

**N-137 Trafalger**  
by *Gary Bitters, Form on Admirals Wake, 5 hrs, 9 players, Kids OK, Character/Armies Supplied*

A card driven fast action hex based battle of Trafalger. Each SOL present will be represented and each commander will control from 6 plus ships depending on number of players.

**N-183 White Wings: The winter air war in Russia**  
by *Chuck Staedler, Sky's The Limit!, 5 hrs, 6 players, Some Gaming, Character/*

### Armies Supplied

December 1941: German He111s escorted by Bf109s sortie to bomb an airfield near Moscow. Soviet I-16's rise to intercept them. Can the stubby little obsolete Russian fighters blunt the Luftwaffe's attack? Play the air combat game that hits the sweet spot between realism and playability.

## Time Block P: Sat 5:00PM

### Fantasy/SciFi Miniatures

**P-187 Heroscape free for all.**  
by *josh reinwald, Heroscape, 4 hrs, 6 players, Kids OK, Character/Armies Supplied*

Heroscape free for all battle, 6 players drop out or in at any time.

## Time Block Q: Sat 6:00PM

### Euro Style Board/Card Games

**Q-159 Empires: Age of Discovery**  
by *David Reed, 5 hrs, 6 players, Newcomers, Character/Armies Supplied*

A worker placement game set during the time of the European exploration of the New World, beginning in the early 16th century. Colonists, merchants, missionaries, soldiers, and builders seek to gather wealth and power for their nations and spread their rule across the seas.

**Q-201 Gentes**  
by *John McCloud, 3 hrs, 3 players, Some Gaming*

Gentes is an action selection game where players' time tracks can hold a limited number of actions and sand timers. Players use the actions to acquire and play cards, train your citizens as needed by the cards, get money and build cities. After 6 rounds, the player with the most points wins.

### Role Playing

**Q-175 Traveller: Sci-Fi RPG**  
by *Scott Ashby, Traveller, 5 hrs, 5 players, Newcomers*

Traveller is easy to learn and uses a unique mini-game to create characters, stats and individual backgrounds. Our small colony is under attack, we must decide who to trust and survive the invasion. (3 to 5 hours depending on players and story).

## Time Block R: Sat 7:00PM

### Euro Style Board/Card Games

**R-180 Battlestar Galactica with Expansions**

by *Frank Vicari, Battlestar Galactica, 4 hrs, 6 players, Some Gaming*  
After the Cylons destroyed the Colonies, the battered remnants of the human race are on the run, searching for Earth. Humanity must work together if they are to have any hope of survival...but how can they, when any of them may, in fact, be a Cylon agent? Will include Pegasus, Exodus, and Daybreak

**R-169 Mega Race for the Galaxy**  
by *Dwayne Jacobs, Race for the Galaxy, 4 hrs, 8 players, Knows It*

Can't get enough RFTG? Ever have the game end just as you were getting things to work? Think having only 12 worlds and/or developments is not enough? Think having only four or five opponents is not enough? This game will take care of these problems and more! Come build your empire!

### Role Playing

**R-153 Fine Dwarven Crafts**  
by *Matt Moreles, Dragon Age RPG, 4 hrs, 6 players, Some Gaming, Character/Armies Supplied*

It has been two years since the end of the Fifth Blight, but as Ferelden struggles to rebuild, a new threat has been uncovered lurking deep within the Frostback Mountains. Dark Fantasy RPG, characters provided, but if you are familiar with the system, you can bring your own (Level 4).

**R-125 Vampire the Masquerade 5th Ed Demo**

by *Sabrina Stark, Vampire the Masquerade 5th Edition, 4 hrs, 6 players, Some Gaming, Character/Armies Supplied*  
Vampire the Masquerade is a game of personal horror and political peril. In Vampire, you are the monster; you are a vampire struggling for survival, supremacy, and your fading humanity. You're afraid of what you are capable of, and afraid of the inhuman conspiracies and mysteries that surround you.

## Time Block S: Sat 9:00PM

### Fantasy/SciFi Miniatures

**S-188 Arena of the planeswalkers**  
by *josh reinwald, Magic the gathering-arena of the planeswalkers, 2 hrs, 4 players, Some Gaming, Character/Armies Supplied*

Heroscape 2.0 set in the magic the gathering universe. Players control a planeswalker and their minions. Each player also has spell cards.

### LARP

**S-184 Ghost Court**  
by *Antonio Morton, 2 hrs, 15 players, Newcomers*  
Ghost Court is a LARP in which the participants play the roles of Judge, Bailiff, Court Clerk, Plaintiffs and Defendants in a series of small

claims actions involving the living and undead. For an example of how the game plays go to <https://www.youtube.com/watch?v=xPZLVLHq4>

## Time Block T: Sun 9:00AM

### Euro Style Board/Card Games

#### T-143 **Clockwork Wars with Sentience Expansion + Long Game**

by *Noah Gadea, Clockwork Wars, 3 hrs, 5 players, Some Gaming, Character/Armies Supplied*

Clockwork Wars is an epic board game of conquest, discovery, and espionage. Take control of the human "Purebreeds", or one of three hybrid races (Troglydtes, Rhinochs, and Mongrels), or the expansion race: the Inventions. Your goal is to vanquish your foes and accumulate the most victory points.

#### T-199 **Merlin**

by *John McCloud, 3 hrs, 3 players, Some Gaming*

In this game by Stefan Feld, players use their dice to move their knight around the Round Table to perform actions which help them gain influence, building material, shields to ward off traitors, and banners with special powers. Who will gain the most points and become the successor to King Arthur?

#### T-167 **Not Quite Ben Hur**

by *Dwayne Jacobs, Ave Caesar, 2 hrs, 6 players, Newcomers*

Can you win the race and still pay your respects to Caesar? Are you conniving enough to slow down to force everybody behind you to waste resources? Easy to learn, fast-paced. We will run multiple heats to determine the winner.

### Historical Miniatures

#### T-178 **Battle of Mantua 1805 Day 2**

by *David Reed, Rank and File, 6 hrs, 4 players, Some Gaming, Character/Armies Supplied*

Napoleonic warfare in Italy 1805. Austrian forces continue to attempt to relieve the French

siege of the fortress of Mantua.

### Historical Board Games

#### T-165 **Axis & Allies Anniversary Edition**

by *Mike Kelley, Axis & Allies, 6 hrs, 6 players, Some Gaming*

Let's celebrate the re-release of this great game together! We will choose either the OOB 1941 scenario or a tested home-brew 1942 setup that improves the original.

#### T-147 **Circus Maximus**

by *Joseph Hendrix, 2 hrs, 8 players, Tourn, Some Gaming, Character/Armies Supplied*

Race your Chariot! Will you use speed, will you go slow and steady or will you whip and slam your opponent's to win! Can you come in First!!! This will be a tournament if I get enough players!

## Time Block U: Sun 10:00AM

### Euro Style Board/Card Games

#### U-189 **Arcadia Quest**

by *Josh Reinwald, 3 hrs, 4 players, Some Gaming, Character/Armies Supplied*

In Arcadia Quest, players lead guilds of intrepid heroes on an epic campaign to dethrone the vampire lord and reclaim the mighty Arcadia for their own. But only one guild may lead in the end, so players must battle against each other as well as against the monstrous occupying forces.

### Historical Miniatures

#### U-105 **American Counterattack**

by *Craig Hunter, Bolt Action, 7 hrs, 6 players, Some Gaming, Character/Armies Supplied*

American units start their counterattack during the Battle of the Bulge.

#### U-182 **Sky's The Limit! WW II Dog-fights**

by *Chuck Staedler, Sky's The Limit!, 7 hrs, 6 players, Some Gaming, Character/*

### Armies Supplied

Take to the sky in this realistic aerial combat game. Two 3-hour scenarios featuring classic fighter duels in 1/144 scale. Fly a two plane element, take advantage of your fighters' unique performance profile, employ sound tactics, & (with luck) shoot down the enemy. So strap in & happy hunting!

#### U-171 **The Great Rice Hunt: Vietnam Search and Destroy Mission**

by *Charles Gomez, Charlie Don't Surf, 6 hrs, 6 players, Some Gaming, Character/Armies Supplied*

TIMELINE 1966. Following the campaign of insurgency waged by the Communists, large areas of South Vietnam were no longer under government control. Major troop deployments by Free World forces saw the Republic of Vietnam's allies attempt to restore order and rule of law in the lost provinces.

### Role Playing

#### U-130 **Dungeon Escape: Castle of the.. I forgot**

by *Amy Flaherty, Modified Pathfinder, 4 hrs, 6 players, Tried It, Character/Armies Supplied*

You wake up in the depths of a dungeon, treasure and equipment surrounds you. Your memory, however, does not. Can you escape with your body and mind intact? Or will the well designed dungeon trap you forever? Muahahaha. There will be Dice and "prizes"

## Time Block V: Sun 11:00AM

### Euro Style Board/Card Games

#### V-121 **Pandemic**

by *Frank Alonso, 2 hrs, 5 players, Newcomers*

Four diseases have broken out in the world and it is up to a team of specialists in various fields to find cures for these diseases before mankind is wiped out. We will be using the expansion On the Brink.

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## Time Block W: Sun 12:00PM

### Historical Board Games

W-148 **Circus Maximus**

by *Joseph Hendrix*, 2 hrs, 8 players,  
*Tourn, Some Gaming, Character/Armies  
Supplied*

Race your Chariot! Will you use speed, will you go slow and steady or will you whip and slam your opponent's to win! Can you come in First!!! This will be a tournament if I get enough players!

## Time Block X: Sun 1:00PM

### Euro Style Board/Card Games

X-202 **Gentes**

by *John McCloud*, 3 hrs, 3 players, *Some  
Gaming*

Gentes is an action selection game where players' time tracks can hold a limited number of actions and sand timers. Players use the actions to acquire and play cards, train your citizens as needed by the cards, get money and build cities. After 6 rounds, the player with the most points wins.

X-181 **Illuminati**

by *Brian O'Hara*, 4 hrs, 6 players, *Some  
Gaming*

The phone company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. And the Boy Sprouts are cashing in their secret Swiss Bank Account to smash the IRS!

## Time Block Y: Sun 2:00PM

### Euro Style Board/Card Games

Y-203 **Zombicide Black Plague**

by *Frank Alonso*, *Zombicide*, 3 hrs, 6  
players, *Some Gaming, Character/Armies  
Supplied*

Black Plague is a cooperative board game that brings the relentless zombie-killing action of Zombicide into a brand new fantasy setting. Control a party of survivors as they fight to rid the land of an invasion of zombies and Necromancers controlled by the game itself.

### Role Playing

Y-145 **One of 4 Portals**

by *Melanie Stark*, *No Thank You Evil*, 5  
hrs, 6 players, *Kids OK, Character/  
Armies Supplied*

There are 4 magic portals in your bedroom. Each one will take you to a different part of the land of Storia where adventures await. This is a great introductory RPG, but advanced players will have a great time too!

Y-129 **Redshirts In Space**

by *Amy Flaherty*, *D20 Future*, 5 hrs, 6  
players, *Some Gaming, Character/Armies  
Supplied*

Join The Crew of the Starship Honorable Mention away team to rescue two missing scientists and their important research on an unknown planet in the Klingot system. Can YOU survive and bring back the prize? There will be Dice and "prizes"!

## Time Block 0: Sun 4:00PM

### Euro Style Board/Card Games

0-173 **Istanbul!!!**

by *Scott Ashby*, *Istanbul*, 3 hrs, 5 players,  
*Kids OK*

Take on the role of a merchant buying and selling goods. While loosely a worker placement game, it involves aspects of resource management and route navigation. Movement is a unique mancala-esque style which evenly changes new and experienced players. This European game is a fun and rare find.

0-142 **Nations with Dynasties Expansion**

by *Noah Gadea*, *Nations*, 3 hrs, 5 players,  
*Some Gaming, Character/Armies Sup-  
plied*

Nations is an intense historical board game for 1-5 players that takes 40 minutes/player to play. Players control the fate of nations from throughout history. The nations constantly compete against each other and must balance immediate needs, long-term growth, threats, and opportunities.



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