



October 20th—22nd, 2017 at the Tebala Event Center, Rockford, IL

Rock-Con Convention Staff would like to thank:

- ◇ **Director & Events Coordinator:** Antina Richards-Pennock
- ◇ **Registrar & Website –** Danielle Vance
- ◇ **Treasurer:** Alex Cohen
- ◇ **Public Relations:** Greg Johnson
- ◇ **Exhibitor/Vendor Coordinator:** Scott Johnson
- ◇ **Silent Auction:** Kate Moan, Erik Moan, Peter Czyzewski, & Heather Czyzewski
- ◇ **NAVCON Staff:** Mark Nies, Dave Nelson, Tom Beach, & Mrs. Nies
- ◇ **Paint & Take:** Kristen & Paul
- ◇ **Adepticon Board Game Library:** Andrew Brown & Joe Adams

Convention Support:

- ◇ **Henchman:** Michael Pennock
- ◇ **...And the Mighty Minions:** Larry Vance, Pat Bailey, Kallie Bailey, Mich-ka Bailey, Janna Bailey, Lisa Menkhous, Scott Parrie, Tim Willard, Nick Klapper, Ernesto Salas, Ben Kies & Eddie Kies.

We'd also like to thank and welcome:

- Sponsors:** Cain & Company & Adepticon
- Special Groups -** NavCON, Adepticon BGL, Battlefield Hobbies, D-Company, Historical Miniature Gaming Society (HMGS)-Midwest, Northern Front Podcast, Paint & Take, Rockford Pathfinder Society, The Regular Irregulars, Black Dog Hobby & our Tournament Organizers, Sponsors & Contributors.
- Judges –** The staff thanks the Judges for their time & effort preparing and running games, without them, there is no Rock-Con.
- 2017 Logo Design:** Dan Houser

Admission for the Convention - Admission for the weekend is \$30.00. Per day admissions are \$15.00. There are discounts available for military, police and firefighter personnel (active, reserve and retired with valid ID)

****Keep track of your badge. Your badge is your admission, if you lose your badge you must pay for a new one.****

Convention Policies

- ◇ **Food/Alcohol** Rock-Con prohibits outside food from entering the building during times the concession are offering service. We also prohibit outside alcohol from entering the hall as there is a bar available on site. Rock-Con restricts the use of alcohol around minors. Please do not drink and drive. If you cannot drive, please alert the Rock-Con staff and we will contact a cab company for you.
- ◇ **Smoking:** Rock-Con prohibits smoking anywhere within the building. Smoking may only be done in areas designated by the facility. Please place butts in the provided receptacles.

Ejection from Rock-Con - We reserve the right to eject, without refund, anyone; for any reason deemed appropriate by the staff. This includes but is not limited to: poor sportsmanship, unruly behavior, and illegal activities. So far the staff has never had to use the policy, and we would prefer to see everyone who attends have fun during the weekend.

Door Prizes

When you enter the convention you will receive a door prize ticket with your badge purchase. There will be a door prize table with numbered glass bowls for you to place half of your ticket into. Please write your name on the back and you **must be present to win**. Additional tickets are available at Registration @ the cost of:

- 1 ticket for \$1.00
- 6 tickets for \$5.00
- 15 tickets for \$10.00
- 40 tickets for \$20.00.

The drawings will be held on Saturday at 1:45 & 6:45 PM and the numbers will be marked on the board so as not to interrupt games in progress. If you have a winning ticket, please contact a member of the staff.

LIMITED EDITION CUSTOMIZED CONVENTION DICE AVAILABLE!

There are a limited number of dice available featuring Rock-Con's 2017 Logo! Commemorative Convention dice (pictured right) can be purchased for \$3.00 per pair at Registration.

There are a few of the 2016 dice remaining, but they won't last long!



Gaming Hours

Friday Open gaming from 2:00 to 6:00 PM
Slot 1 from 7:00 PM to 11:00 PM
Saturday Slot 2 from 9:00 to 1:00 PM
Slot 3 from 2:00 PM to 6:00 PM
Slot 4 from 7:00 PM to 11:00 PM
Sunday Slot 5 from 9:00 to 1:00 PM

How do I sign up for a game?

To reserve a seat in a game, head to the Games Sign-up area. Each game has a sheet, but please, only sign up for one game per time slot. If the game is full please choose a different game or talk to one of the convention staff. If a game you signed up for has been cancelled please see a staff member and we will try and get you into a different game for that time period. You must register for Tournaments at Registration if you did not register online before attending the convention.

Dealers Hours

Friday Set up will be until 6:00 PM, and the dealers have the option to open until 9:00 PM
Saturday 9:30 AM until 6:30 PM
Sunday 9:30 AM until 1:00 PM, then the dealers will be breaking down.

Hall / Registration Hours

Friday 12:00 PM to 11:00 PM
Saturday 8:00 AM to 11:00 PM
Sunday 8:00 AM to 2:00 PM

GMs may have access up to 1 hour after Registration closes to clear their game. Thank you for your consideration!

All personnel need to be off premises by 3:00 PM Sunday, but we hope to see you all again in 2018!!!!



The Saturday Silent Auction

Drop off times: Friday 3:00 PM - 5:00 PM
Saturday 9:00 AM - Noon
Bidding time Saturday 10:00 AM - 2:30 PM
Bidder Pick Up begins at 3:30 PM
Seller Pay Out (approximately 5 PM) but does NOT begin until ALL buyers have paid for their purchases ~ No exceptions!
Times subject to change!!!!

OUR THANKS TO OUR SPONSOR:

SILENT AUCTION RULES

- ◆ You MUST have a number issued from Auction Staff to buy or sell. You may use the same number to buy or sell at the auction.
- ◆ Opening bid must be at least \$1 (minimum).
- ◆ Minimum raise must be at least \$1 increments.
- ◆ Buyout price must be at least \$2 minimum. The Buyout Price is optional. This is the price that a person can pay and immediately purchase the entire lot.
- ◆ Once a lot has received a bid, it cannot be withdrawn from the auction.
- ◆ Once a lot has a bid equal to or higher than the buyout price, the buyout option may not be used.
- ◆ Buyers bid on a lot by writing their bidder number and the amount bid on the attached form. If a lot receives more than 20 bids, it will be verbally auctioned off at the close of the auction.
- ◆ Buyers who bid are committed to purchase the lot on Saturday evening at the auction close. Your bid is your bond!
- ◆ CASH payments are preferred. Credit card payments will be subject to a 5% convenience fee.
- ◆ The auction (buying or selling) is available to registered/paid convention attendees only.
- ◆ Unsold items will be returned to their owners. Unsold and unclaimed product will become the property of What-Khan Convention LLC.

The auction staff reserves the right to refuse acceptance of any auction lot.

SELLER NEED TO KNOW'S

- ◆ The least expensive way to sell an item is by pre-registering and providing a buyout price.
 - ◆ Items pre-registered with a buyout price - \$1.00
 - ◆ Items pre-registered without a buyout price - \$1.50
 - ◆ Items registered at the convention with a buyout price - \$2.00
 - ◆ Items registered at the convention without a buyout price - \$2.50
- ◆ Seller Fees are non-refundable.
- ◆ Be sure to fill out your form completely. Minimum Bid must be at least \$1. Buyout Price at least \$2.
- ◆ When you bring your item in, **please** have your bid slip (that you print at home) attached to your items. If you are selling 2 or more items in one lot, fasten them together.
- ◆ If you are selling minis and want people to be able to see them, please put them in a plastic bag, clear box, or a box with plastic wrap over the top.
- ◆ Finally, please be aware that we cannot pay you until we collect from the buyers. So while we will make every effort to pay you ASAP, we cannot pay until we collect.

BUYER IMPORTANT POINTS:

- ◆ You must bid at LEAST the minimum.
- ◆ Please write as legibly as possible.
- ◆ All bids must be in \$1 increments (no change please)
- ◆ If you want to look inside an item, be sure to ask one of the auction staff.
- ◆ If you cannot pick up and pay for your item between 3:30 PM and 4 PM Saturday, **please** either buy it outright or do not bid. We hate to disappoint our sellers.
- ◆ CASH payments are preferred. Credit card payments will be subject to a 5% convenience fee.

C A I N  COMPANY



Slot 1 - Friday 7 PM - 11 PM

Close Action Will Philadelphia escape? Judge: R. Reynolds

Napoleonic Sail - The frigate Philadelphia escapes from from Tripoli and is under tow when a bunch of Barbary pirates try to chase her down. Who will succeed?

SEMINAR: French Naval History ~ Presented by Leonard Krol.

The French navy has their own legacy of glory. We will take a look at this.

Naval Yatzy: Battle of Trafalgar by C. Wiser, History in Miniature (Des Moines)

Refight the largest naval battle of the Napoleonic Wars using lovely 1/1000 scale "Sails of Glory" ship models. It is 1805 and a British Royal Navy Fleet under Admiral Nelson must defeat a combined French and Spanish fleet under French Admiral Villeneuve to save England from invasion by Napoleon. Will the better quality of the Royal Navy overcome the larger size of the combined allied fleets? Each player commands a squadron of Ships of the line, but sometimes your captains and crew don't do exactly what you want them to do. Naval Yatze rules are fast and easy to play with no writing, just event cards, dice and markers on the ship models. Great for beginners, no nautical knowledge or understanding how to sail is required but proper use of period tactics does get rewarded (as does good die rolls). A sense of humor, the ability to swim, tread water, or row for long periods of time may be beneficial.

Slot 2 - Saturday 9 AM - 1 PM

Savage Skies - Naval expansion / Fires in the Sky The USS Arizona Strikes Back Judge: JP Aguilu

Early in the morning of Dec 8th: The Japanese have just bombed the American base at Pearl Harbor. Eight battleships were damaged and all but two destroyers and supporting ships were put out of action. As of this time, no declaration of war has come from Washington, but the US navy has sprung into action, repairing the damage and preparing a counter-strike. It is believed that a large Japanese naval force is still heading toward Hawaii, with aircraft carriers and cruisers, possibly troop ships, ready to launch an invasion of the islands. Also it was reported: There were no US aircraft carriers in the harbor, and the USS Arizona was only slightly damaged. She is leading a strike force northward to the area where the Japanese fleet is most probably located. More news on casualties and the extent of damage is classified, but will be reported as soon as it is available.

The age of Dreadnoughts: The First Battle of Hawaii by S Siebold, HMGS-Midwest

Alternate History. The rebellion of 1893 fails and Hawaii remains independent. The queen decides to become a protectorate of Russia in 1907 and the United States goes to war. A Russian supply convoy is intercepted by a US fleet.

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Slot 3 - Saturday 2 PM - 6 PM

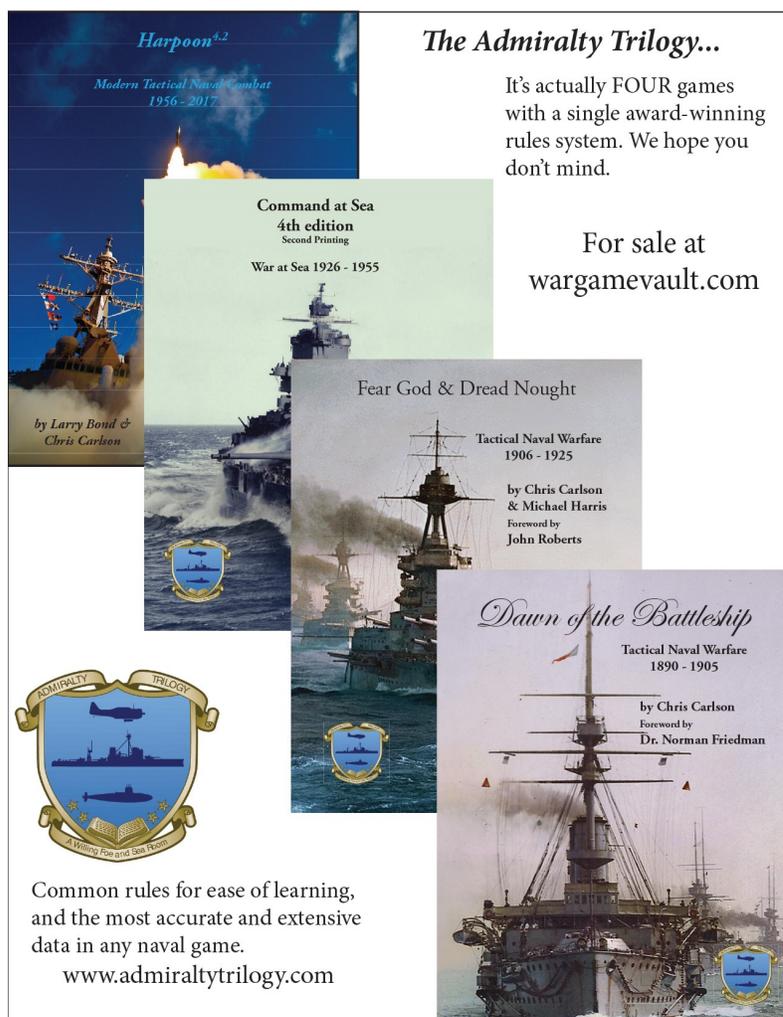
Close Action Napoleonic Ships - Squadron Action Judge: R. Reynolds

Two good size French and British squadrons fight for sea control. SOLs punch it out in the open ocean. Children with an adult welcome.

Slot 4 - Saturday 7 PM - 11 PM

Close Action Napoleonic Ships - Squadron Action Judge: R. Reynolds

Two good size French and British squadrons fight for sea control. SOLs punch it out in the open ocean. Children with an adult welcome.



Harpoon^{3,2}
Modern Tactical Naval Combat
1956 - 2017

Command at Sea
4th edition
Second Printing
War at Sea 1926 - 1955

Fear God & Dread Nought
Tactical Naval Warfare
1906 - 1925
by Chris Carlson
& Michael Harris
Foreword by
John Roberts

Dawn of the Battleship
Tactical Naval Warfare
1890 - 1905
by Chris Carlson
Foreword by
Dr. Norman Friedman

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Savage Skies - Naval expansion / Fires in the Sky The USS Arizona Strikes Back Judge: JP Aguilu

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Special Groups or Events

Games List has more info



HMGS Midwest



Milwaukee's D-Company is an adult group of dedicated miniatures gamers. We have been attending and running wargaming events in Rockford for multiple years. We consider it to be one of the finest gaming weekends around. In fact we refer to our annual trip to Rock-

ford as "The second most wonderful time of the year."

For the fun of everyone involved, all D-Company events are designed for experienced adult gamers who are familiar with the rule systems for the games we offer. You can find D-Company at Rock-Con in our traditional spot, "the back corner." Or look for our lads with our group name on their badges.

We'll have *Warhammer 30K and 40k*, *Aeronautica Imperialis*, and *Robotech RPG Tactics* games going at a minimum. Several tables will host our usual mix of terrain setups, but we'll have some stuff for sized between 6mm (1/285) and 28mm, plus the usual "generic scale" winter, green fields/river and city boards.



We are a local game group in Rockford that provides support to gamers that crave a fun and challenging atmosphere. We specialize in family-orientated games, as well as various Deck-Building, card, RPG and general board games.

Our experts will be on hand to provide you with information about all the games we have available to play and we will have featured games and demos throughout the weekend, so come by and check out what's new frequently. Game that will be available this weekend include – *AEG board game & Atlas Games Demonstrations* – all weekend, *Dungeon and Dragons Adventure Game Leagues* (details in the event game section).

HMGS-Midwest is an Illinois Not-For-Profit Corporation dedicated to promoting the study of military history and its recreation in miniature. Each spring HMGS-Midwest holds Little Wars, the Midwest's premier historical gaming convention in Lombard, Illinois.

This year members from HMGS-Midwest will be running games such as *Hail Caesar*, *Fistful of Lead*, *Jagdpanzer*, *Over There*, and others.

HMGS Midwest Membership runs from March 1st until March 1st of the following year. Membership is \$10.00. Gaming discounts are granted to members at the following stores – *Games +*, *Unique Gifts and Games*, *Chimera Hobby*, *Draxtar Games & Lake Geneva Games*.

<http://hmgsmidwest.com/index.html>

<https://www.facebook.com/Historical-Miniatures-Gaming-Society-Midwest-186392984739885/>

<https://www.facebook.com/events/264487283925417/>
(Little Wars Event Page)

NORTHERN FRONT A WARGAMING PODCAST

The Northern Front is a group of gamers dedicated to historically based miniature and board games. We also produce a podcast devoted to the hobby we love where we discuss what we are doing in the hobby, current games, hobby and modeling, guest hosts and upcoming events.

Like many of you we also enjoy attending gaming conventions and hosting events. In the past we have presented games such as WWII Bolt Action tournaments, Black Powder American War of Independence, Black Powder Anglo-Zulu War, WWI Chain of Command, Wings of Glory and Naval Thunder. This year we will continue with the Anglo-Zulu theme with our Rorke's Drift scenario, add American Civil War - 1st day Gettysburg scenario and a large Naval Thunder Battle of Samar "what if" scenario.

If you enjoy what we present at the conventions we hope you will check out our free podcast which is now up to 15 episodes and releases about once a month.

Link to Podcast:

<http://northernfrontpodcast.libsyn.com/>



Technology at the Miniature Gaming Table



**Tools, Accessories and
Innovations Shaping our
Gaming Future**

A Sunday Seminar at the Rock-Con
Game Convention, Oct. 20-22, Tebala Event Center
7910 Newburg Road, Rockford, Illinois 61108



Special Thanks to

FRIENDS OF NAVCON

Admiralty Trilogy Group

<http://www.admiraltytrilogy.com/>

Against the Odds Magazine

<http://www.atomagazine.com/>

GMT Games

<http://www.gmtgames.com/>

High Flying Dice Games

<http://www.hfdgames.com/>

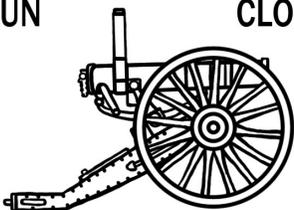
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MON - FRI 10AM - 6PM
SAT 10AM - 5PM
SUN CLOSED



TOURNAMENTS

NOTE: Registrants for Tournaments will be given "tickets" from registration to hand in at the tourney table. Please be sure to get your ticket at registration and turn it in to the Tournament Judge.



**Warhammer 40K (8th Edition)
2,000 Point Tournament
Saturday starting at 9 AM—11 PM**

The Warhammer 40K Tournament for SATURDAY is sponsored by [Black Dog Hobby and Game](#) and has a \$5 registration fee.

2,000 point matched play tournament. 3 Rounds. Running Saturday 9 AM - 11 PM.

TOURNAMENT ORGANIZER(S) ARE THE FINAL JUDGE FOR ANY ISSUES INVOLVING INTERPRETATION / CLARIFICATION OF RULES.



SATURDAY starting at 9 AM

Malifaux Standard 50 SS tournament using the Gaining Grounds format.

Registration will begin at 9:00 AM with play beginning at 10:00 AM. This will be a 3 or 4 round tournament, depending on the number of players.

TOURNAMENT ORGANIZER(S) ARE THE FINAL JUDGE FOR ANY ISSUES INVOLVING INTERPRETATION / CLARIFICATION OF RULES.



**Warhammer 40K (8th Edition)
500 Point Random Teams Tournament
SUNDAY 9 AM - 1 PM**

The Warhammer 40K Tournament for SUNDAY is sponsored by [Black Dog Hobby and Game](#) and has a \$5 registration fee.

Speed-Hammer! This event will be a 3 round tournament. Random teams will be determined at the beginning of the tournament. Each game will last 90 minutes, and be 6 turns, which means that each team will have 7.5 minutes to complete each turn! Play fast!

TOURNAMENT ORGANIZER(S) ARE THE FINAL JUDGE FOR ANY ISSUES INVOLVING INTERPRETATION / CLARIFICATION OF RULES.



www.warlordgames.com

ROCKFORD

RPS has several games of Pathfinder Society Games on the schedule.



Players and GMs can pre-register for specific sessions here:

<https://warhorn.net/events/rock-con-2017-pfs>

For more information check out these websites:

- ⇒ <http://paizo.com/pathfinderSociety>
- ⇒ <https://www.facebook.com/groups/295556277212426/> (Rockford Pathfinder Society Group)
- ⇒ https://www.reddit.com/r/Pathfinder_RPG

Check for available seats in the Pathfinder area.

SCHEDULED GAMES

Age of Eagles: Battle of Auerstadt by *J Cohen*, at table: **A1**

Marshal Davout has received orders to come to Napoleon's aid. However his route to the south is blocked by the main Prussian force of 55,000 men. Although outnumbered two to one, can Davout's superbly trained III Corps once again prevail.

Fig Size: 15mm # of Players: 4 - 6, Age: 16+ Experience Level: Intermediate

Scheduled in Slot 2 - Saturday 9 AM - 1 PM

All things zombie: Better dead then zed by *S. Adams*, *Survivors of zombie land* at table: **E3**

Survivors race to get supplies and shelter to live out their lives without being eaten.

Fig Size: 28mm # of Players: 6 - 10, Age: All Ages Experience Level: Beginner

Scheduled in Slot 3 - Saturday 2 PM - 6 PM

Axis and Allies: Axis and Allies 1942 by *M Danko*, at table: **E7**

The board game we all know and love. Pick one of the 5 major powers during WWII, build your armies and conquer the world!

Fig Size: # of Players: 2 - 5, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

B Movie Madness (Home Rules): B Movie Game - Episode XXII; Escape From Dirt by *M Pennock*, at table: **B2, C2**

The time you have spent in the Cosmic Diplomatic Service has done wonders for your career and your status in the Galactic Confederation. After careful grooming by your superiors you have finally been selected to participate in an actual First Contact Ceremony; an honor only slightly diminished by the local inhabitant's insistence upon referring to their home planet as Dirt (Seriously, who picks these names?). You and your party arrived on Dirt only to discover that this Leader fellow who invited you "what was his name again?" "Hitler? Is a raving, bloodthirsty sociopath bent upon murder and destruction who only wants you to provide him with advanced technology to aid in his conquest of the planet. If that were not bad enough, Leader Hitler has already embarked upon his campaign and has succeeded in making his neighbors rather angry. Large numbers of them are closing in for the kill even as your ambassadorial mission landed for the opening ceremony, and they do not appear to be in the mood to discuss diplomatic niceties. Things were looking bleak until a junior member of your mission set off a WarpMaster (TM and patent pending) dimensional warp grenade, allowing you to flee the "Welcome Center". Now all you need to do is get to your ships and flee Dirt once and for all.

They're right over there, on the other side of the battlefield. Good luck!

Fig Size: 28mm # of Players: 4 - 16, Age: 12+ Experience Level: Beginner

Scheduled in Slot 4 - Saturday 7 PM - 11 PM

Battleground WWII: Tankers Challenge - Late War Western Front by *J.Henn, Battlefield Hobbies* at table: **D5**

Get in your tank and command your crew as you battle with equipment from the Normandy breakout through the Battle of the Bulge. Control one tank at a time in this winner takes all battle. The scoreboard is on as you get points for knockouts and kills. You are never out of the battle!

Fig Size: 20mm # of Players: 8 - 12, Age: 16+ Experience Level: Beginner

Scheduled in Slot 2 - Saturday 9 AM - 1 PM

Black Powder: Rorke's Drift by *A. Filter/P. Cook, Northern Front Podcast (NFP)* at table: **B1**

Following the decisive victory at Isandlwana on the morning of January 22nd 1879 a portion of the victorious Zulu army proceeded to attack the tiny British garrison at the Rorke's Drift outpost. The outnumbered British received a warning and prepared a hasty defense. The beleaguered red coats mounted a stiff defense and successfully held off the overwhelming Zulu horde through the evening and into the next morning. As a result of the disaster at Isandlwana and this heroic stand 11 of the defenders were awarded the Victoria Cross. Now you can you take command of a British unit and coordinate a better defense than the British were able to do historically or will the Zulu again overwhelm the British defenders and destroy them in detail? This is your opportunity to find out using the easy to learn and fast playing Black Powder rules system.Â

Fig Size: 28mm # of Players: 2 - 7, Age: 12+ Experience Level: Intermediate

Scheduled in Slot 1 - Friday 7 PM - 11 PM

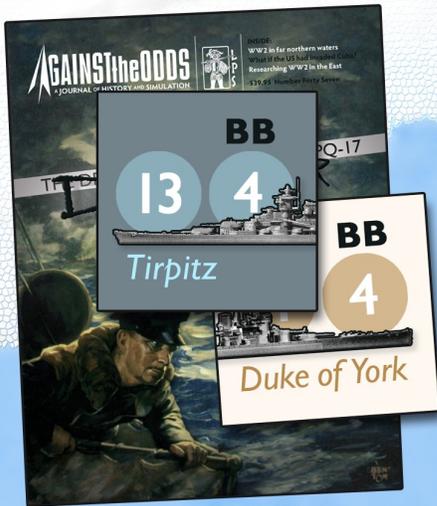
Black Powder: Battle of Briar's Run by *S. Zimmerlee*, at table: **A2**

War of 1812. American militia, supported by a few regulars attempt to hold off a British/Canadian assault.

Fig Size: 28mm # of Players: 4 - 8, Age: All Ages Experience Level: Intermediate

Scheduled in Slot 2 - Saturday 9 AM - 1 PM

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LIBRARIUM (BOARD GAME LIBRARY)

Adepticon Board Game Librarium

Sponsored by Cat & Mouse Games, the D6 Generation, and Double Exposure, Inc. – the AdeptiCon Librarium collection features games from our on-site vendors, some of the most popular names in the industry – including GaleForce 9, Fantasy Flight Games, Cool Mini or Not, Privateer Press, Mantic Games, Iron Box Games, and Wyrd! There will also be games from our sponsors, including Asmodee, Days of Wonder, IELLO, Game Salute, Stronghold Games, Plaid Hat Games, Smirk and Dagger and more! With well over 150 games (and growing), the Librarium will be well-stocked!



Currently there are upwards of 30 games included in the Play to Win line-up. These are Librarium games that players have a chance to win. Any time you play one of the PtW games, your name is entered in a drawing to win that game.

Throughout the weekend there will be friendly and knowledgeable staff manning the Board Game Area to provide assistance and run games. Games are will be loan on a first-come, first-served basis and are subject to availability. (from the ABGL page - http://www.adepticon.org/?page_id=9424)

Bloody Big Battles: Guns of August by *M Huskey*, at table: **D1**

This is one of the many clashes between the French and German armies on their frontier at the outbreak of the war, 1914.

Easy to learn rules (especially if you are at all familiar with Fire and Fury rules). The real battles were a bloodbath, see if you can do any better?

Fig Size: 12mm Kallistra # of Players: 4 - 8, Age: 16+ *Experience Level:* Intermediate

Scheduled in Slot 4 - Saturday 7 PM - 11 PM

Bobek's Games of War: Rome vs. Greece by *J. Thompson, HMGS Midwest--Mt. Prospect* at table: **D3**

Battle between a Roman army and various Greek city states: an approach to ancient gaming emphasizing simplicity. It is stand-based (various sized figures can be mounted; thus people with different sized figures can play together)

Fig Size: Stand based; various figure sizes used (say 15 mm- 28mm) # of Players: 2 - 6, Age: 16+ *Experience Level:* Beginner

Scheduled in Slot 3 - Saturday 2 PM - 6 PM

Brigade Fire and Fury (2nd ed): Gettysburg 1st Day by *A. Filter/P. Cook/J. Filter, Northern Front Podcast (NFP)* at table: **B1**

It is 10AM July 1st 1863. Union Brigadier General John Buford and his cavalry have spent the morning fending off the lead elements of A.P. Hill's Corps from Army of Northern Virginia. Unknown to the Confederates Major General John Reynolds and his 1st Corps including the famed Iron Brigade have just arrived on the field. Now it is time for you take command as either a Union or Confederate General and decide the fate of the nation. As the Confederate player will you drive those Yankees off the high ground or as a Union man will you be able to halt the overwhelming advance until more reinforcements can arrive. Come find out.

Fig Size: 10mm # of Players: 4 - 12, Age: 12+ *Experience Level:* Intermediate

Scheduled in Slot 2 - Saturday 9 AM - 6 PM

Chain of Command: Ostfront! by *P Scrivens-Smith*, at table: **A3**

A series of linked games using Big Chain of Command to represent battles on the Eastern Front

Fig Size: 28mm # of Players: 6 - 8, Age: All Ages *Experience Level:* Experienced

Scheduled in Slot 2 - Saturday 9 AM - 1 PM, Slot 3 - Saturday 2 PM - 6 PM, Slot 4 - Saturday 7 PM - 11 PM

Chainmail: Invasion of the Wainriders by *K. Cabai, HMGS Midwest* at table: **D4**

The Wainriders were a confederation of Easterling tribes who were united by their hate of Gondor, fueled by Sauron. Following the Great Plague which weakened Gondor, they started their raids in 1851 of the Third Age and attacked in full force five years later, defeating the Gondorian army and killing King Narmacil II. They rode in great wagons and chariots (which gave them their name), and raided the lands of Rhovanion, destroying or enslaving its people. Gondor gradually lost all of its possessions east of Anduin, save Ithilien, to them. The Wainriders strike again in 1944.

Fig Size: 28mm # of Players: 1 - 12, Age: All Ages *Experience Level:* Beginner

Scheduled in Slot 4 - Saturday 7 PM - 11 PM, Slot 5 - Sunday 9 AM - 1 PM

Circus Maximus: Circus Maximus by *T Mayne, NA* at table: **B2**

Children and women with genteel dispositions please avert your gaze and cover your ears. This is a brutal race of both beast and men in Ancient Rome. Test your courage against men of similar ilk in this grueling chariot race. Sharpen the scythes on your chariot, oil you whip, and check your morals at the gate. A Rock Con Original! And Classic returns.....Hail Ceaser!

Fig Size: 6mm # of Players: 4 - 8, Age: 18+ Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

Close Action: Will Philadelphia escape? by *Roger R Reynolds,* at table: **A5**

Napoleonic Sail - The frigate Philadelphia escapes from from Tripoli and is under tow when a bunch of Barbary pirates try to chase her down. Who will succeed?

Fig Size: 1/1200 # of Players: 4 - 7, Age: 16+ Experience Level: Intermediate

Scheduled in Slot 1 - Friday 7 PM - 11 PM

Close Action: Napoleonic Ships - Squadron Action by *R Reynolds,* at table: **A5**

Two good size French and British squadrons fight for sea control. SOLs punch it out in the open ocean.

Fig Size: 1/1200 # of Players: 8 - 14, Age: 16+ Experience Level: Intermediate

Scheduled in Slot 3 - Saturday 2 PM - 6 PM

Slot 4 - Saturday 7 PM - 11 PM

Command Decision IV Modified: Escoville by *R Loken, Irregulars Gaming Group* at table: **Upstairs**

On June 9, 1944 Kampfgruppen Von Luck is in close contact with the 6th British Airborne division. Escoville is contested and KG Luck has been ordered to attack towards the Orne river and retake Ranville and Pegasus bridge. This game will feature Becker's funnies, and tetrarchs.

Fig Size: 15 mm # of Players: 6 - 12, Age: All Ages Experience Level: Beginner

Scheduled in Slot 2 - Saturday 9 AM - 1 PM, Slot 3 - Saturday 2 PM - 6 PM

CONGO Adventure in the Heart of Africa: Congo, and lost Jungle by *B Knoll,* at table: **D3**

Come and Join a wild game of Congo. Become part of a white man expedition, forest tribe, band of African kingdom or Sultante of Zanzibar in the Jungle of Congo. Can you accomplish your mission or became one of the lost soul of Africa

Fig Size: 28 # of Players: 4 - 6, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

D&D 5th Edition: Famine in Nilreb by *E.Enzenbacher,* at table: **A1**

It has been almost a year since the Arch Cathedral of Torm has heard from the Newly built Cathedral in Nilreb. Your Party, a pious group of adventurers of the Arch Cathedral of Torm, have been asked to travel with a Caravan to Nilreb to discover what is going on in the newly built cathedral and what has happened to the envoys sent previously. You have been given a wagon of supplies to bring the Cathedral, as well as a mission to discover what is going on and to bring law and order if necessary. 10th-12th level characters will be provided. Do you have what it takes to discover the truth in Nilreb?

Fig Size: D&D Miniatures # of Players: 6 - 12, Age: All Ages Experience Level: Beginner

Scheduled in Slot 3 - Saturday 2 PM - 6 PM, Slot 4 - Saturday 7 PM - 11 PM

D&D 5th Edition: Blacked out in Baldur's Gate by *R. Derry, LegenDerry Gaming* at table: **D1**

5E D&D adventure of discovery. Was it the mead? Was it something you ate? Are you part of some nefarious scheme? Are you lost? Who are you? What are you? Why is your character sheet blank? Is ignorance bliss?

Pre-gens only. It's part of the scenario.

Fig Size: 20mm # of Players: 4 - 6, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM, Slot 3 - Saturday 2 PM - 6 PM, Slot 5 - Sunday 9 AM - 1 PM

Desperado: This town ain't big enough... by *J Moone*, at table: **E7**

After last night's poker game the Sheriff and the Marshal almost had it out. If not for the Mayor and the Judge breaking things up- there would have been blood. In the cold light of day TODAY there will be blood. Pick a side. Simple rules taught - this is for fun.

Fig Size: 28mm # of Players: 4 - 8, Age: 12+ Experience Level: Beginner

Scheduled in Slot 5 - Sunday 9 AM - 1 PM

Desperado: Trouble in Little Chicago by *S Johnson*, at table: **B2**

1930's Northern Illinois something has been going on in small town of Russellville, can the Prohibition Agents get to the bottom of the problem? Pulp action at its best! Moonshiners, Gangsters, Prohibition Agents and some surprises.

Fig Size: 28MM # of Players: 4 - 8, Age: All Ages Experience Level: Beginner

Scheduled in Slot 3 - Saturday 2 PM - 6 PM

DUST 1947: Railyard Rumble by *P. Bailey*, at table: **D1**

Axis forces holding the railyard in Zverograd have become complacent, as the front lines have moved a mile or so away. Now SSU forces hope to sweep in, capture the switch control building, and then press an attack with their armored trains. This is the action to capture the building, or to defend it.

Fig Size: 28mm Heroic # of Players: 2 - 6, Age: 16+ Experience Level: Beginner

Scheduled in Slot 2 - Saturday 9 AM - 1 PM

Dust 1947: Operation Lancelot by *E. Finch*, at table: **A2**

OPERATION LANCELOT In the world of Dust 1947, the Allies and SSU have agreed to a fragile alliance in order to breach the vaunted Fortress Europe of the Axis. Players are invited to command USMC forces assaulting the beaches, SSU paratroopers tasked with securing the landward end of a vital causeway off the beaches, or the Axis troops prepositioned to thwart any attempt to penetrate their stronghold.

Fig Size: Jan-42 # of Players: 4 - 8, Age: 12+ Experience Level: Beginner

Scheduled in Slot 3 - Saturday 2 PM - 6 PM, Slot 4 - Saturday 7 PM - 11 PM

Fate of the Nation: Armor in the Sinai, 1967 by *R Hardin*, at table: **E7**

Egyptian and Israeli armored forces clash in the desert in the opening of the 1967 campaign. Based on a true encounter, this game will have many types of armored vehicles on both sides to see how they fair. Uses the Fate of the Nation, Flames of War book.

Fig Size: 3mm/1/600 # of Players: 4 - 6, Age: 16+ Experience Level: Intermediate

Scheduled in Slot 2 - Saturday 9 AM - 1 PM



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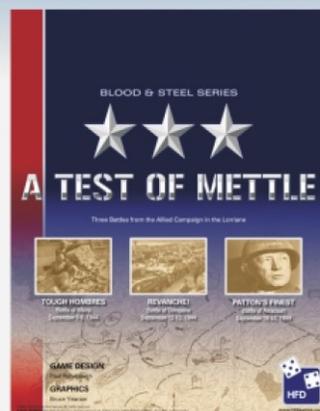


A TEST OF METTLE

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A TEST OF METTLE is three games in one great package! Our first 'TriPak Game'

The Allied offensive was no cakewalk. Fierce battles raged for the Lorraine region in Eastern France. The Battle of Arracourt is depicted in Patton's Finest, French General Leclerc's attack with the Battle of Dompierre and the Battle of Mairy were the 90th Infantry was redeemed.



- Three, 11" x 17" game maps
- One 8-page rule book for each game
- 280, double sided die cut counters and markers
- One Player Aid Card
- Boxed, including a counter storage tray

Each Game is available now!

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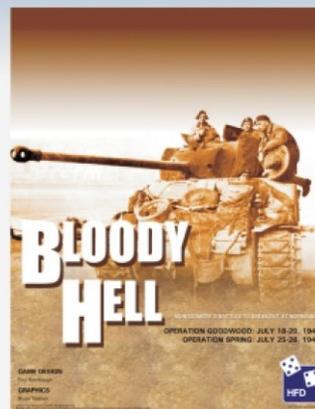
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BLOODY HELL

Operations Goodwood and Spring: July 1944

BLOODY HELL is two games in one package which can be played separately or linked into a larger campaign game.

Montgomery's onslaughts against a depleted enemy that were to finally break the Allies out of the Normandy beachhead. The British attack was an earlier attempt and followed by his assault towards Verrieres Ridge is depicted in Operation Spring.



- Two, 17" x 22" game maps
- One 8-page rule book
- 280, double sided die cut counters and markers
- One Player Aid Card
- Boxed, including a counter storage tray

Fistful of Lead: They Hung Timmy! by *J Gullion, HMGS Midwest* at table: **C4**

The town of Holbrook hung Timmy! His family has been gathering to pay retribution for Timmy. That'll be shooting soon! Western shootout using Fistful of Lead rules! Fast shooting and fast talking!

Fig Size: 25mm # of Players: 2 - 8, Age: All Ages Experience Level: Beginner

Scheduled in Slot 4 - Saturday 7 PM - 11 PM

Formula De: Formula De - Brazilian Grand Prix by *T. Ringo,* at table: **D2**

The Grand Prix is on! Race on a giant 4' x 6' Formula De game board with Micro Machines cars. Will you be fast enough on the straights and nimble enough in the corners to take home the winner's trophy? A different track will be used in each session.

Fig Size: NA # of Players: 2 - 10, Age: 12+ Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

Formula De: Formula De - Long Beach Grand Prix by *T. Ringo,* at table: **D2**

The Grand Prix is on! Race on a giant 4' x 6' Formula De game board with Micro Machines cars. Will you be fast enough on the straights and nimble enough in the corners to take home the winner's trophy? A different track will be used in each session.

Fig Size: NA # of Players: 2 - 10, Age: 12+ Experience Level: Beginner

Scheduled in Slot 3 - Saturday 2 PM - 6 PM

Formula De: Formula De - Italian Grand Prix by *T. Ringo,* at table: **D2**

The Grand Prix is on! Race on a giant 4' x 6' Formula De game board with Micro Machines cars. Will you be fast enough on the straights and nimble enough in the corners to take home the winner's trophy? A different track will be used in each session.

Fig Size: NA # of Players: 2 - 10, Age: 12+ Experience Level: Beginner

Scheduled in Slot 4 - Saturday 7 PM - 11 PM

Hail Ceasar: Battle of Invernahavon - Scotland 1370 by *J Gullion, HMGS Midwest* at table: **C4**

The Cameron Clan has been raiding and on their way home. The Chattan Confederation under Clan Mackintosh has joined up with Clan McPherson and Clan Davidson to stop them and take their loot for themselves.

Fig Size: 15mm # of Players: 2 - 6, Age: 16+ Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

Hex Command: Royal Slaughter - Also known as "Better than Lionheart" by *T. Cabak, Imagine Image Multimedia* at table: **E9**

"Royal Slaughter" - Also known as "Better than Lionheart," this game uses modified rules from the Parker Brothers board game "Lionheart," making them a fun, quick, interesting game set in the medieval era. With a few ideas from Hex Command Ancients, the game is GREAT fun with BIG, easy to move figures. Face off against your opponents in this game presented by Terry Cabak (Huntley IL.. btw we are looking for club members!). This game has been seen at What-Khan in previous years.

Fig Size: 1 / 72 # of Players: 2 - 8, Age: 16+ Experience Level: Intermediate

Scheduled in Slot 2 - Saturday 9 AM - 1 PM, Slot 3 - Saturday 2 PM - 6 PM

home rules: 55 Days at Peking by *J Michal, HMGS-Midwest* at table: **C1**

On 6th June 1900 the Boxers of China, an association of extreme nationalists dedicated to the expulsion of all foreigners from the country, rose up and, aided by the Chinese government, laid siege to the European colony in Peking. The military and civilian personnel of the Legation area made preparation for its defense and held out until relieved some eight weeks later.

The simulation will pit the players (the Allies) against the judge and his helps (the Boxers). Can you hold out until the relief column arrives?

Fig Size: 25mm # of Players: 8 - 16, Age: All Ages Experience Level: Beginner

Scheduled in Slot 5 - Sunday 9 AM - 1 PM

Jagdpanzer 2nd Edition: Battle for Huppy by *K. Cabai, HMGS Midwest* at table: **D4**

Panzergruppe Kleist, has cut off and trapped the allied forces in and around Dunkirk. The 2nd Motorized Division, has been given the task to guard the right flank. Establishing bridgeheads across the Somme river, and hold the approaches to the critical city of Abbeville. The British 1st Armoured Division has been placed under control of the French XX Corps. Their mission is to destroy the bridgeheads across the Somme River, and advance to Abbeville. England needs a success, this is the first use of an English Armoured Division, in combat. Do your duty.

Fig Size: 15mm # of Players: 1 - 12, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

Slot 2 - Saturday 9 AM - 1 PM

Kings of War: Chinese Frontier by *M. Newberry,* at table: **C1**

It is 250 BC on the frontier in Northern China, and the alarm has been sounded once again at an outpost that lies on the boundary between Imperial China and the barbarian Mongols. As the Chinese player, you will have to defend the emperor's lands and protect his people from the onslaught of the desert nomads. As the leader of a Mongol army, you will have the opportunity to gain great honor and glory as your soldiers fight against the disciplined units of the Chinese emperor.

Fig Size: 15mm # of Players: 1 - unknown, Age: 12+ Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

Mad Dogs With Guns: I'm Calling About The Neighbors by *D. Himm, Battlefield Hobbies* at table: **D5**

April 1933, Joplin MO - Clyde Barrow and Bonnie Parker had been on a year-long crime spree with a small gang of accomplices when they decided to rent a small apartment in Joplin, MO to relax and hide out for a spell. A week later when Missouri again legalized the sale of beer, the party began. Eventually, the neighbors became suspicious of the group with out-of-state license plates and a penchant for late night partying so they reported the group to the Missouri State Highway Patrol. After obtaining a warrant, the MSHP began planning a raid on the suspected bootleggers apartment. Will the MSHP bag the legendary Bonnie and Clyde or will the pair escape yet another hopeless shoot-out?

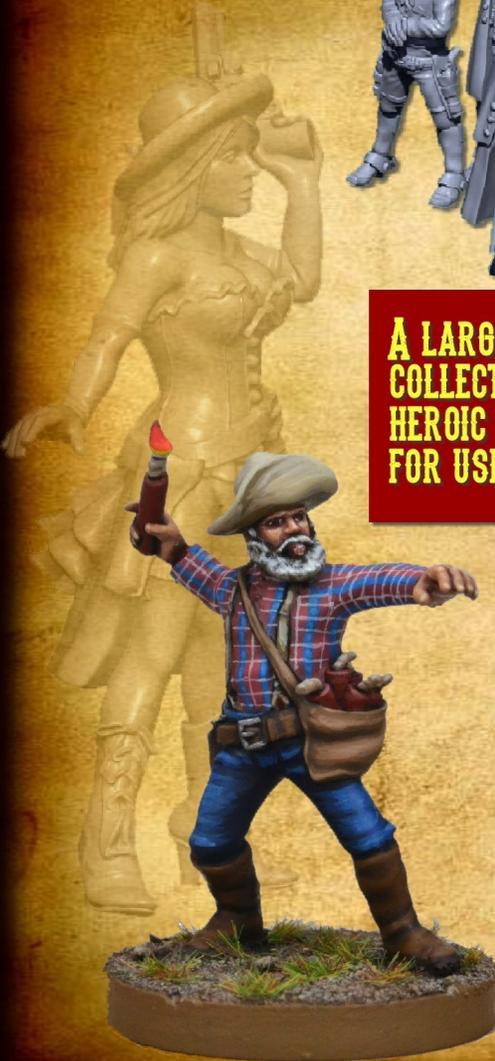
Fig Size: 28mm # of Players: 6 - 6, Age: 18+ Experience Level: Intermediate

Scheduled in Slot 4 - Saturday 7 PM - 11 PM

GUNFIGHTER'S BALL



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HEROIC SCALE FIGURES AND TERRAIN
FOR USE WITH ANY WILD WEST GAME



WATCH FOR THE TABLETOP GAME
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RIDING INTO TOWN SOON!



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Malifaux: Demonstrations by *M. Butterworth*, at table: **E8**

Learn to Play Malifaux with this quick 20 minute tutorial and demonstration.

Fig Size: 32mm # of Players: 1 - unknown, Age: 12+ Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM, Slot 2 - Saturday 9 AM - 1 PM, Slot 3 - Saturday 2 PM - 6 PM, Slot 4 - Saturday 7 PM - 11 PM

Malifaux: Tournament by *M. Butterworth*, at table: **E4, E5**

Standard 50 SS tournament using the Gaining Grounds format. Registration will begin at 9:00 AM with play beginning at 10:00 AM. This will be a 3 or 4 round tournament, depending on the number of players.

Fig Size: 32mm # of Players: 4 - 20, Age: 12+ Experience Level: Beginner

Scheduled in Saturday for 9 Hours

Malifaux: Enforcer Brawl by *M. Butterworth*, at table: **E4**

Casual get together event for both novice and experienced players alike. Prizes awarded for this event.

Fig Size: 32 mm # of Players: 4 - 16, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

Malifaux: Hardcore Henchman (Speed Round) by *M. Butterworth*, at table: **E4, E5**

Modified Hardcore Henchman format. See how many points you can score in as little time as possible. Registration starts at 9:00. Game play begins at 9:30.

Fig Size: 32mm # of Players: 4 - 20, Age: 16+ Experience Level: Experienced

Scheduled in Slot 5 - Sunday 9 AM - 1 PM

Mystic Vale: Spirits of the Vale by *JR Jeffery III, The Regular Irregulars* at table: **B4**

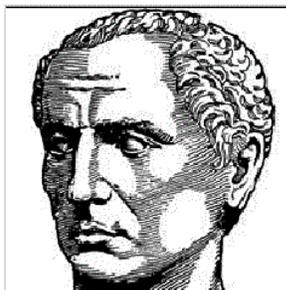
The spirits of nature cry out for your aid as the evil king's curse taints the land. Without your aid, the land will not only grow more corrupt but the spirits will also be consumed, adding their essence to the plague. As a hero of your druidic clan, you must gather your strength and rally your allies to restore the Valley of Life.

Lorebooks allow up to 8 players to track achievements during their journey to aid the spirits of nature. Spirit tokens are offered to those who heed their call for aid. Gaia also offers her blessing to the heroes brave and determined enough to complete their final tasks.

All skill levels welcome. Demos provided prior to start of the event if you need to familiarize yourself with the rules and gameplay or if you just need a refresher.

Fig Size: N/A # of Players: 2 - 8, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM, Slot 3 - Saturday 2 PM - 6 PM



Caesar's 10th Used Games

A convention dealer specializing in used historical, fantasy and sci-fi miniatures and wargames.

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Naval Thunder: “Where is Task Force 34.....The World Wonders” by *A. Filter, P. Cook, J. Filter, The Northern Front Podcast (NFP)* at table: **B1**

On the morning of October 25, 1944, a powerful Japanese force under Admiral Kurita consisting of four battleships including the super battleship Yamato surprised the Americans at Leyte Gulf. This massive force clashed with a small group of USN escort carriers. This was the Battle of Samar.

Historically the outgunned American force consisting of only escort carriers and destroyers/destroyer escorts fought with the vastly superior Japanese battle line, mounting a courageous defense at great cost. Admiral Kurita eventually lost his nerve, thinking he was facing a larger force, and withdrew. Had Kurita pressed his attack he could have decimated the American landings that were ongoing setting back the liberation of the Philippines by months.

This scenario addresses one of the great what if's of history. What if Admiral Halsey had dispatched the planned, but never formed TF 34 when the alarms were first raised and it was able to clash with Kurita's force?

Now you can take command of the IJN forces as they are hotly engaged with the American force, Taffy 3. Will you have the nerve to press the attack or succumb to the fear of a more powerful American force lurking over the horizon as Kurita did?

As the American commander will you be as bold as the heroic defenders of Taffy 3? Will you fight your ships to the death to fend off the far superior Japanese force? Will your calls for help be answered and Task Force 34 arrive in time to intercede and cut off Kurita before he can withdraw? Will this finally be the decisive engagement with battleship vs. battleship?

This is your chance to find out using the easy to learn, yet challenging Naval Thunder rules.

Fig Size: 1/1800 # of Players: 6 - 12, Age: 12+ Experience Level: Beginner

Scheduled in Slot 5 - Sunday 9 AM - 1 PM

Naval Yatzy: Battle of Trafalgar by *C. Wisner, History in Miniature (Des Moines)* at table: **A4**

Refight the largest naval battle of the Napoleonic Wars using lovely 1/1000 scale “Sails of Glory” ship models. It is 1805 and a British Royal Navy Fleet under Admiral Nelson must defeat a combined French and Spanish fleet under French Admiral Villeneuve to save England from invasion by Napoleon. Will the better quality of the Royal Navy overcome the larger size of the combined allied fleets? Each player commands a squadron of Ships of the line, but sometimes your captains and crew don't do exactly what you want them to do. Naval Yatze rules are fast and easy to play with no writing, just event cards, dice and markers on the ship models. Great for beginners, no nautical knowledge or understanding how to sail is required but proper use of period tactics does get rewarded (as does good die rolls). A sense of humor, the ability to swim, tread water, or row for long periods of time may be beneficial.

Fig Size: 1/1000 # of Players: 2 - 12, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM, Slot 2 - Saturday 9 AM - 1 PM

Over There!: Cantigny France - May 28 1918 by *J Gullion, HMGS Midwest* at table: **C4**

Join the American Expeditionary Force and the 1st Division as they make their first major attack. Supported by French tanks, airplanes and flamethrowers. Its time to prove that the Yanks are Over There!

Fig Size: 10mm # of Players: 2 - 6, Age: 16+ Experience Level: Beginner

Scheduled in Slot 3 - Saturday 2 PM - 6 PM

Pathfinder: Various by *P. Kies & Others, Pathfinder Society* at table: **PFS**

Pathfinder Society has a whole event track available for review and registration at Warhorn url:

<https://warhorn.net/events/rock-con-2017-pfs>

Please sign up for games there but don't forget to register for the convention as well.

Fig Size: # of Players: - , Age: Experience Level:

Scheduled in Slot 1 - Friday 7 PM - 11 PM, Slot 2 - Saturday 9 AM - 1 PM, Slot 3 - Saturday 2 PM - 6 PM, Slot 4 - Saturday 7 PM - 11 PM, Slot 5 - Sunday 9 AM - 1 PM

Prowling Panzers v1.0: Arab-Israeli Six-Day War - Battle of Kafr Shan by *T. Ipavic,* at table: **C1**

Seren Amos and his Armor School tank company were to lead one battalion of the halftrack-mounted paratroopers on a wide western hook through Kafr Shan and into Rafah South from the west. The trek across broken hardpan and sand dunes would take quite a while. About a kilometer west of Kafr Shan the Israelis ran across the first Egyptian defenders.

The Egyptians have parity in numbers but this time lack the benefit of fortifications, and are once again facing Israeli morale of Biblical proportions. But the Israelis have a lot of ground to cover and not a lot of time in which to do it, which means the outgunned Egyptian tank battalion can knock them off schedule if skillfully handled.

Kafr Shan was part of the larger perilous “break-in” battle of Rafah Junction taking place to the east, severing the 7th Egyptian Infantry Division battling at the Junction. This was the most significant action of the Six-Day War, and taking Kafr Shan for beyond it to the west, it was necessary to secure the Rafah-El Arish Road corridor leading to the major objective of El Arish. After the taking the Kafr Shan, assistance to Israeli units caught up in a tough battle at Rafah Junction beleaguered units fighting for their lives, could then be joined to help destroy the Egyptian defenders. Had either the Israeli 7th Armored or 202nd Parachute Brigades been deterred, history would have been altered. Sinai might not have fallen and Israeli would never have gone to war against Jordan and Syria.

Fig Size: 15mm # of Players: 4 - 8, Age: All Ages Experience Level: Intermediate

Scheduled in Slot 4 - Saturday 7 PM - 11 PM



Prowling Panzers v1.0: Arab-Israeli Six-Day War - Battle of Kafr Shan by *T. Ipavic*, at table: **A2, A3**

Seren Amos and his Armor School tank company were to lead one battalion of the half-track-mounted paratroopers on a wide western hook through Kafr Shan and into Rafah South from the west. The trek across broken hardpan and sand dunes would take quite a while. About a kilometer west of Kafr Shan the Israelis ran across the first Egyptian defenders.

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Fig Size: 15mm # of Players: 4 - 8, Age: All Ages Experience Level: Intermediate

Scheduled in Slot 5 - Sunday 9 AM - 1 PM

Rapid Fire: Kampfgruppe Böhm Race For the Meuse by *J.Henn, Battlefield Hobbies* at table: **D5**

The Meuse seemed to be within reach. Christmas Eve, 1944 finds a vanguard of the 2nd Panzer Corp within five miles of their ultimate objective for the German counteroffensive in the Ardennes: a crossing of the River Meuse. The American 82d Armored Reconnaissance Battalion and the British 29th Armoured Brigade have been given orders to block any further German advance. Can the cut-off German forces hold out long enough for the bulk of 2nd Panzer to arrive and continue their push? Or will the American and British forces be able to push the Germans back and secure the vital routes to the Meuse?

Fig Size: 20mm # of Players: 4 - 8, Age: 16+ Experience Level: Intermediate

Scheduled in Slot 1 - Friday 7 PM - 11 PM

RISK: Classic Risk by *EEnzenbacher*, at table: **C2**

Possibly the most popular, mass market war game. The goal is conquest of the world.

Each player's turn consists of:

- gaining reinforcements through number of territories held, control of every territory on each continent, and turning sets of bonus cards.
- Attacking other players using a simple combat rule of comparing the highest dice rolled for each side. Players may attack as often as desired. If one enemy territory is successfully taken, the player is awarded with a bonus card.
- Moving a group of armies to another adjacent territory.

Fig Size: N/A # of Players: 4 - 6, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

Risk (Hasbro Gaming): Risk Europe by *M.Newberry*, at table: **E7**

A game of Risk, but with a medieval flair. Players use their armies that consist of siege weapons, archers, cavalry, and regular infantry to conquer provinces and cities on a map of Europe. This is not your typical Risk game, as players use cards to issue orders for battle, taxation, spending money for building troops and castles, and in the movement of their units on the map board. Various cities also provide certain strategic advantages to those who capture them. In the end, the player who wins the most crowns wins the game.

Fig Size: 15mm # of Players: 1 - unknown, Age: 12+ Experience Level: Beginner

Scheduled in Slot 4 - Saturday 7 PM - 11 PM

Rivet wars: Battle of the Wonder Weapons by *R White, none* at table: **B2**

Rivet Wars in 3d. Its the allied rocket base vs Dr. Vornes cannon of doom! A scenario for 4-6 players using Rivet Wars rules in 3D!

Fig Size: Chiba size # of Players: 1 - unknown, Age: All Ages Experience Level: Beginner

Scheduled in Slot 2 - Saturday 9 AM - 1 PM

Saga: TBA by *M Sommers & A Loomis, Badger Games* at table: **E6**

SAGA is an immersive game of skirmish level conflict between two or more Warlords (you!).and their bands of trusty retainers. Specific event details to follow.

Fig Size: 28mm # of Players: 1- unknown , Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM, Slot 2 - Saturday 9 AM - 1 PM, Slot 3 - Saturday 2 PM - 6 PM, Slot 4 - Saturday 7 PM - 11 PM, Slot 5 - Sunday 9 AM - 1 PM

Savage Skies - Naval expansion / Fires in the Sky: The USS Arizona Strikes Back by *JP Aguilu, Dragon Direct Distributors* at table: **B5, C5**

Early in the morning of Dec 8th: The Japanese have just bombed the American base at Pearl Harbor. Eight battleships were damaged and all but two destroyers and supporting ships were put out of action. As of this time, no declaration of war has come from Washington, but the US navy has sprung into action, repairing the damage and preparing a counter-strike. It is believed that a large Japanese naval force is still heading toward Hawaii, with aircraft carriers and cruisers, possibly troop ships, ready to launch an invasion of the islands. Also it was reported: There were no US aircraft carriers in the harbor, and the USS Arizona was only slightly damaged. She is leading a strike force northward to the area where the Japanese fleet is most probably located. More news on casualties and the extent of damage is classified, but will be reported as soon as it is available.

Fig Size: 1/600 scale - 1/285 scale (aircraft) # of Players: 2 - 10, Age: 12+ Experience Level: Intermediate

Scheduled in Slot 2 - Saturday 9 AM - 1 PM, Slot 4 - Saturday 7 PM - 11 PM

SEMINAR: Technology at the Miniature Gaming Table by *T. Cabak, Imagine Image Multimedia* at table: **E9**

Please join Terry Cabak for a one-hour seminar as he explores current gaming technology and easy-to-implement innovations available to gamers and how these concepts and mobile devices can be used - affordably - for set up and management of a miniature game or campaign. The future of miniature gaming and technology is the focus, not software at the game table.

Fig Size: # of Players: - , Age: All Ages Experience Level: Beginner

Scheduled in Slot 5 - Sunday 9 AM - 1 PM

Sensha-do (The Way of the Tank): Girls und Panzer - the Game by *M Pennock*, at table: **A1**

Somewhere - in another world - tank to tank combat is a high school sport... Join us for some Sunday morning tongue-in-cheek tank bashing fun based upon the anime series Girls und Panzer.

Fig Size: 15mm # of Players: 2 - 4, Age: All Ages Experience Level: Beginner

Scheduled in Slot 5 - Sunday 9 AM - 1 PM

Smash Up: All Stars by *J R Jeffery III, The Regular Irregulars* at table: **B4**

This event will give you the chance to get the new “All-Stars” faction and cool Smash Up accessories. The All-Stars faction is a specifically chosen mix of existing Smash Up minions and actions that have formed an all-star team. To play basketball in Space! Because that’s their Jam.

This is for all skill levels and we will be doing demos prior to the event so players can bone up on the rules.

Fig Size: N/A # of Players: 2 - 8, Age: All Ages Experience Level: Beginner

Scheduled in Slot 4 - Saturday 7 PM - 11 PM

Star Wars D6 system: Star Wars: Incident on Kragoth by *Michka L Bailey*, at table: **A1**

Three teams of operatives (Rebels, Imperial & Criminal) must find a data-tape and get it back to their ship before the Imperial Fleet in orbit starts the planetary bombardment of the city. The chrono is ticking and you can’t afford for this information to get into the wrong hands.

Fig Size: 28mm # of Players: 3 - 9, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

Talisman: Talisman (Board Game) 4th Edition by *E Enzenbacher*, at table: **C2**

Talisman is an adventure board game set in a high fantasy medieval world. Players have 14 characters to choose from all based on role playing archetypes, such as heroes, wizards, villains, thieves, monsters, etc. The game makes players feel they are traveling the world to find equipment, weapons, ancient relics, and companions that will help them on their quest to acquire the Crown of Command. Along the way they visit various locales in the worlds, battle each other and fantastic creatures to make their way to the top.

Goal: Each player is trying to move from the outer world and ultimately to the inner world. Players wander the outer, middle, and inner worlds trying to acquire equipment, weapons, and companions. They will also improve statistics with equipment, companions, and encounters and battles with fantasy creatures and each other. Once they complete a Talisman quest, players will enter the inner world and face its challenges to finally reach the Portal of Power to claim the Crown of Command. Then the other players must race to stop this player before he eventually kills them all with the Command spell.

Fig Size: N/A # of Players: 4 - 8, Age: 16+ Experience Level: Intermediate

Scheduled in Slot 5 - Sunday 9 AM - 1 PM

Tanks!: Tanks! by *S. Parada*, at table: **E7**

Tanks is a World War Two skirmish game that revolves around tank warfare. It is a fast playing, easy to learn game that allows players to fight small armored actions to a conclusion in less than an hour. Demo games of Tanks will be run each hour for four players on a first come first serve basis.

Fig Size: 25mm # of Players: 4 - 4, Age: All Ages Experience Level: Beginner

Scheduled in Slot 3 - Saturday 2 PM - 6 PM

Test of Honour: Clash at Kuromori by *M Pennock (L Vance)*, at table: **A3**

Samurai clans clash in Sengoku Japan. Skirmish level action using Warlord Games' new Test of Honour rules.

Fig Size: 28mm # of Players: 2 - 4, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM

The age of Dreadnoughts: The First Battle of Hawaii by *S Siebold, HMGS-Midwest* at table: **A4**

Alternate History. The rebellion of 1893 fails and Hawaii remains independent. The queen decides to become a protectorate of Russia in 1907 and the United States goes to war. A Russian supply convoy is intercepted by a US fleet.

Fig Size: 1/1000 - 1/1200 scale ships # of Players: 4 - 10, Age: All Ages Experience Level: Beginner

Scheduled in Slot 2 - Saturday 9 AM - 1 PM

The Men Who Would be King: Battle of Rorke's Drift by *B Knoll*, at table: **D3**

Can a British outpost survived onslaught of Zulu? It the classic colonial battle of 1870. Joining the British defenders or Zulu attackers

Fig Size: 28 mm # of Players: 6 - 6, Age: All Ages Experience Level: Beginner

Scheduled in Slot 4 - Saturday 7 PM - 11 PM

The Sword and the Flame: Cawnpore; Indian Mutiny 1857 by *B. Lewandowski*, at table: **C2**

The rebel Sepoys and their supporters have surrounded the British garrison at Cawnpore. Outnumbered and outgunned the British anxiously await a relief column. Can the Sepoys take the British position before relief arrives? Will the British hold their position and survive? Based on the Siege of Cawnpore 1857.

Fig Size: 25mm # of Players: 4 - 6, Age: All Ages Experience Level: Beginner

Scheduled in Slot 2 - Saturday 9 AM - 1 PM, Slot 3 - Saturday 2 PM - 6 PM

Tracers: Tracers by *A. Wiemers*, at table: **C3**

A 2-4 player co-op deck-building board game inspired by games like Clank! and Zombicide. As an android, you interface with The Grid, the network that connects all things. In search of secret data you hack systems while trying not to generate trace. Trace attracts defensive A.I. called Hunters and draws strange creatures called Tracers.

Fig Size: N/A # of Players: 2 - 4, Age: 12+ Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM, Slot 2 - Saturday 9 AM - 1 PM, Slot 3 - Saturday 2 PM - 6 PM, Slot 4 - Saturday 7 PM - 11 PM, Slot 5 - Sunday 9 AM - 1 PM

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Undeadarod: Undeadarod by *C. Wiser, History in Miniature (Des Moines)* at table: **B2**

Undeadarod (think Circus Maximus on Ice, with Guns)

It is 1910 and gold has been discovered in the wilderness near Undeadarod, Alaska, where the population is mysteriously disappearing. A dog sled race from Sewer to Gnome has been inaugurated to draw more people to the area. Adventurers from all over the world will participate to find out who is the best musher. Once on the trail, well ... anything goes. Are you tough, brave, lucky and devious enough to win? Wear warm clothing, bring a sense of humor, and don't forget your gun (please no real guns, its just a game).

Fig Size: 28mm # of Players: 2 - 12, Age: All Ages Experience Level: Beginner

Scheduled in Slot 5 - Sunday 9 AM - 1 PM

Various: AEG Demo Extravaganza by *JR Jeffery III, The Regular Irregulars* at table: **B3**

Come try out the latest games from AEG! We'll have a variety of games to choose from, so pick your favorite and give it a go.

Fig Size: N/A # of Players: 0 - 0, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM, Slot 2 - Saturday 9 AM - 1 PM, Slot 3 - Saturday 2 PM - 6 PM, Slot 4 - Saturday 7 PM - 11 PM, Slot 5 - Sunday 9 AM - 1 PM

Various: Demo Extravaganza by *D Stone, J Leverton, The Regular Irregulars* at table: **B3**

Come check out some of the latest games available from Pick Up & Go Games, Fantasy Flight, Atlas, and many other companies.

Fig Size: N/A # of Players: 0 - 0, Age: All Ages Experience Level: Beginner

Scheduled in Slot 1 - Friday 7 PM - 11 PM, Slot 2 - Saturday 9 AM - 1 PM, Slot 3 - Saturday 2 PM - 6 PM, Slot 4 - Saturday 7 PM - 11 PM, Slot 5 - Sunday 9 AM - 1 PM

Warhammer 40,000 (8th): 2,000pt Tournament by *R. Letzter, Black Dog Hobby and Game* at table: **E1, E2**

2,000 point matched play tournament. 3 Rounds.

This tournament has a \$5 fee. Please see registration to purchase a ticket if you haven't already.

Fig Size: 28mm Heroic # of Players: 8 - 32, Age: All Ages Experience Level: Intermediate

Scheduled in Saturday 9 AM - 11 PM

Warhammer 40,000 (8th): 500pt Random Teams by *R. Letzter, Black Dog Hobby and Game* at table: **E1, E2**

Speed-Hammer! This event will be a 3 round tournament. Random teams will be determined at the beginning of the tournament. Each game will last 90 minutes, and be 6 turns, which means that each team will have 7.5 minutes to complete each turn! Play fast!

This tournament has a \$5 fee. Please see registration to purchase a ticket if you haven't already.

Fig Size: 28mm Heroic # of Players: 8 - 32, Age: All Ages Experience Level: Beginner

Scheduled in Slot 5 - Sunday 9 AM - 1 PM

Wings of Glory: Raid on Trieste by *M Danko*, at table: **C1**

The port city of Trieste was an important supply city for the Austro-Hungarian Empire during WWI. Nevermore so than during the Battle of Caporetto in late 1917. In order to stem the flow of supplies to the front, the Italian air force bombed Trieste. This scenario will recreate an Italian bombing mission. The Italian air force will fly Caproni bombers, Macchi, float planes, and Hanriot HD1's. The Austrians will respond with Albatross DVa,s, Aviatiks, Phoenix fighters and anything else I can think of.

Fig Size: 1 / 144 # of Players: 6 - 12, Age: All Ages Experience Level: Beginner

Scheduled in Slot 2 - Saturday 9 AM - 1 PM

Wings of Glory: Action over St. Mihiel by *M Danko*, at table: **C1**

In August of 1918 the American army launched its first major offensive of WWI. In conjunction with France, the US Army attacked the German positions in the St. Mihiel salient. Mont Faucon overlooked most of the battlefield and German observers were able to direct artillery fire onto American and French forces. In this scenario, a combined force of French and American air forces will attempt to knock out the German position on Mont Faucon. Aircraft involved will include SPAD XIII, Nieuport 28, Breguet light bombers, Fokker DV11's, Siemen Schuckert D111's, Rumpler CV's and maybe a few surprises. IF somebody asks nice they can even fly a pair of Fokker Dr 1's.

Fig Size: 1 / 144 # of Players: 6 - 12, Age: All Ages Experience Level: Beginner

Scheduled in Slot 3 - Saturday 2 PM - 6 PM



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-  Warhammer 40K

Pathfinder Society (on Stage)

E 3

E 6

E 2

E 5

E 1

E 4

E 9

E 8

E 7

Vendor Area

A 5

B 5

C 5

D 5

A 4

B 4

C 4

D 4

A 3

B 3

C 3

D 3

A 2

B 2

C 2

D 2

A 1

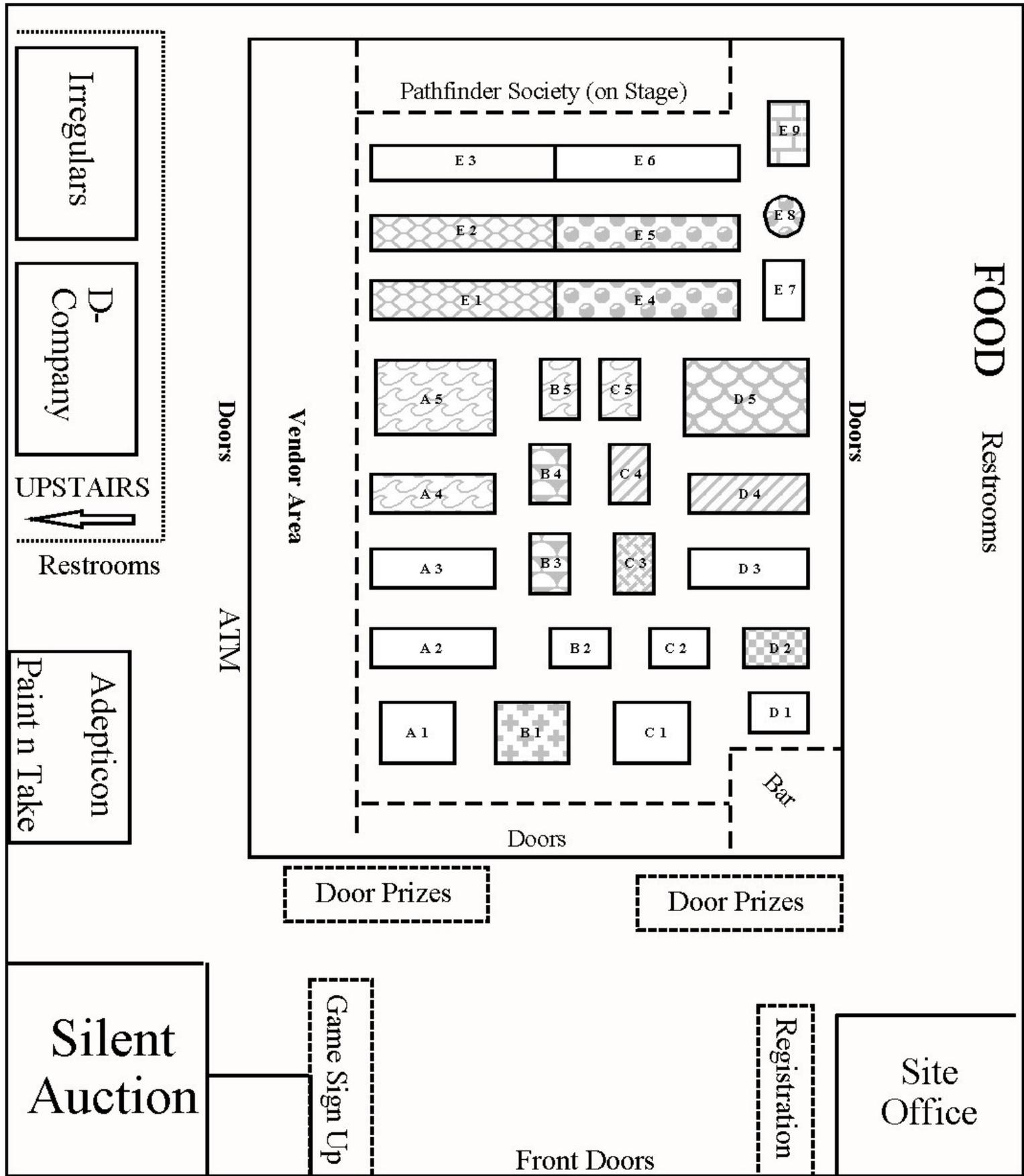
B 1

C 1

D 1

Bar

Front Doors



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