



STRATEGICON ORCCON 2007

UNDER **NEW** MANAGEMENT

**COLLECTORS' EDITION
STRATEGICON PROGRAM**

**WITH
SPECIAL GUEST OF HONOR
REINER KNIZIA**

DEDICATED TO:

(YOUR NAME HERE)

WELCOME

On behalf of the entire staff, our warmest convention greetings! We're sure you'll find ORCCON a pleasant and memorable experience, and hope you'll make many new friends in this wonderful gaming atmosphere.

ORCCON brings you a wide array of family, fantasy, historical, and science-fiction board, card, computer, miniatures, and Roleplaying games at each ORCCON convention. The diversity of these games satisfies every gamer, from expert to novice, from Adventurer to Land Baron, and from Diplomat to Field General.

There is much to see and do this weekend. We hope that you visit the various game retailers and manufacturers in the Exhibitor hall and attend the many seminars, demonstrations, displays, events, and tournaments at ORCCON.

Feel free to mingle and ask questions. Gamers, like everyone else, love to talk about their hobby!

Please read this program completely and carefully. It should answer most of your convention and gaming questions. If you have further questions, comments, or problems, the Troubleshooting Staff (see next page) can find the right person for your needs. And, you can always get information from our Help Desk in the Registration area.

CONVENTION HOURS

ORCCON opens to the public at Noon on Friday and closes at 6pm on Monday. While events such as Seminars and Tournaments are scheduled, Open Gaming never closes.

CONVENTION POLICY: BONDING

Individuals still pay a pre-registration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paper work to Registration for reimbursement.

TROUBLESHOOTING STAFF

If you have any issues regarding an aspect of the convention, please see the person in charge of that department. Since locating individuals at ORCCON is sometimes difficult, you can get information from the Help Desk located in the Registration Area

Convention Coordinator/Help Desk

Eric M. Aldrich I

Convention Operations

Norm Carlson

Convention Services (Exhibitor Room)

Janice Sellers

Convention Services (Registration)

Chris Carlson

Advisor

John Paiva

Board Games

Patrick Havert

Collectibles

Patrick Saul

Computers

Janice Sellars

Live Action Roleplaying

Aaron Kutzmann

Miniatures

Jose Mendiola

Roleplaying Games

Denys Mordred

Paul Tevis

Special Events

Heather Hughes

Art Director

jim pinto

Convention Auctioneer

Alfonzo Smith

Open Gaming Library

Larry York

Webmaster

Tanya Aldrich

Mike Mandelsberg

CONVENTION RULES

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission and registered and is therefore required to be worn in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming unless specifically authorized.
3. If you enter a tournament, please bring a copy of game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8am the next morning. After 8am you must re-register and pay the difference in admission fees if you wish to continue your attendance.
6. All "Live Action Roleplaying Games" are organized by the convention staff, all unauthorized "Living Action Gaming" is prohibited. Anyone caught participating in a non-convention organized activity may be removed from the convention without a refund of admission.
7. The legal age to drink in California is 21. No drinking is allowed in the convention meeting areas, only at bars and hotel rooms. Violation may result in expulsion without a refund.
8. We understand the elevator situation, and that you grab the first one you see. But, this is causing a problem. The elevators can't handle the excess weight and keep breaking down. Do us, the hotel, and yourself a favor and wait for an elevator with room instead of spending an hour stuck between floors, or waiting days for the one working elevator.

9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California (except those purchased in the dealer room which must be wrapped and removed to your room or car immediately).
10. No smoking is allowed anywhere within the Westin Hotel
11. Do not use the fire exits unless there is an emergency.

WESTIN HOTEL RULES

1. There is no gaming allowed in the stairwells, roof, hallways, restaurants, or pool side. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the convention designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down (it's not easy to get someone to fix them on a holiday weekend, either, and you can be stuck in there for quite a while). Just wait for the next elevator.
3. The pool closes at 9pm.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. Naturally, we don't want our rooms damaged, and a 10pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.
6. If you use valet parking, except to pay full hotel rates.
7. No running or sliding up and down the escalator, no propping open fire exits and no hallway horseplay (spilling ashtrays, etc.)
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!

EXHIBITOR HALL

The Exhibitor Hall is located on the Second Floor Concourse Ballroom.

Saturday	9am to 7pm
Sunday	10am to 7pm
Monday	10am to Closing

On Monday, Exhibitors begin tearing down at approximately 3pm.

Individuals found selling wares at ORCCON in an unauthorized manner (ie., not as an authorized dealer in the Exhibitor Hall, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

GAME TOURNAMENTS AND EVENTS

The various Tournaments and Events being held at this convention are listed in the pages of this program on their own events schedules. Tournaments and Events have been broken down into sections (Boardgames, Computer Games, Demonstrations, Live Action Roleplaying Games, Miniatures, Roleplaying Games, and Seminars), each with its own special information under the appropriate headings in the program.

COMMON RIGHTS OF EVENT OFFICIALS

To clarify the authority of the tournament judges, this convention grants its officials these rights.

1. Judges may modify game rules as necessary by announcement prior to commencement of the tournament.
2. Judges may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. As necessary, judges may take appropriate action to insure sportsman like play and fairness in the tournament.

If a tournament draws fewer than eight (8) players, the convention reserves the right to cancel it.

Please arrive at an event location fifteen minutes prior to its scheduled start time and be ready to play.

EVENT REGISTRATION

You can register for participation in game events “on site” by entering your name on the sign-up sheet. These sheets can be found at the appropriate Event Registration Desk exactly one hour prior to the event’s scheduled starting time. Roleplaying events are an exception -- see page 54 for details. Event sign-up sheets will then be moved to the event to allow for “walk-in” registration.

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other).

MULTIPLE SECTION TOURNAMENT ENTRY LIMIT

In some cases, two or more tournaments will be staged for a particular game. If you have already played in one such tournament for a given game, you may not register for another tournament of the same game until one hour before the later tournament is scheduled to begin. This will give the first chances at registration to those who haven’t played in one of the tournaments for the game. After all, we want to ensure that as many people as possible get to play at least one of the game’s tournaments. For Roleplaying events, multiple sections of the same event are offered for a particular game, and you may only play in one of those sections over the entire course of the convention.

WALK-IN EVENT ENTRY

If openings become available at a game event, you can inform the official in charge of the event that you wish to play. Space for “walk-in” entries is available in a first-come, first-served basis, beginning approximately five minutes prior to the event starting time. If you have been unable to register for a event, it’s worthwhile to try walking in. Bring a copy of the game you want to play. This increases your registration chances greatly.

LATE ARRIVALS

Show up on time for your game events! Even if you’ve registered, if you’re more than a few minutes late, it’s assumed you’re not going to show up, and your place may be given away to someone else.

TOURNAMENT PRIZES

Prizes will be awarded by ORCCON to winners of boardgame tournaments and certain events. Prizes are in the form of colored ribbons, award certificates and “dealer dollars”, which are redeemable at face value in the Exhibitor area for merchandise (only). These dealer dollars are good only at this convention, and dealer dollars may be applied toward the payment of any state sales tax on your purchase as well.

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and ORCCON can take no responsibility for such prizes. Check with your event official to see when and where these prizes (if any) will be awarded.

Duel of Ages
RPGA, AD&D Events
SoCal Gamers
Steve Jackson Games
Venatic Inc.
Wizards of the Coast

ROLEPLAYING GAMES

We've made some changes to the RPG department. Most importantly, how you sign-up for games has changed, making it easier for you to get into the games you want. The RPG Headquarters is now located on the 1st Floor in Ballroom A, not far from Boardgames HQ. Sign-up sheets are located at RPG HQ and are first available the morning of the day the event is being run. That means that as long as there is a slot available in the event, you can sign-up at any time for any RPG event run that day (e.g. you could sign-up for a Saturday 8pm game on Saturday morning). No more having to line-up an hour before the next game! Keep in mind that you cannot sign-up for more than one game per time-slot.

Please show up at your event on time as games start within a few minutes of the listed time. If, for some reason, the GM isn't there within 15 minutes of start-time, come down to RPG HQ and we'll do our best to get you into another event.

MINIATURES PAINTING CONTEST

ORCCON sponsors a figure painting contest, which takes place in the Exhibitor Room. Bring your figure(s) for the categories listed below. Entries will be accepted from 10am Saturday until 1pm Sunday in the Exhibitor Room, during Exhibitor Room hours only. Judging takes place at 4pm Sunday, with prizes awarded no earlier than 5pm.

This year's Miniature Painting Contest categories:

- Best 40K Single
- Best 40K Unit
- Best Beginner (up to 12 years old)
- Best Diorama
- Best Non-GW Single
- Best Non-GW Unit or Group
- Best Warhammer Fantasy Single
- Best Warhammer Fantasy Unit
- Best Warmachine Warband
- Dave Weaver (Best of Show)

PAINTING CONTEST RULES

1. You may not enter any figure(s) that has previously won any prize or award at a prior ORCCON convention.
2. Due to display restrictions, only one (1) entry per category. An entry may be refused if it is too large.
3. If there are not enough entries in a category, the judges reserve the right to cancel that category.
4. You must have a valid badge for that day to enter.
5. You need a picture ID to pick up your figure(s).



GAMEX IS COMING

Memorial Day Weekend. 2007.

AUCTION

The convention hosts, as one of its prime attractions, the auction of strategy games and related products. This entertainment highlight, known as “Bargain Central” will be held on Monday at 11am in the theater.

AUCTION REGISTRATION RULES

What is sellable at the auction includes any boxed, bagged or envelop-packaged games or game-related materials (originals only please, we will not auction off wholly copied “rip offs” of a publisher’s product). This includes magazines, variants, dice, spare components, etc.

A NOTE ABOUT LOTS

A lot is auctioned off as a single unit. It may contain any number of items (such as a trilogy of games or a year’s worth of back issues). Mention should be made on the Lot Registration Slips of what specific items are in the lot, along with any concise notes as to any special features of the item(s). These notes might include which edition of the games, unpunched counters, extra sheets or variants included, etc.

AUCTION SELLER RULES

If you wish to register for the auction, please adhere to the rules below.

1. You must have either a full convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9am on Saturday at the Weekend Warrior booth in the Exhibitor Room. Slips are sold on a “first-come, first-served” basis with a \$1.00 (non-refundable) per lot fee. All lots containing multiple items must be wrapped together in some way. The convention does not supply twine, rubber bands, or wrapping material! Lots are issued until Monday at 10am.

YOU MUST HOLD YOUR GAMES UNTIL 10AM MONDAY BEFORE HANDING THEM OVER IN THE THEATRE.

3. We accept no minimum bids whatsoever for lots to be auctioned.
4. Rare out-of-print, and collector's item games will be determined by Ken Fonarow of the Weekend Warrior prior to the commencement of the auction. If you want to know if your item qualifies, you should see Ken prior to the start of the auction.
5. A 15% commission (\$50.00 max) per lot is charged on all items auctioned.
6. Unsold items not picked up immediately following the auction become the property of the convention.
7. Money due will be distributed at the theater approximately 30 minutes after the conclusion of the Auction.

AUCTION BUYER RULES

1. All sales are cash only. That means no credit cards or personal checks will be accepted. Travelers' Checks and "Dealer Dollars" from this convention WILL BE accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment is \$1.00 for all items, unless a lower minimum bid is announced by the auctioneer before the sale of a particular item.
4. The emphasis of these auctions is on speed. Hard as the auctioneers may try, bids are occasionally missed or confused. All decisions made by the auctioneer are final and binding.
5. CAVEAT EMPTOR ("let the buyer beware"). All auction items are sold as is, and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
6. If you made the winning bid for an item proceed immediately to the Cashier's Table to pay for and receive it.

FLEA MARKET TABLES

Flea Market tables are rented by the convention at \$10.00 per hour per full table. You must have either a full or one-day badge in order to rent a flea market table. Flea Market tables are available on Friday 8pm to 10pm and Saturday and Sunday 10am to 2pm.

Anyone not qualifying as an “exhibitor,” may be interested in having his or her own “gamer’s garage sale” right here in the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections. NOTE: if you wish to sell painted figures, artwork, games, etc., at this convention, you must buy either a Flea Market or Exhibitor Table!

CONVENTION SELLER RULES

1. All persons behind the flea market table or involved in selling the flea market table must have a paid one-day or three day badge.
2. You must sign up with an authorized roving Convention Services person, who will magically appear at the Flea Market area once per hour at 10 minutes before the hour to collect money and assign tables (should any disputes among sellers arise).
3. All disputes regarding space, participant status, and wares should be brought to the attention of Convention Services. All judgments are the decision of the Convention Management. Judgments are final!
4. No gambling or games of chance for prizes -- no dice games, grab bags, roulette wheels etc.
5. Please exercise good taste in what you offer.

BUYER GUIDELINES

1. CAVEAT EMPTOR (“let the buyer beware”). This convention does not guarantee or verify any claims of the sellers. Shop carefully and ask questions.
2. Price and terms are to be determined between the seller and buyer. Standard terms are usually cash only. Delivery on payment.

PARTICIPATION PROCEDURES

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person) is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!
3. At the expiration of your time, if there are people waiting for Flea Market Tables, you will have to relinquish yours. If no one is waiting for a Flea Market Table when your time is up, you may renew by hour as long as this condition exists.
4. You may not set-up before your hour begins, and when your time is up, you must leave. THERE IS NO "GRACE" PERIOD.
5. If you set-up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

PRODUCT POLICY

Game Manufacturers or their designee have exclusive rights to sell their products at this convention. Thus, you may not violate any attending exhibitor's product exclusivity. Therefore, the sale by any individual at the Flea Market, in the judgment of ORCCON, or the attending manufacturer or designee, of new games produced by an attending manufacturer or designee is prohibited and constitutes a violation of this policy.

In addition, the selling of any appreciable quantity of product (in or out of the shrink wrap, freight damaged, etc.) is not allowed. The convention reserves the right to refuse the use of the Flea Market table Individuals judged in violation of any of these policies and regulations set forth above shall be expelled from the convention site for the remainder of the event without a refund of fees paid!

NOTICE FROM THE STATE OF CALIFORNIA

If you do not have a seller's permit and are not an occasional seller you **MAY NOT** sell at this event. A temporary seller's permit can be obtained at any Board of Equalization office, at no cost to you. The business address on your temporary permit should be the address of the temporary selling location. The mailing address is your permanent place of business or residence.

Occasional sellers are persons who will not be making a series of sales sufficient in number, scope, and character to constitute and activity requiring the holding of a seller's permit. Occasional sellers typically include persons who have cleared out their "garages" of their own used items, and sell those items.

A GUIDE TO ORCCON 2007 FOR NON-GAMERS

We're very glad you're attending this convention and hope you enjoy yourself. We want to state *emphatically* that you should not feel excluded from the activities going on this weekend. We've made a special effort to see to your needs. Enjoy yourself, make new friends, and live some adventures with us you'll remember.

The first thing you should do is walk around and visit the entire convention. Take special notice of Open Gaming and the Exhibitor Room. Then wander around and just look at everything else. If anything piques your interest, ask someone what they're doing. Don't worry, people ask us all the time to explain these games, you'll find gamers as a whole are a very friendly and intelligent group who enjoy talking about, and sharing, their hobby. Don't be surprised if they offer you an "instant" game lesson and even invite you to play! You may wish to jump in have some fun; after all, this is the stuff that good times and friendships are made of!

The convention has many activities, such as Auctions, Demonstrations, and Seminars, and most importantly Game Tournaments. Many of you are already familiar with such popular "Family Games" as Carcassonne, Settlers of Catan, Ticket to Ride, etc. We urge you sign-up for a round at the Boardgame Registration Desk. You'll find that there are many beginners in these very popular tournaments, just like you.

Another section of Adventure Gaming that you'll enjoy is the "Card Game" division. These games include the fast and riotous action games – Uno, Guillotine, Phase 10, and Nuclear War. Each of these games can be easily taught in about 10 minutes, and your teachers can be found just about any time on the Open Gaming area or the tournament rooms prior to the start of their tournaments. Just look for someone with a copy of the game and ask him or her to teach you! You'll be glad to hear that new players have a good chance of beating even the most experienced "veterans" in these free-wheeling fun games.

In addition we have added many party type games, such as Wits and Wagers, Liar's Dice, 25 Words or Less, and Times Up to the schedule so that people can play what they want to.

We, who have brought you these fine ORCCON Adventuring Gaming Conventions for over 30 years, have worked hard to assure that the opportunity is here for you to have lots of fun in the gaming hobby. If you have any questions or suggestions, please stroll over to the Help Desk in the Registration Area and a friendly staff person will see to your needs. It is, admittedly, our hobby, and we do love it. One thing better than gaming, though, is sharing our games with new friends.

Enjoy the con!

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BOARD GAMES

BALLROOM A

We are actively improving board games, but we need your help. This is a volunteer community and if there is a game you'd like to play at the con, then we need your willingness to run the event. Someone that loves the game is the best for the job anyway.

FRIDAY

1pm	Grogard Classics	Event	N/A
2pm	Hacienda	Small	Euro
3pm	Risk 2210	Tournament	Strategy
4pm	Australia Empire Builder	Small Tournament	Euro Rail
6pm	ASL Starter Kit Hearts #1	Event Sponsored	Wargame Cards
	Kniziathon	Special	N/A
	Reef Encounter	Tournament	Euro
7pm	18XX: Short (D) Comand & Color Ancients (D) Empires in Arms Guillotine #1 High School Drama Top Secret Spies	Tournament Tournament Event Small Demo Small	Rail Strategy Wargame Social N/A Social
8pm	B-17 Imperial (D) Lord of the Rings Risk Parthenon Ticket to Ride Uno #1	Tournament Tournament Tournament Tournament Small	Wargame Euro Wargame Euro Rail Social
9pm	Phase 10 #1 Spades #1	Small Sponsored	Social Cards

FRIDAY

10pm	Betrayal at House on the Hill Liar's Dice #1 Midgard	Event Small Tournament	Family Party Euro
11pm	Poker: 5 Card Draw Ubongo	Sponsored Small	Cards Family
Mid	Pit #1 Santy Anno	Small Small	Party Social
1am	Werewolf	Event	Party

SATURDAY

9am	Knziathon Advanced Civilization Axis & Allies #1 (D) Blokus #1 Warrior Knights	Special Tournament Tournament Small Tournament	N/A Strategy Wargame Family Strategy
10am	Axis & Allies Bulge (D) Carcassonne Combat Commander Dynasty League Baseball Europe Engulfed Hearts #2 Juniors Event #1 Merchant of Venus Shifting Sands (D) The War Game Titan #1 (Multiplayer) Union Pacific Uno #2	Event Tournament Event Small Sponsored Sponsored Juniors' Tournament Event Event Tournament Tournament Small	Wargame Euro Wargame Family Wargame Cards Juniors' Strategy Wargame Wargame Strategy Rail Social
11am	American Megafauna Coloretto Columbia Block Games High School Drama Spanc #1 Twilight Imperium Vegas Showdown	Sponsored Small Demo Demo Small Tournament Tournament	Strategy Family N/A N/A Social Strategy Euro

SATURDAY

Noon

1830
Mille Bornes #1
Pirate King
Puerto Rico #1
Risk
Twilight Struggle

Tournament
Small
Sponsored
Tournament
Tournament
Tournament

Rail
Social
Family
Euro
Strategy
Wargame

1pm

Bang!
Battletech
Greed Quest #1
Iron Dragon
Juniors Event #2
Munchkins #1
Phase 10 #2
Pirates Cove
Robo Rally #1
Spades #2

Event
Tournament
Sponsored
Tournament
Juniors'
Sponsored
Small
Small
Tournament
Sponsored

Party
Strategy
Social
Rail
Juniors'
Social
Social
Family
Strategy
Cards

2pm

10 Days
Bohnanza
Dune
Game of Thrones

Small
Tournament
Sponsored
Tournament

Family
Euro
Strategy
Strategy

3pm

Greed Quest #2
Hard Vacuum
Munchkins #2
Railroad Tycoon
Second World War
at Sea: Coral Sea (D)
Thing a ma Jig
Thurn and Taxis (D)

Sponsored
Small
Sponsored
Tournament
Event
Small
Tournament

Social
Strategy
Social
Rail
Wargame
Party
Euro

4pm

Alhambra
Dominoes
Juniors Event #3
Memoir '44

Tournament
Small
Juniors'
Tournament

Euro
Family
Strategy
Wargame

5pm

Formula De
Hannibal: Rome
vs. Carthage
Munchkinopoly
Nuclear War
Space Dealer (D)
Vinci

Tournament
Small
Small
Small
Tournament
Tournament

Strategy
Wargame
Social
Social
Euro
Euro

SATURDAY

6pm	Apples to Apples Chez Geek Lords of the Spanish Main Princes of Florence Ticket to Ride Marklin	Small Sponsored Sponsored Tournament Tournament	Party Social Strategy Euro Rail
7pm	Battlelore (D) Dos Rios High School Drama Pitch Car	Tournament Tournament Demo Small	Strategy Euro N/A Family
8pm	Cleopatra & the Society of Architects Down in Flames (D) Pez #1 Poker: 7 Card Stud Runebound Trivial Pursuit	Tournament Event Small Sponsored Tournament Small	Euro Wargame Social Cards Strategy Party
9pm	Descent: Journeys in the Dark Domaine Palabra Werewolf #2	Event Tournament Small Event	Strategy Euro Family Party
10pm	Leonardo Da Vinci Modern Naval Battles TransAmerica #1 Uno: Pajama Party	Tournament Small Small Small	Euro Social Rail Social
11pm	Citadels Liar's Dice #2	Small Small	Euro Party
Mid	Charades Tichu #1	Tournament Small	Party Euro
1am	25 Words or Less	Event	Party

SUNDAY

9am	Kniziathon Airships at War 1914-1940 Axis & Allies #2 Phase 10 #3	Special Sponsored Tournament Small	N/A Strategy Wargame Social
10am	18XX Long Battle Cry Britannia Juniors Event #4 Mille Bornes #2 Power Grid Shogun: New Wallenstein Spades #3 The War Game Titan #2 (2-player) Up Front	Tournament Tournament Tournament Juniors' Small Tournament Tournament Sponsored Event Tournament Tournament	Rail Strategy Strategy Juniors' Social Euro Euro Cards Wargame Strategy Wargame
11am	Empire Builder Europe Engulfed High School Drama Uno #3 Wyatt Earp	Tournament Sponsored Demo Small Tournament	Rail Wargame N/A Social Euro
Noon	Cribbage Fury of Dracula History of the World Santiago	Small Tournament Tournament Tournament	Family Strategy Strategy Euro
1pm	Aladdin's Dragons Antike Chrononauts Dune Illuminati Insecta 2 Juniors Event #5 Robo Rally #2 Talisman	Tournament Tournament Small Sponsored Sponsored Sponsored Juniors' Tournament Tournament	Euro Strategy Social Strategy Social Social Juniors' Strategy Strategy
2pm	Catch Phrase Caylus TransAmerica #2	Small Tournament Small	Party Euro Rail

SUNDAY

3pm	Federation Commander (D) Marvel Heroes Rail Baron Settlers of Catan	Sponsored Tournament Tournament Tournament	Wargame Strategy Rail Euro
4pm	Age of Steam (D) Juniors Event #6 Scepter of Zavandor Smarty Party	Tournament Juniors' Tournament Small	Rail Juniors' Euro Party
5pm	Cancellation Hearts Guillotine #2 Manhattan	Sponsored Small Tournament	Cards Social Euro
6pm	Fortress America Lords of the Sierra Madre On the Underground Pez #2 Puerto Rico #2 Rumis Ticket to Ride Europe Wits and Wagers	Tournament Tournament Tournament Small Tournament Small Tournament Tournament	Strategy Strategy Euro Social Euro Family Rail Party
7pm	Diplomacy Fluxx Goa High School Drama Shadows Over Camelot	Tournament Small Tournament Demo Event	Strategy Social Euro N/A Strategy
8pm	Cloud 9 Jigsaw Puzzle Saint Petersburg Scrabble Silverton	Small Event Tournament Tournament Tournament	Family N/A Euro Family Rail
9pm	Hey That's My Fish Mission Red Planet Poker: Texas Hold 'Em Torres	Small Small Sponsored Tournament	Family Family Cards Euro
10pm	Quelf Saboteur San Juan	Small Small Tournament	Party Social Euro

SUNDAY

11pm	Drakon Liar's Dice #3	Small Small	Euro Party
Mid	Pit #2 Tichu #2	Small Small	Party Euro
1am	Times Up Werewolf #3	Event Event	Party Party

MONDAY

8am	Kniziathon	Special	N/A
9am	Spanc #2	Small	Social
10am	Acquire ConQuest of the Empire Juniors Event #7 Lunar Rails Spades #4 Uno #4	Tournament Tournament Juniors' Tournament Sponsored Small	Euro Strategy Juniors' Rail Cards Social
11am	Die Macher Here I Stand	Sponsored Event	Euro Wargame
Noon	Attika Frag Metro	Tournament Small Tournament	Euro Social Rail
1pm	Boomtown Cranium Hearts #3 Juniors Event #8	Small Tournament Sponsored Juniors'	Euro Party Cards Juniors'
2pm	Anno 1503 Family Business	Sponsored Sponsored	Euro Social
3pm	Spank the Monkey Tempus	Sponsored Sponsored	Social Euro
4pm	Blokus #2	Sponsored	Family

BOARDGAMES NOTES

1. We are all here to have fun. Please show courtesy and sportsmanship to others.
2. Bring a copy of the game. We want everyone to play, but frequently have to turn people away for lack of games.
3. The moderator's decisions are final. We welcome comments, but the moderator is the judge and final arbiter.
4. Ask the moderator before the tournament begins which rules are in effect. The moderator should tell you beforehand, but we're all human. Please show courtesy to those willing to volunteer and ask if you are uncertain.
5. Please arrive a few minutes before the scheduled event time, and ask at Board Games HQ if you can't find your game. Most events are in Ballroom A, but some may move.
6. Board Games HQ is on the Western Wall of Ballroom A. Signups are also along the Western Wall of Ballroom A. **DO NOT** remove the signup books from the table for any reason.
7. After the GM hands in the paperwork, you can obtain your Dealer Dollar prize at Board Games HQ. Board Games HQ is open from 1pm to Midnight on Friday, 9 am to 11 pm on Saturday and Sunday, and 9 am to 5 pm on Monday.
8. You need to sign for your received prize. No proxies will be accepted. Your picture will be taken by Board Games HQ staff and entered on the STRATEGICON website of winners.
9. Dealer Dollars are associated with each Event Type as follows.
 - **Tournament Events** 1st place gets 10 Dealer Dollars, 2nd gets 6 Dealer Dollars.
 - **Small Events** 1st place gets 6 Dealer Dollars, 2nd gets 3 Dealer Dollars.
 - **Sponsored Event** Awards vary.
 - **Special Events** Awards vary. Ask at Boardgames HQ
 - All other Events are played "for fun."
 - Card games such as Poker, Spades, and Hearts award 2 decks of cards to the winner.

10. PLEASE show up early. Some games have a demo by the GM ½ an hour before the tournament starts -- these events are marked with a (D) -- others you may be able to learn in a few minutes before the tournament starts. Please let the GM know ahead of time, as they may be able to help you learn the game.
11. No, advice, coaching, or observations from other players or bystanders is not permitted. It slows down the games, and manipulates an unfair advantage.
12. Ask the moderator before discussing tactics during play. Some players may influence the game by speaking to other players, and if the game does not allow it, they can be dismissed from a game for doing so.
13. Please do not sign up for an event if you cannot stay for the entire duration. Leaving early hurts game play and can affect everyone involved.
14. Working as a group or team to eliminate a player(s) is considered a form of cheating. Each player is playing to win. Maneuvering someone else to victory may get you expelled from the convention.
15. Open gaming is available for games that are not on the schedule. Feel free to recruit other players to play and borrow games from our lending library.

REINER KNIZIA IS THE ORCCON 2007 GUEST OF HONOR.

(D)

If a game name is marked a (D) after it, then ½ an hour before the event starts the GM will be present to show people the game.

EVENTS

Participants will be allowed to play in a given event based on the following criterion in the following order:

1. People who bring a copy of the game
2. People who pre-register online
3. People who sign up at the con

KNIZIATHON

The Kniziathon is a free-form tournament encompassing all of Reiner Knizia's games. It runs all convention long, with no set schedule players choose which Knizia games they want to play and play when it's convenient for them. The results of each game are recorded on a score sheet which is then turned into the Kniziathon Headquarters. Players earn points based on how they rank against other players, and game length. The individual player with the most points at the end of the tournament wins! Get a copy of the rules at the Kniziathon HQ for more information.

Prizes are to be awarded by Dr. Knizia himself, with a first, second, and third place winner. The Kniziathon ends at 11am Monday, with the awards ceremony commencing at 1pm Monday.

Kniziathon Headquarters has a selection of Reiner Knizia's games available to "check out", but feel free to bring your own favorites. Kniziathon Headquarters is open from 6pm to 10pm Friday, 9am to 9pm Saturday and Sunday, and 8am to 11am on Monday. Kniziathon is located in Open Gaming on the first floor of the Hotel.

JUNIORS' EVENTS

There will be eight Juniors' Events run throughout the convention for children under the age of 12. These are not babysitting services, but a chance to introduce children to gaming. It makes the convention fun and helps them become a part of the hobby. Please keep this in mind when bringing a young gamer to a Juniors' Event.

ANNUAL AWARDS

The convention tracks people's final positions in each tournament according to the following 8 categories:

Card Games
Family Games
Rail Games
Strategy Games

Euro Games
Party Games**
Social Games
War Games

POINTS EARNED

# of Players*	40+	25-39	17-24	11-16	7-10	1-6
1st Place	18	15	12	10	8	5
2nd Place	12	10	8	6	4	2
3rd Place	6	5	4	3	2	1

* This is the number of players in the actual tournament, not in an individual game.

** For party games each team member gets the points.

Annual Awards are given on the Monday of the Labor Day Convention (GATEWAY).

18XX SHORT

1846 is the default, but 1826 and 18EU are optional games.

ADVANCED CIVILIZATION

First round is six hours. Victory determined per section VI (paragraphs 34 and 35) of the Advanced rules. Some modified rules are used to speed play.

AGE OF STEAM

Played on the original Rust Belt map.

AIRSHIPS AT WAR 1914-1940

Several Zeppelin scenarios in both World Wars. The winner receives a free Airships at War expansion.

AMERICAN MEGAFUNA

Played with the expansion The winner receives a free American Megafauna expansion.

AXIS AND ALLIES

Tournaments will use third edition rules, as published with no variants, unless both teams on a board can mutually agree on a different version or variant. Teams can include one to many players, and beginners often team with veterans to learn the game.

BETRAYAL AT HOUSE ON THE HILL

Uses revised scenarios from the website whenever possible.

CHARADES

All phrases provided.

COLUMBIA BLOCK GAMES

This event will have demos and games of several Columbia Block games, but will offer a sneak peak of the brand new edition of WIZARD KINGS. The two featured games will be Hammer of the Scots and Crusader Rex, but several other classic Block games from Columbia will be available.

COMMAND AND COLORS ANCIENTS

Includes scenarios from expansion #1, if enough people bring copies. There will be a demo 30 minutes before the game.

DESCENT: JOURNEYS IN THE DARK

The expansion is available for use.

DUNE

This game will be played over 2 days, with Saturday being the preliminaries, and Sunday being the Final.

1. All optional rules, including optional rule #XVIII: Players cannot ally. Each player needs 3 strongholds to win. We're doing this because of the nature of the tournament. This makes it so every game has a single victor who can progress to the next round.
2. All Advanced rules except XXII. Advanced Combat.
3. Further, we'll be using the Dune Rules Clarifications from the World Boardgaming Championships 2003.
4. NO EXPANSIONS WILL BE USED.

DYNASTY LEAGUE BASEBALL

We will use the Pursue the Pennant system, and will play as many games as we can over the event length.

EMPIRES IN ARMS

Looking to get a full board of seven players for a grand campaign game 1805-1815. Starting Friday evening and it will take all weekend finishing late Sunday nite, early Monday morning.

EUROPE ENGULFED

This event will run for Saturday and Sunday all day. We will attempt to play the campaign scenario.

FEDERATION COMMANDER

Players choose races, but must play a different race each round.

FORMULA DE

Two laps. Up to 10 can play. No Pit Lane Blocking (virtual cars in the pits). Standard 2-lap racing sheet. No weather, Standard Tires only.

FURY OF DRACULA

Bid to Play Dracula. You are bidding how many blood points you will give up (from Maximum) to play Dracula. Secret bids, in case of tie bid roll off, highest die Chooses sides.

GROGNARD CLASSICS

Open wargaming

HEARTS

Different rules each Event. Check with your GM.

IMPERIAL PLAY

Variant setup. All players will have the chance to invest in all nations at the start, starting with Austria-Hungary.

INSECTA

Either desert or rainforest, depending on demand. Winner receives a free rainforest expansion.

MUNCHKINOPOLY

This game uses a modified rule-set. It combines a Monopoly board, Munchkin Cardboard Heroes, and the game of Munchkin. This game will be run by the Men In Black.

NUCLEAR WAR

Whatever versions are available, but the original is the default.

RISK

The most current edition of the rules will be used.

RUNEBOUND

2nd Edition with the Sands of Al-Kalim expansion. Up to 5 players. Players will choose characters, and may play characters from the basic game or the Isle of Dread expansion if they so choose. Character Decks will not be used.

SEAFARERS OF CATAN

Seafarers of Catan only, *no* Islands of Catan.

SPACE DEALER

Playing advanced rules, but without the neutral planets, or the following cards: Sabotage Probe, Interstellar Rocket. The only "additional action" for advanced players is the exchange of technology cards.

SPADES

Different rules each Event. Check with your GM.

SECOND WORLD WAR AT SEA

Double blind scenario for the battle for the Coral Sea.

TALISMAN

A modified Prophetess is used. Expansion sets may be used.

TWILIGHT IMPERIUM

3rd Edition. Up to 8 players. Using components from the Shattered Empires expansion as needed to support the additional players. Play to 10 victory points. The Distant Suns and Leaders optional rules will be used. The Age of Empire option will be used only if a majority of players agree.

TWILIGHT STRUGGLE

2nd Edition. Perhaps the 2nd Edition cards.

WEREWOLF

Each night, multiple games run. The rules and special positions are altered each night depending on the number of players.

COMPUTER GAMES NATIONAL

The Computer room returns with an eclectic collection of games and machines from the past 20 years. Come play your favorite new and classic games.

Tournaments last one to two hours, with a few lasting longer. You can enter each tournament only once per day. Awards will be given only for tournaments having sufficient participation. The winner is the person who has the best overall score by the last day of the convention.

Tournaments are not scheduled, but should enough players be available, ORCCON offers the following games:

Civilization III • Dawn of War • Diablo II
Nethack • Rogue • Snood
Tris Suite • Unreal

ZMAN games

ESCALATION!

s u m b a l
RALLY



SOCAL GAMERS

**Board Gaming fun all across
the Southland from
San Diego to Bakersfield,
from the Inland Empire
to Santa Monica.**

**We play it all,
from Euro Games to Wargames,
Party Games to Family Games**

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www.socalgamers.info

**All Pirate King Events Sponsored by
Temple Games Incorporated
For More information on our games,
go to www.templegames.com**

COLLECTIBLES

LA GUARDIA AND LOGAN

Collectible gaming includes collectible card games and miniature games. Players are expected to provide their own cards and miniatures unless an event is a demo. Sealed deck and booster draft events have their own rules. See the individual event description for details.

FRIDAY

630pm Magic: The Gathering Legacy
Legend of the Five Rings (Standard)

7pm Horror Clix

8pm Legend of the Five Rings: Strategic*
World of Warcraft

11pm World of Warcraft: Onyxia's Lair Raid

SATURDAY

9am Legend of the Five Rings: Race for the Throne*

10am Anachronism: Spring Training
Magic: The Gathering Booster Draft

11am Clout: Clinch

Noon Magic: The Gathering Constructed Type 2
Star Wars Miniatures: Starship Battles

1pm Anachronism: Open

2pm Axis & Allies Miniatures

3pm Clout: Clinch
Magic: The Gathering Sealed Deck

4pm Dreamblade

6pm **Magic: The Gathering Booster Draft**

7pm **Anachronism: Package Deal
World of Warcraft**

8pm **Legend of the Five Rings: Suicide***

10pm **World of Warcraft: Onyxia Lair Raid**

SUNDAY

10am **Magic: The Gathering Booster Draft
Legend of the Five Rings: Kotei Finals***

11am **Clout: Clinch**

Noon **Legend of the Five Rings: 3 vs. 3 Team*
Universal Fighting System**

1pm **Anachronism: Iron-Clad Challenge
Heroclix: Battle Royale**

2pm **Magic: The Gathering Sealed Deck**

3pm **VS: Golden Age
Yu-Gi-Oh.**

330pm **Anachronism: Super Special**

7pm **World Of Warcraft**

10pm **World of Warcraft: Onyxia Lair Raid**

MONDAY

11am **Pirates of the Spanish Main**

Items marked with an asterik (*) are part of the Legend of the Five Rings Los Angeles Kotei Event. All Legend of the Five Rings LA Kotei events can be found at the end of this section (on page XX).

The Legend of the Five Rings Los Angeles Kotei is located in Orly and Seatac on the Second Floor of the Convention.

ANACHRONISM: IRON-CLAD CHALLENGE

For this best-2-of-3 tournament, each warrior must run an armor card in round 1. This tournament is part of the Gauntlet tournament series sponsored by TriKing Games. If you are participating in the Sunday Gauntlet Series at A Hidden Fortress in Simi Valley, your tournament points for this tournament will count toward your overall tournament points for the AHF Gauntlet series.

ANACHRONISM: OPEN

Push your deck building skills to the limit in this no-holds-barred best-3-of-5 open tournament.

ANACHRONISM: PACKAGE DEAL

For this best-2-of-3 tournament, play three warriors with the cards that came in their warrior packs. This is an excellent first tournament for beginning Anachronism players, and a challenge for veterans to play the hand they're dealt.

ANACHRONISM: SPRING TRAINING

Practice your Anachronism skills and get your dice warmed up for the tournaments to follow. Challenge any other player present to a single game (one deck each). Stakes are one participation card per game. You can't use the same deck twice against the same opponent.

ANACHRONISM: SUPER SPECIAL TOURNAMENT

For this best-2-of-3 tournament, each warrior is allowed to use two cards of the Special type, suspending normal deck building rules. This tournament is part of the Gauntlet tournament series sponsored by TriKing Games. If you are participating in the Sunday Gauntlet Series at A Hidden Fortress in Simi Valley, your tournament points for this tournament will count toward your overall tournament points for the AHF Gauntlet series.

AXIS AND ALLIES MINIATURES

100 points constructed. Bring both an Axis & Allies army, and maps. Swiss format.

BATTLETECH

1. Level 2 rules. Variable weather. Black book will be default rules set used.
2. Standard Inner Sphere pilots. Standard Inner Sphere tech circa 3062.
3. No repairs and or ammo reloads between battles/rounds.
4. No floating critical hits.
5. Random Local Defense Force units will be in play.

Operation Maumbo Drop. The planet Maumbo. Every faction in the Inner Sphere is trying to seize it. Your unit has been ordered to advance into the city and link up with the rest of your company. So far nothing has gone right. Your unit has taken heavy losses. Reports have confirmed that the local defense force is actively engaging all off world forces. Rumor has it that the LDF are not taking prisoners. Nice. At least the weather is starting to clear.

CLOUT: CLINCH

Constructed. Modified Swiss format.

DREAMBLADE

Constructed. Swiss format. Win six turns to control the dreamscape and win the game.

HEROCLIX: BATTLE ROYALE

Bring your 300-point team and battle until the last man is standing.

HORRORCLIX

200 points constructed. Build your force, choose groups of hapless victims for your monsters to chase down, and assemble a crypt of plot twist cards. Achieve victory by killing enemy monsters, devouring screaming victims, and keeping your own monsters alive through the course of the brutal combat.

LEGEND OF THE FIVE RINGS: STANDARD

Khan's Defiance is legal for this tournament. This is not an LA Kotei event.

MAGIC: THE GATHERING BOOSTER DRAFT

Booster Draft 1 Time spiral & 2 Planar Chaos. Cost \$9

MAGIC: THE GATHERING CONSTRUCTED TYPE 2

Bring your best deck built with cards from Ravnica, Guildpact, Dissension, Time Spiral, Planar Chaos, Cold Snap and 9th Edition.

MAGIC: THE GATHERING SEALED DECK

Build a deck with 1 Time Spiral Tournament Pack and 2 Planar Chaos boosters packs. Cost \$15.

MAGIC: THE GATHERING TOURNAMENT LEGACY

60 card minimum constructed deck. May use all cards from Alpha to the present, minus what is banned. Check the Wizards of the Coast website for a complete list of banned cards.

PIRATES OF THE SPANISH MAIN

40 points. Constructed.

STAR WARS MINIATURES STARSHIP

300 points. Constructed.

UNIVERSAL FIGHTING SYSTEM CCG

Constructed. Modified Swiss format. Take on the persona of a legendary character from classic video gaming titles such as Street Fighter, Soulcalibur III , The King of Fighters, and Samurai Showdown, battling for supremacy.

VS.: GOLDEN AGE

Sanctioned Golden Age constructed deck tournament. Swiss tree pairing format with the number of rounds based upon entries.

WORLD OF WARCRAFT

Constructed. Swiss tree pairing format with the number of rounds based upon entries.

WORLD OF WARCRAFT: ONYXIA'S LAIR RAID

In the charred, desolate Wyrbog, deep in Dustwallow Marsh, lies the lair of the black dragon Onyxia. Many bands of heroes have journeyed there, only to fall under the dragon's claw. Now, it is your chance to face Onyxia. The raid is designed for 3-5 players per party. We will be running multiple parties.

YU-GI-OH.

This will be a sanctioned constructed deck tournament. The tournament will be Swiss tree pairing format with the number of rounds based upon entries.

LEGEND OF THE FIVE RINGS: LA KOTEI EVENTS

3 VS. 3 TEAM

Play as a team of 3 in a multiplayer event.

KOTEI FINALS

Double elimination for Top 16 (or Top 8 based on attendance).

RACE FOR THE THRONE

The 2007 Kotei Season will kick off the Race for the Throne, as well as bring the Khan's quest for the throne to a climax. You will determine the outcome of the Unicorn's assault. Will they take the throne?

STRATEGIC L5R EVENT

Playing under the direction of your elected warlord attack the enemy, defend your capital and protect your warlord to seize the day. This dynamic game combines playing skill, negotiation and strategy. The winning team needs all of these elements to ensure success.

SUICIDE

A fast paced and fun L5R tournament, keep playing until the cards are gone. Keep the cards you win and play again, or start with a new booster pack each game. You choose Winner determined when the cards run out, by simply measuring the stacks.

GUEST OF HONOR

DR. REINER KNIZIA

Dr. Reiner Knizia (kuh-NEET-see-ah) is the most prolific designer of board and card games in the world. With over 200 published titles since 1990 and more being released every year, he is one of the few game designers to successfully design games full time. As a Professional Game Designer, Dr. Knizia's ludography offers a wide variety of gaming experiences, from kids games and lighter fare aimed at family and friends, to more challenging games, sometimes referred to as "gamers' games." These games have been meticulously crafted to provide the best play experience possible for all players. Mr. Knizia holds a doctorate in theoretical mathematics. Some of his recently published games include the board game *Ingenious*, the card game *Great Wall of China*, a two player version of *Medici* called *Medici vs. Strozzi*, and the popular fantasy game *Blue Moon City*. We are pleased to welcome him to the Strategicon conventions, and hope he enjoys his first visit to Los Angeles.

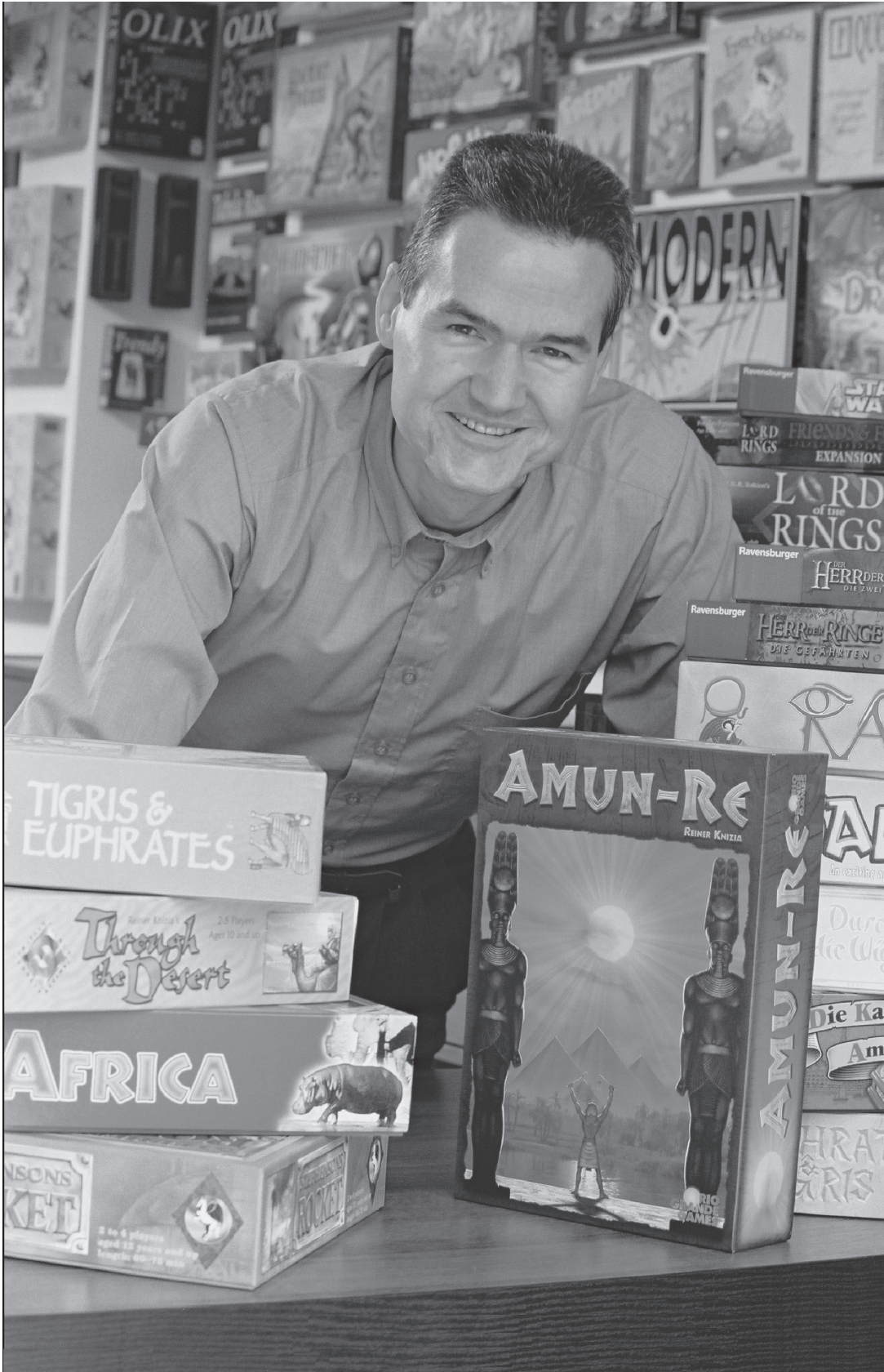
KNIZIATHON

See Board Games (page 16) for a list of events involving Reiner Knizia's game designs. Reiner will be available to sign games and answer questions at any one of his Seminars throughout ORCCON 2007.

SEMINARS

Dr. Reiner Knizia will be holding Seminars in Midway throughout the convention. Page 76 details and describes all of his events.

On behalf of all gamers, ORCCON 2007 would like to thank Dr. Reiner Knizia for attending our convention and bringing his award-winning talent to the Southern California Gaming Experience.



OLIX OLI

MODERN

LORD OF THE RINGS
FRIENDS & R...
EXPANSION

LORD OF THE RINGS
DER HERR DER RINGE
DIE ZWELTE

HERR DER RINGE
DIE GEFÄHRTEN

TIGRIS & EUPHRATES

Through the Desert
2-5 Players
Ages 10 and up

AFRICA

SONS OF KET
2 to 4 players
ages 12 years and up
length 45-75 min

AMUN-RE
REINER KNIZIA

AMUN-RE
GRANDI GAME

AMUN-RE

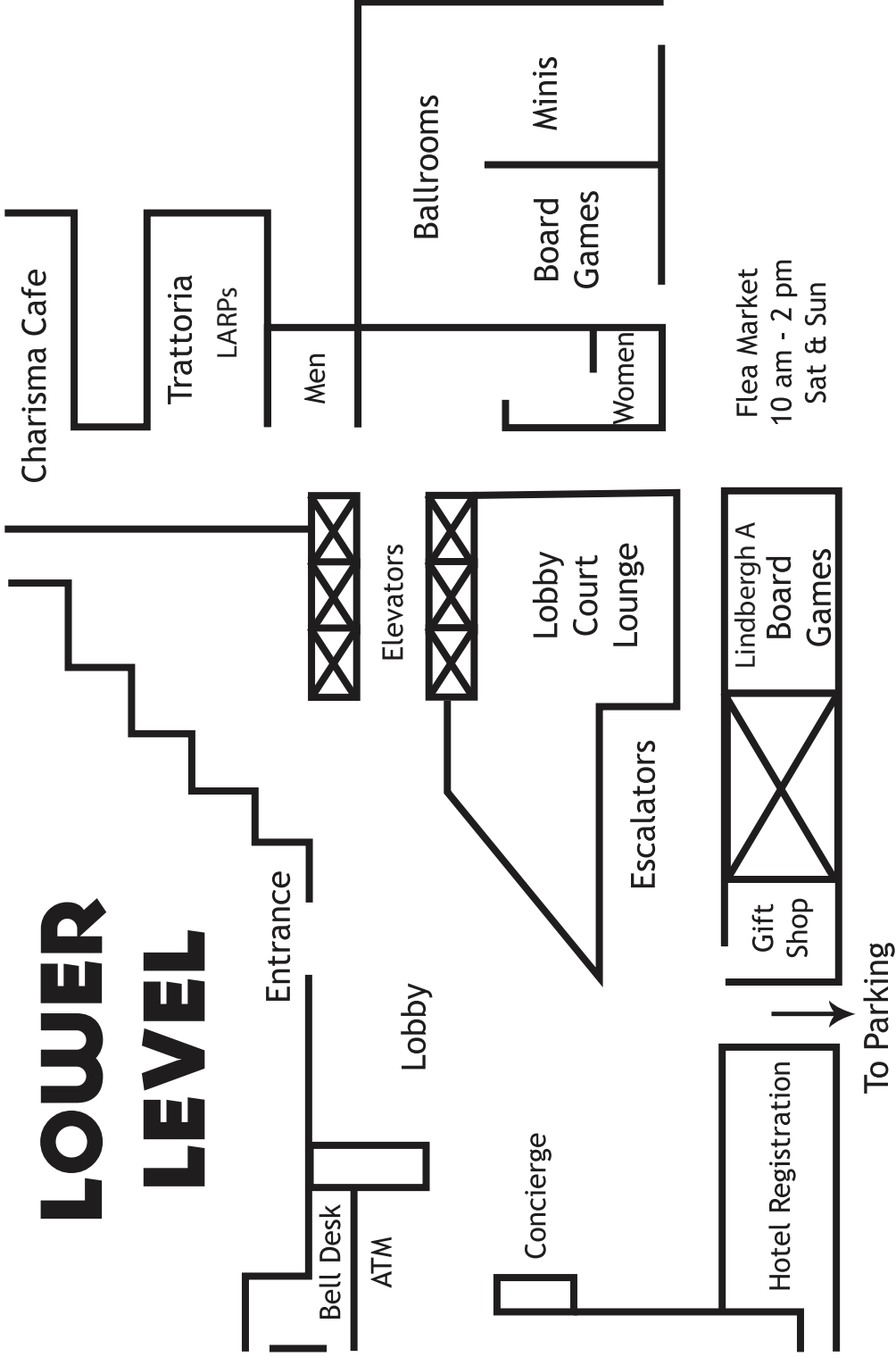
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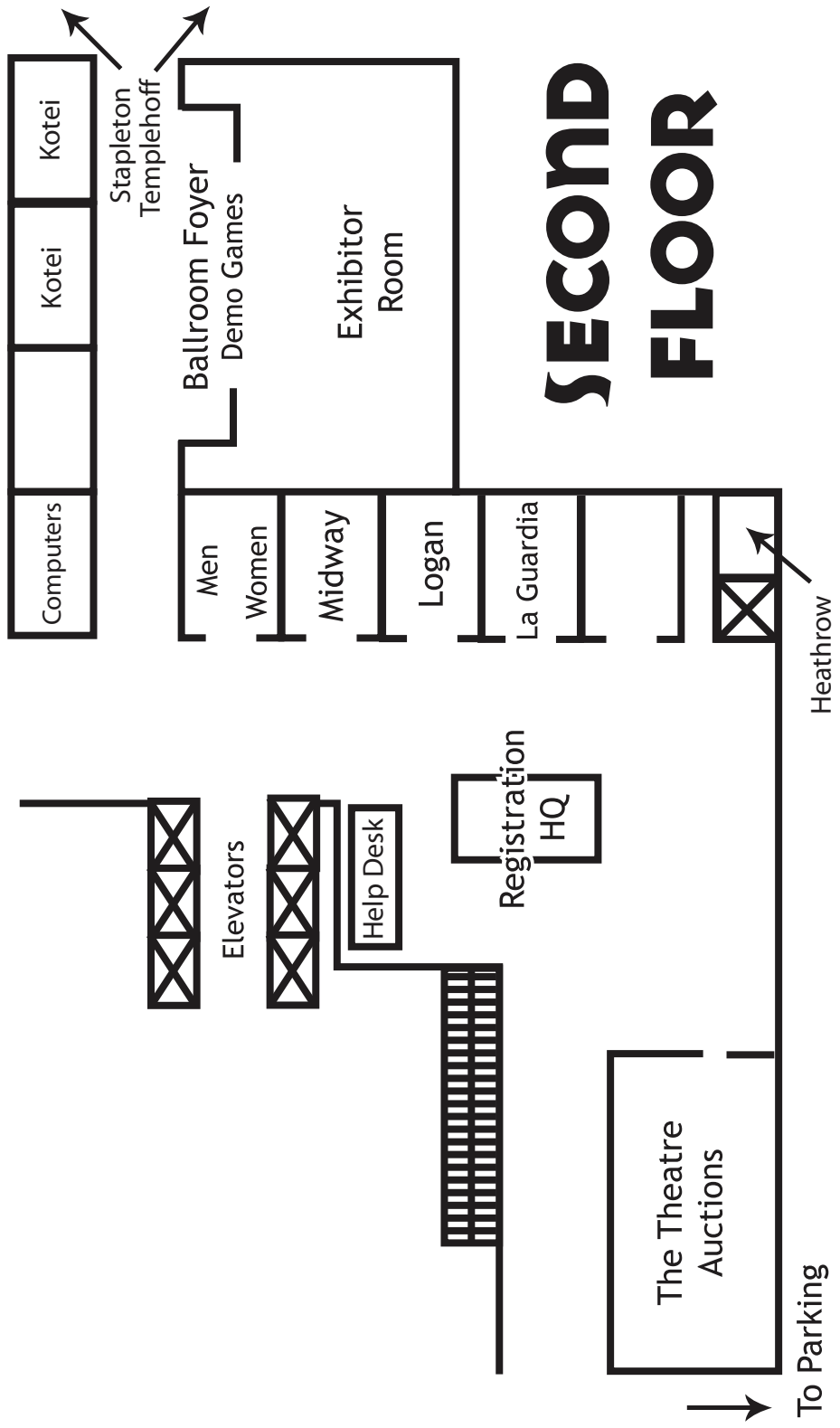
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KRIS

LOWER LEVEL



SECOND FLOOR



LIVE ACTION ROLEPLAYING

TRATTORIA

FRIDAY

8pm	Mage: The Awakening	The Camarilla
Mid	Limbo/Mystery	jim pinto

SATURDAY

11am	12 Angry LARPerS	Aaron Kutzmann
8pm	Vampire: The Requiem	The Camarilla

SUNDAY

Noon	Mage: The Awakening	The Camarilla
2pm	Werewolf: The Forsaken	The Camarilla
8pm	Vampire: The Requiem	The Camarilla

12 ANGRY LARPER S

GM: Aaron Kutzmann

They thought they were going on a dungeon crawl. One of them was even going to play a barbarian. Instead what should they find themselves in but the most action packed courtroom drama to not take place in a courtroom. And this formula adds up to 12 angry LARPerS.

LIMBO

GM: jim pinto

Show up and find out what this mystery LARP is all about. This is not a murder mystery game.

MAGE: THE AWAKENING

GM: Camarilla

The world still whispers of it's past. The marks and portents are around us everywhere, everyday in everything, though most people are too blind to see them. The throng of humanity shuffling through it's day to day monotony like so many drones. Awake but not really aware, or perhaps asleep and walking though life as though it were a dream. What if you could wake from the eternal slumber that drives you into ordering couches from the Martha Stewart catalogue? What if you could lift your head to the wind and hear the voice of the ether calling you, feel the pull of the dead that walk among you, wield the power that the gods once held, run the earth like the beasts or sift through the sands of time and read the fates... What if all it took was to believe?

VAMPIRE: THE REQUIEM

GM: Camarilla

As the sunsets and the tyrants of Hollywood lay down to sleep, the real rulers of the City of Angels rise. Cloaked in Darkness, they stalk the neon streets, engaged in a dance that never ends. All are pawns in their grand game. They are the great deceivers, fooling even you, for you are certain they do not exist. Come and walk with us. Listen closely to the winds of the night, hear the notes of a song never ending. See the flutter of the Raven's wings, bask in the brilliance of the shadows. Walk in the eclipse of centuries, feel the bliss of the black kiss. Join the Dance Macabre, slip your fangs into the veins of eternity. Let your Requiem begin.

WEREWOLF THE FORSAKEN

GM: Camarilla

"The rumors start small, but are growing. At first, the streetlight red light camera spirits start muttering "I'll tell the Farseer", then the News Helicopters and Police Helicopters start discussing what the Farseer will have them do. The spirits of Surveillance are readying themselves for a new prince of their court, who is emerging at Edwards Air Force base. Whenever a spirit of this power emerges, the Werewolves of the area take note. How will this shift the power in their territory? There's only one way to find out."

MINIATURES

BALLROOM C/D

FRIDAY

6pm Check Six

SATURDAY

8am Dark Age: Rumble in the Wastelands
Heroscape

10am DBA 2.0
Flames of War: Hold until Relieved
Gettysburg
Man O'War
Warhammer 40K RT
Warhammer 40K: Cities of Death

Noon Circus Pachydermus

1pm Dark Age: Rumble in the Wastelands
Flames of War: Hold until Relieved
Heroscape
Man O'War
Nuts!
Old West Gunfight
Stargrunt II: Open Battle
Warhammer 40K: Cities of Death

2pm Warmachine: Rivets and Rust (Horde 500)

3pm Dark Age: Rumble in the Wastelands
To Die for the Land
Flames of War: Hold until Relieved
Gettysburg
Heroscape
Man O' War
Stargrunt II: Open Battle
Warhammer 40K: Cities of Death

SATURDAY

6pm Dark Age: Rumble in the Wasteland
Gettysburg
Heroscape
Man O' War
StarGrunt II: Open Battle
Wargods of Aegyptus.
Warhammer 40K: Cities of Death
Warhammer 40K: Mega Battle
Warhammer Fantasy: Siege of Zenres

7pm Babylon 5: A Call to Arms
Battlefleet Gothic
Circus Maximus

8pm Battlefield Gothic
Dark Age: Rumble in the Wastelands
Flames of War: Hold until Relieved
Grind: Warjack Combat Sport
Heroscape
Warhammer 40k: Mega Battle
Warhammer Fantasy: Siege of Zenres

SUNDAY

8am Main Battle Tank

10am Hedgerow Hell
Main Battle Tank
Man O'War
Warmachine: Rivets and Rust (Warmachine 750)
Warhammer Fantasy, Battle Royal

1pm Hedgerow Hell
Main Battle Tank
Man O' War
Nuts!
Old West Gunfight
StarGrunt II Open Battle

3pm Hedgerow Hell
Main Battle Tank
Man O' War
Star Grunt II: Open Battle

SUNDAY

6pm Ironclads
Warhammer Fantasy: Mega Battle

8pm Star Grunt II: Open Battle
Warhammer Fantasy: Mega Battle

MONDAY

8am Warmachine: Hordes

BABYLON 5: A CALL TO ARMS

GM: Robin Nixon

This is a Bring and Battle, though Miniatures can be loaned to some participants if needed. This is an official B5 tournament. Build and bring a 5-point RAID fleet.

BATTLEFLEET GOTHIC

GM: Jon Wagner and Justin Clouter

Fight for control of the sector. Imperial, Eldar, and Chaos ships in a desperate fight to the death. New players welcome.

CHECK SIX

GM: Rick Billings

Come enjoy some fast-paced WWII Dogfighting using modified MUSTANGS rules. Spits vs. Me109s, Mustangs vs. FW190s, and Corsairs vs. Zeros. Up to 8 players.

CIRCUS MAXIMUS

GM: Steve Verdoliva

Run an Ancient Roman chariot and race against others in this fun filled game. Test your skill, getting across the finish line in one piece. Whipping other racers is acceptable. Up to 20 players. Beginners are welcome.

CIRCUS PACHYDERMUS

GM: Steve Verdoliva

Elephant Races. A new twist to the ever-popular Circus Maximus Chariot Race Game. Up to 15 players. Beginners' welcome.

DARK AGE: RUMBLE IN THE WASTELANDS

GM: Robyn Nixon, BJ - Shepard, 3rd Outcast volunteer

Dark Age is a post-apocalyptic Science Fiction based 25mm miniature game set on a far off world. Its up to you to ensure the survival of you Warband against mutants, aliens and other human outcasts. Rumble in the Wasteland is a set of 350 point tournaments. Army groups are provided by Dark Age Miniatures. This is an introductory, fast-paced game. Rules will be taught and demonstrated prior to the first round.

DBA 2.0

GM: Robert Runnels

Standard open tournament. Up to 12 players. Any army list from the DBA 2.0 list is eligible. There will be 4 rounds. Each round will last one hour and there will be a lunch break. Prizes will be awarded. Your army list must remain unchanged from game to game... same 12 elements in each round.

TO DIE FOR THE LAND

GM: Jay Gelder

An easy to learn and play 15mm WW-2 homebrew rules system for both the young and old warriors. A battle hardened US Infantry Squad meets a German Army Squad of veteran fighters on plot of French farmland - and all hell breaks loose. Up to 4 players. Prizes.

FLAMES OF WAR: HOLD UNTIL RELIEVED

GM: Michael Verity, Daniel Verity, and Adam Hammer

US Para's have landed behind German lines to hold a key objective pending the link up with a combined Anglo-American Armored/ Infantry force. Full terrain table with tanks, infantry and artillery. Aircraft involved. English armored "funnies" with American Shermans. German hidden in ambush with Pak 75's and the fearsome Tigers. All are invited to join in.

GETTYSBURG

GM: Robert Boyen and Jesse Boyen

5mm ACW. Up to 8 players. All figures provided.

GRIND: WARJACK COMBAT SPORT

GM: Jin Sugimoto, Greg Sztain

Heart pumping action. Clashing warjacks in team colors. One gigantic spike-covered metal ball. Bring your team and construct a team worthy of grinding the opposing team to dust. Prize for winning the tournament will be an Actual Grinder. Tournament limited to 16 players. Rules are as published in No Quarter #10.

HEDGEROW HELL

GM: Jim Svette and Matthew Wright

Normandy. 15mm scale WWII Battlefront-like (As in modified Battlefront) and up to 4-6 players. The 82nd Airborne Division is ordered to advance in the Normandy Hedgerow country on the days following D-Day.

HEROSCAPE

GM: Chris O'Rourke and Dillon Christopher

28mm. UT Gar has rebelled and is attacking city of Vahalla. Jandar is sending relief forces but must pass through The Forgotten Forest and Lava Pits. Five vs. five players.

IRONCLADS

GM: Samuel Crosbie

600th scale Custom Rules. Ironclad gunboats on the rivers of America circa 1861-1865.

MAIN BATTLE TANK

GM: Chris O'Rourke and Bill Rios

1/285th / 6mm scale Modern Micro Armor. Based on the Avalon Hill MBT board game system. All players welcome. U.S and German tanks square off with Soviet Armor in the West German countryside. Up to 8 players.



MAN O'WAR

GM: Ian Darley and Paul Richert

Good vs. Evil on the high seas in the Warhammer world. Empire, Bretonnians, Dwarf and High Elf fleets will go into battle against Dark Elf, Skaven, Undead and the forces of Chaos. Sea monsters, airpower and magic will all play a part in the battles.

NUTS!

GM: Bruce MacRae and Mark Stanley

D-Day +2: Carentan. Go behind enemy lines, find an 88mm AT gun, knock it out, bring back any Germans, and come back in one piece.

OLD WEST GUNFIGHT

GM: Bill Rhyne and Pat Finerty

Evil Ed's Outlaw Gang robs the bank in Turney Ville and attempts to escape with the loot. Deputy Sheriff Righteous Pat vows the outlaws will be taken Dead or Alive. Join the Fun.

STARGRUNT II: OPEN BATTLE

GM: Alden Moore

Company level Raid/Extraction scenario for 1 to 3 players per side. Game scale is 15mm. Players are invited to bring their own forces or use the forces provided. All players owned forces maybe used subject to the discretion or adjustments of the referee. Players bringing their own forces are advised to contact the referee before the event. At the conclusion of the game, each player will receive one free squad of 15mm GZG unpainted troops and each member of the winning team will receive one free copy of Stargrunt II.

WARGODS OF AEGYPTUS

GM: Richard Rogers

Ankhara World Campaign. 6 players. As more and more of Ankhara resurfaces the threat to the lands of Aegyptus continues to grow. Bring your Warband and aid in the defenders or seek to ensure that the Eaters will take over the lands. This game is part of the World Campaign, so bring your new 1200 point Warbands or the Warband from your local campaign and help molded the future of Wargods of Aegyptus.

WARHAMMER 40K: CITIES OF DEATH

GM: Chris Brockmeimer and Paul Robles

1,500 points per player, each player also gets two Stratagems to use from the new codex. The game will be three vs. three, good vs. evil. Terrain will be provided. Experienced players requested. Bring your own armies.

WARHAMMER 40K: MEGA BATTLE

GM: Van Harlow and Bill Harris

Up to 20 players. This is your chance to bring your Titans and other cool stuff, or just your own massive armies, If you want to borrow a Titan or a super heavy tank we will have some for loan on a first come first serve basis.

WARHAMMER 40K: SIEGE OF ZENRES

GM: R.T. Maitreya

Join the forces of Good defending this easternmost town in the Border Princes against the forces of Evil that broke through Mad Dog Pass. Neutrals might fight on either side. Bring a 1250-point army and secondary 250-point contingent. We will be playing with improved siege rules based on December White Dwarf #323. Forgeworld items are allowed if you can fit them into your low points limit. Please limit proxies to siege towers and equipment. Up to 12 total players can be accommodated on this large board. Your army list should be typed up for easy reference of familiar rules, as turns will be held to a schedule. Game has a time (not turn) limit, but forces can enter late (reinforcements) and leave early (run away) if absolutely necessary. This game is for fun, with fast and furious decrees from your fearless and friendly organizer.

WARHAMMER 40K RT

2000-point armies. All RT rules apply. No Forgeworld variants beyond Codexes. No proxies of models (75% of unit must be modeled as equipped). Conversions must have significant GW parts. Scores based on Win/Loss, Painting, Sportsmanship/Rules Knowledge. Your list **MUST** be typed and orderly formatted (Army Builder lists preferred) and three copies are needed: one for the player, one for your opponent to review at conclusion of game, and one for the judges to review throughout the tournament. Detailed RT rules are posted on the Games Workshop website. Players will participate in three games.

WARHAMMER FANTASY: MEGA BATTLE

GM: Nick Thompkins and Larry Harrala

This is your chance to bring your ForgeWorld and other cool stuff, or just your own massive armies.

WARHAMMER FANTASY RT

2000-point armies. All RT rules apply. No ForgeWorld variants beyond Codexes. No proxies of models (75% of unit must be modeled as equipped). Conversions must have significant GW parts. Scores based on Win/Loss, Painting, Sportsmanship/Rules Knowledge. Your list **MUST** be typed and orderly formatted (Army Builder lists preferred) and three copies are needed: one for the player, one for your opponent to review at conclusion of game, and one for the judges to review throughout the tournament. Detailed RT rules are posted on the Games Workshop website. Players will participate in three games.

**DON'T FORGET ABOUT
THE PAINTING CONTEST.
SHOW OFF YOUR BEST
FIGURES. SEE PAGE 9
FOR DETAILS.**

WARMACHINE: RIVETS AND RUST

Hordes 500 Point Tournament. This tournament will be utilizing official Privateer Press Figures and rules. Bring your single warlock, his/her warbeasts, your minions and troops. Awards for best general, best sportsman and best of factions. This tournament is sponsored by Dungeontrader and Mad Monkey trading company who will be in the dealer room.

WARMACHINE RIVETS AND RUST

GM: Robin Nixon

Warmachine 750 Point Tournament. The battle is 750 points, and you can bring two lists, each one a single Warcaster, plus his/her troops, Warjacks, solos and mercenaries to fill them out. Official Privateer Press rules are in effect, and Steamroller 2.1 scenarios will be run, so tailor your lists appropriately.

WARMACHINE: HORDES

Bring a mixed force of WARMACHINE and Hordes. But here are the rules, Either bring 500 points of WM plus 250 of Hordes, or bring 500 points of Hordes plus 250 of WARMACHINE. Your force will have 1 Warcaster and 1 Warlock fighting side by side as allies The scenarios will be standard kill the Warcaster/Warlock Victory conditions, else you will be fighting for Victory points to defeat your opponent.

WARRIOR RULES SYSTEM: BATTLE ROYAL

GM: Skip Gardella and Harmon Ward

War of the Roses Warriors Rules. The battle near Shrewsbury pits the Lancastrians against the Yorks for the final conflict in the War of the Roses. Shrewsbury is drawing the finest nobles, soldiers and mercenaries, so it must be a very fashionable affair. Everyone is invited to participate, bring your own troops or we can lend you some of ours. No experience required, and you get to “kill English”, no matter which side you choose. Knights, longbowmen, billmen, pikemen, spearmen! Burgundians, French, English, Irish, Scots, Welsh and others! Up to 20 players.

MOVIES

2ND FLOOR THEATRE HEATHROW

Need a break from the carnage?
Is your brain fried from “strategizing?”
Do you just need to put your feet up and relax?

Well then... take a seat. “Heroes, Villains, and Popcorn” is here to entertain you with movies and television shows. Take in a new movie, a classic, or find a favorite. Spiderman, Captain Jack, and Neo are all here. *There’s even a family block from 7am to 10am on Saturday and Sunday.* Stop by and see what’s on.

Check the schedule outside the door for movie times.

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ROLEPLAYING GAMES

3RD FLOOR

We've made some changes to the RPG department. Most importantly, how you sign-up for games has changed, making it easier for you to get into the games you want. The RPG Headquarters is now located on the 1st Floor in Ballroom A, not far from Boardgames HQ. Sign-up sheets are located at RPG HQ and are first available the morning of the day the event is being run. That means that as long as there is a slot available in the event, you can sign-up at any time for any RPG event run that day (e.g. you could sign-up for a Saturday 8pm game on Saturday morning). No more having to line-up an hour before the next game. Keep in mind that you cannot sign-up for more than one game per time-slot.

Please show up at your event on time as games start within a few minutes of the listed time. If, for some reason, the GM isn't there within 15 minutes of start-time, come down to RPG HQ and we'll do our best to get you into another event.

**RPG HEADQUARTERS IS
LOCATED IN BALLROOM A.**

FRIDAY

7pm	7th Sea/Finding the Pearl's Treasure	Bob Johnston
	Living Greyhawk: COR6-07	
	From the Dust	RPGA
	Living Greyhawk: NYR6-M02	
	Return to Flessern	RPGA
	Living Greyhawk: NYR7-M01	
	The Chains that Bind	RPGA

8pm	AD&D 2nd Edition/High-Level Limited	Legio-IX
	AD&D 2nd Edition/ Return to the	
	Tomb of Horrors (Part One)	Richard Meeks
	Call of Cthulhu/	
	When the Bough Breaks...	Colin Dimock
	Chronicles of Ramlar/	
	New Heroes of Eranon	Joe O'Brien
	Chronicles of Ramlar/	
	New Heroes of Eranon	Darrin Dennis
	Dungeons & Dragons**/	
	GenCon 1976	Robert Lionheart
	HERO System/Marvel Slugfest	Venter Laird
	Houses of the Blooded/	
	Houses of the Blooded Preview	John Wick
	Marvel Super Heroes/	
	Heroes of the Dead	Joe Burns
	Werewolf: The Forsaken/	
	For Mother Luna, Comrade	Adam Ness

SATURDAY

9am	Living Greyhawk:	
	NMR6-01 Blighted Star	
	(Part One)	RPGA
	Living Greyhawk: NYR6-07	
	The Rent is Due	RPGA
	Living Greyhawk: NYR6-09	
	The House of Entrell	RPGA
	Living Greyhawk: NYR7-S01	RPGA
	Serenity/Returning Dragon	Bob Johnston

SATURDAY

10am	AD&D 2nd Edition/High-Level Limited Legio-IX AD&D 2nd Edition/Return to the Tomb of Horrors (Part One) Buffy the Vampire Slayer/Bloody Night in Coahuila Cat/A Pirate's Life for Me Chronicles of Ramlar/ New Heroes of Eranon HERO System/Avengers Assemble. Heads of State (Playtest) Risu**/Rifts: Chaos Earth Spycraft 2.0/Cold Warriors Tunnels & Trolls/ The Lens of Kheldoss	Richard Meeks Morgan Ellis John Wick Darrin Dennis Venter Laird Mark Vallianatos Robert Lionheart Patrick Kapera Mike Olson
2pm	Living Kingdoms of Kalamar: LK-43 Stormbringer Living Greyhawk: NMR6-01 Blighted Star (Part Two) Living Greyhawk: NMR6-02 The Mad Baron of Pikemaster Living Greyhawk:NYR6-04	RPGA RPGA RPGA RPGA RPGA
3pm	AD&D 2e/Return to the Tomb of Horrors (Part Two) Buffy the Vampire Slayer/ A Hellmouth Opens Chronicles of Ramlar/ New Heroes of Eranon Chronicles of Ramlar/ New Heroes of Eranon Crimson Cutlass/ Dead Men Tell No Tales. Dungeon & Dragon 3.5/ The Bloodbarrel Caves (Part One) Fantasy Hero/ Lost Legacy (Part One) Full Light, Full Steam/Jungle Fever	Richard Meeks Nicholas Butler Joe O'Brien Darrin Dennis Zack Infanger Eric Gerhardt Venter Laird Joshua BishopRoby

SATURDAY

3pm	George's Children HeroQuest/Heroes of Middle-Earth #1, The Shadow Rises The Shadow of Yesterday/ Absolon's Bastards Spirit of the Century/ Star Wars: Clone Wars Werewolf: The Forsaken/ To Wake the Dead	jim pinto Denys Mordred Judson Lester Colin J. Adam Ness
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7pm	Stargate SG-1/From the Serpent's Mouth	Bob Johnston
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8pm	AD&D 2nd Edition/Return to the Tomb of Horrors (Part Two) Call of Cthulhu**/The Grave Chill/Klamath Falls Down. HeroQuest/Heroes of Middle-Earth #1 The Shadow Rises HERO System/Bloody Mary Living Greyhawk: NYR7-I02 Althar's Call Interactive Marvel Super Heroes/ Heroes of the Dead Primetime Adventures Solar/Jailbreak Spycraft 2.0/The Gauntlet Wilderness of Mirrors/Olympus 7	Richard Meeks Darnell Coleman Robert Lionheart Denys Mordred Jeffrey Nuttall RPGA Joe Burns Joshua BishopRoby Judson Lester Patrick Kapera John Wick
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Mid	Don't Rest Your Head/Night School	Jesse Burneko
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SUNDAY

9am	Living Greyhawk: COR6-13 Tears for Bright Sands Living Greyhawk: NYR6-08 Heartland Expecting Living Greyhawk: NYR6-M02 Return to Flessern Serenity/Damaged Dragon	RPGA RPGA RPGA RPGA Bob Johnston
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SUNDAY

10am	AD&D 2nd Edition/Return to the Tomb of Horrors (Part Three)	Richard Meeks
	Buffy the Vampire Slayer/ A Secret Group	Nicholas Butler
	Chronicles of Ramlar/ New Heroes of Eranon	Joe O'Brien
	Committee for the Exploration of Mysteries/Playtest	Joshua BishopRoby
	Fantasy Hero/Lost Legacy (Part Two)	Venter Laird
	George's Children	jim pinto
	Risu/Rifts: Chaos Earth	Robert Lionheart

2pm	Living Kingdoms of Kalamar: LK-S2 The Lost City	RPGA
	Living Greyhawk: NMR6-02 The Mad Baron of Pikemaster	RPGA
	Living Greyhawk: NYR7-01 Faith and Conviction	RPGA
	Living Greyhawk: NYR6-07 The Rent is Due	RPGA

3pm	AD&D 2nd Edition/Return to the Tomb of Horrors (Part Three)	Richard Meeks
	Chronicles of Ramlar/ New Heroes of Eranon	Darrin Dennis
	Chronicles of Ramlar/ New Heroes of Eranon	Joe O'Brien
	Crimson Cutlass/ Dead Men Tell No Tales.	Zack Infanger
	D20**/Doctor Who and the Timelords Vs. The Daleks: In the Void	Darnell Coleman
	Discordia./No Cookies for Christmas	John Wick
	Dungeons & Dragons 3.5/ The Bloodbarrel Caves (Part Two)	Eric Gerhardt
	HeroQuest/Heroes of Middle-Earth #1, The Shadow Rises	Denys Mordred
	Inspectres/The Phantom Vampire of the Midnight Movie House	Morgan Ellis
	It Was A Mutual Decision	Jesse Burneko

SUNDAY

3pm Lacuna/Lost Angeles Mark Vallianatos
Savage Worlds/
Deadlands: Dead by Dawn
Sensical Roleplaying/SpecOps: Colin J.
WWII German Operations Matt E.

7pm 7th Sea/Lifting the Pearl's Curse Bob Johnston

8pm Dungeons & Dragons**/
GenCon 1976 Robert Lionheart
Living Greyhawk:
COR6-07 From the Dust RPGA
Living Greyhawk: NMR6-03 RPGA
Privilege of the Dead
Living Greyhawk: NYR6-09 RPGA
The House of Entrell
Paranoia XP/Hot Potato Ed Murphy
Sensical Roleplaying/Vikings 1000 AD:
Escape from Jotunheim Matt E.
Shadowrun/Just-In-Time Runners Ryan McMullan
Sorcerer & Sword/Bleeding Hearts Jesse Burneko
Wilderness of Mirrors/
The Falcon Ultimatum Denys Mordred

MONDAY

9am Living Greyhawk: NMR6-01
Blighted Star (Part One) RPGA
Living Greyhawk: NMR6-05
Gift of the Tempest RPGA
Living Greyhawk: NYR7-S01 RPGA

10am D20 Modern/
The Mystery of Gray Island Jeffrey Nuttall

2pm Living Greyhawk: NMR6-01
Blighted Star (Part Two) RPGA
Living Greyhawk: NYR7-M01
The Chains that Bind RPGA
Living Greyhawk: COR6-13
Tears for Bright Sands RPGA

Event descriptions are listed in alphabetical order based on the title of the adventure and NOT the name of the game. All RPGA Living City events are listed in alphabetical order based on the code number of the event and appear at the end of this section.

DMs reserve the right to modify rules or make fiat decisions about the game rules. Games marked with a double asterisk (**) are modified from the original game mechanics.

ABSOLON'S BASTARDS

The entourage of a Lord of Maldor find an opportunity to prove the right of their liege to assume the throne of Absolon.

AVENGERS ASSEMBLE.

Cooper Hanson has become one of the greatest magicians known to man. Even amongst his peers, his talent defies belief (or explanation). Now, during the greatest illusion ever attempted, Cooper's secret is revealed. With millions of lives hanging in the balance, can the Avengers undo Cooper's mistake?

BLEEDING HEARTS

Sorcerer & Sword brings to life the pulp fantasy adventure of the 1920s and 30s. Add in the sensibilities of the late eighteenth century gothic novel and the result is a unique blend of romance, religion, violence and weird horror in a dark fantasy world consumed by passion and power.

THE BLOODBARREL CAVES, PART ONE AND TWO

The letter sits opened on your table. The wizard Bjorn is asking once again for your specialized skills. Trust a wizard to want to enter a dragon tournament, especially a tournament where you have to bring your own opponents. Journey to the lair of the Basilisk in an adventure designed for 5th level characters. Pre-generated characters provided or bring your own.

BLOODY MARY

Even among the dead, the name "Bloody Mary" can bring shivers. A vicious specter known for appearing in mirrors to violently murder those who call upon her, lately she seems to have been unusually active at a certain sorority house. No living person seems to be able to figure out why so many people are dying, but maybe the

dead can understand the situation better. The PCs are ghosts with reasons to want to stop Bloody Mary's recent rampage. For more information on the setting, see <http://www.magicdoorknob.com/interlife>.

BLOODY NIGHT IN COAHUILA

They call her La Cazavampiros, the Hunter of Vampires. The Vampires killed her family, and the man she loved. She wanders the dusty highways of Mexico on the trail of the Vampire who was behind it all. Now in a little town just south of the Texas border she has found him and its time for revenge. Robert Rodriguez Films meet Buffy the Vampire Slayer.

COLD WARRIORS

Run and written by the author of the Spycraft RPG. Seven strangers wake up in a room, seven spies with only one thing in common- a mission that ended in tragedy. But that was decades ago and they've all moved on, joining seven of the foremost covert organizations on earth, seven groups that have alternately helped and hunted each other for years. How did they get here? What deadly secret do they share and why is it worth killing for? Find out in this exciting rapid-fire introduction to Crafty Games' newest setting, World on Fire.

COMMITTEE FOR THE EXPLORATION OF MYSTERIES, PLAYTEST

It is 1930 and you are a member of the Committee for the Exploration of Mysteries and the Advancement of Mankind. You and your compatriots have just returned from an expedition to the far corners of the earth, and the rest of the Committee is eager to hear of your exploits. If your telling can earn you the acclaim of your peers, you may be able to attain your heart's deepest desire. All players will receive an 'Ashcan' playtest copy of the game.

DAMAGED DRAGON

Your new acquaintances aren't friendly. This will take a great plan or a lot of luck and bluffing to sell your cargo and get your ship repaired. This game is played on a special multi level custom built table with a 3D ship. Big Damn Heroes provided. The first hour is rules, demo and hero selection. The game starts at 10am for experienced players who have checked in with the GM.

DEAD MEN TELL NO TALES.

Ye come seekin' adventure with salty old pirates, eh? Keep a weather eye open mates, and hold on tight. Thar be squalls ahead, and Davy Jones waiting for them that don't obey...

DEADLANDS: DEAD BY DAWN

In the Weird West, the Players all return from the Grave as Harrowed seeking revenge on the men responsible for their death. Think of the old Eastwood Westerns made supernatural.

DOCTOR WHO AND THE TIMELORDS

Thirteen million Daleks, sent into the Void by Dr. Who, escape. Some Timelords, held in stasis in the Void, awaken to deal with the problem. Play a Timelord or one of their Companions, to put the Daleks in a prison or destroy them.

THE FALCON ULTIMATUM

From John Wick comes a blast of a spy game in which the players plan the missions and try to survive when the GM wreaks havoc with the details. Full of twists and turns, no one can be trusted, as the spies, each with their own agenda, tries to complete their all-important objective. It's mega-action James Bond by way of *Alias*. Do I expect you to win? No, I expect you to die.

FINDING THE PEARL'S TREASURE

Avast. Ye have the Pearl. Ye have a treasure map. Now all ye need to do is sail the ship to it. Swashbuckling, Romantic, Pirates of the Caribbean. This game is played on a special multi-level custom built table with a Black Pearl model ship. Great Heroes provided, newcomers welcome. The first hour is rules, demo and hero selection. The game starts at 8pm for experienced players who have checked in with the GM.

FOR MOTHER LUNA, COMRADE

1946-6 pilots have gone missing from Edwards Airforce Base. Local authorities are blaming it on Russian kidnappers, but the Uratha of the Happy Bottom Riding club suspect differently.

FROM THE SERPENT'S MOUTH

While the new SG-7 is on a covert mission to extract a Tok'Ra operative the Goa'uld planet they are on has come under attack from a Lord KUR the self proclaimed DRAGON God. With his forces in control of the local stargate, your mission is harder than ever. This game is played on a special multi level custom built table. 3rd-level characters provided. Newcomers welcome. Knowledge of D&D 3.0 or Stargate TV Series Season One to Three is helpful. The first hour is rules, demo and hero selection. The game starts at 8pm for experienced players who have checked in with the GM.

THE GAUNTLET

Run and written by the author of the Spycraft RPG. It all went wrong when what should have been a simple raid turned into a full-blown gun battle with the most savage gang in all of Empire City. Now there's only one way out and it's directly through the heart of the city's worst ghetto. Gather all your wits, guts, and bullets and leap into the thrilling world of crime noir in this preview of Crafty Games forthcoming setting, Ten Thousand Bullets.

GENCON 1976

Look what I found on eBay. It's the official GenCon 1976 D&D tournament adventure. An angry wizard teleports you into the bowels of Baldemar Castle to recover the Albalon Staff from a vicious blue dragon. And you have to accomplish this task in 100 rounds. Can you dice any better than your grandpa did?

GEORGE'S CHILDREN

George's Children is an Indie roleplaying game by Jon Hodgson and jim pinto detailing the lives of children in a post-apocalyptic world devoid of adults. Taking place over the course of one day, the roleplaying game provides players with a story environment rich in potential, without the need of a GM. This is the public premiere of this soon to be released game with a great deal of replay value.

THE GRAVE

You are dead famous people of the world, waken from the dead to save the world. A Grave has opened and you must close it and get/kill the person who did it. The initial people in the game will be Dead Presidents but you can change them to anyone famous you want. This will be using the CoC system without the Sanity roll.

HEADS OF STATE, PLAYTEST

Welcome to Heads of State and the strange, sinister world of Dictators. Heads of State is a series of games about Tyrants. Each game provides a different angle on a fictional Dictator's life story and regime. We will play 2 or 3 of these short games, fleshing out the same dictator over the course of multiple games. By the end we'll have created a Tyrant as unique, depraved, and compelling as the most notorious real world dictator.

A HELLMOUTH OPENS

You and your friends are out partying when all of the sudden the night erupts into madness. When you and your friends are caught in the middle and one becomes a slayer, will you all survive the night? The night will tell the story.

HEROES OF MIDDLE-EARTH #1,

THE SHADOW RISES

Experience the epic fantasy of J.R.R. Tolkien's Middle-earth. This is the start of an *ongoing campaign* to be run only at the convention. In the centuries before The Lord of the Rings, the free peoples are threatened by the forces of evil. A fellowship of heroes, mortal and immortal, struggle against the machinations of the mighty Witch-king of Angmar, braving the magic and mystery of ancient realms. This campaign will use the dynamic and easy to learn HeroQuest RPG engine. The future is not set in stone. Forge your own destiny in Middle-earth!

HEROES OF THE DEAD

A group of rookie members of the Avengers West Coast is dispatched by Captain America to a remote area of the arctic circle to investigate a mysterious anomaly. When they return to Los Angeles they find the dead walking.

HIGHLEVEL LIMITED

Use a pre made or create your own. You may use 3,000,000xp, 3K xp for magical items and draw from any official TSR 2nd ed books (exceptions no psionics S&P or players options. All materials will be provided as well as nice swag.

HOT POTATO

Troubleshooters, you have an urgent mission. Devious members of the Sierra Club secret society are attempting to contaminate Alpha Complex with contraband from the Outdoors. Our reports indicate they are trading it to another secret society, believed to be Pro Tech. Your mission is simple: Disrupt the trade, kill all traitors and deliver the contraband to us for storage.

HOUSES OF THE BLOODED PREVIEW

John Wick, author of the Legend of the Five Rings and 7th Sea, reveals his next “big game.” Houses of the Blooded is a roleplaying game of ruthless politics where a sharp wit is just as valuable as a sharp sword. Enter a world where Blood, Lust and Treachery are the coin of the realm. Pre-release demo.

IT WAS A MUTUAL DECISION

Whose fault was it? Anyone’s? Who’s the bad guy (or gal)? Either? Both? Is my lover really an inhuman, pest-ridden, murderous, shape-changing monster? Don’t pretend you never asked those questions. Breaking up isn’t hard to do but staying alive and sane might be a problem. It Was A Mutual Decision is the best GM-less Wererat Romantic Break-Up RPG on the market. Real world couples are highly encouraged to play.

JAILBREAK

Four convicts, five hostages, one gun. Do the math. (A classic Unknown Armies one-shot adapted to the Solar System.)

JUNGLE FEVER

Ambushed above Venus, outnumbered and outmaneuvered, HMS Imperial was bested by unknown assailants and crashed to the surface. Now in hostile jungle territory, the crew of HMS Imperial must find a way to get back to civilization. Full Light, Full Steam is a steampunk space opera role playing game with a focus on vibrant characters in a larger-than-life world.

JUST-IN-TIME RUNNERS

Federated Ford is getting ready to release it's new F-650 pickup with their new marketing campaign "Blaze a Trail". It seems Mr. Johnson has other ideas for the big release... No experience necessary. Pre-generated characters. 4th Edition rules.

KLAMATH FALLS DOWN.

Do you want to play my scary game? A quaint tourist town is under siege by a ravenous horror unlike any you have fought. Dare you face the Unknown? Beginners Welcome...if you dare.

THE LENS OF KHELDOSS

They call Gull the City of Terrors, but nobody on Phoron bothers assigning an adjective to the Tower of Kheldoss. The rumors of the place are forbidding enough on their own. Certainly no one would ever seek the place out... except, perhaps, a party of foolhardy scoundrels. Come relive your T&T memories and make some new ones with this old-school dungeon delve. Pre-generated characters will be provided, and T&T's simple mechanics make this an easy game for anyone to pick up in mere minutes.

LIFTING THE PEARL'S CURSE

You have been captured and placed aboard a dark ship with a strange crew. Knowledge of Pirates of the Caribbean is useful, but not required -- although spoilers will be revealed. This game is played on a special multi level custom built table with a 3D model of the ship, Black Pearl and other PotC based ships. More than Adequate Heroes provided, newcomers welcome. The first hour is rules, demo and hero selection. The game will start at 8pm for experienced players who have checked in with the GM.

LOST ANGELES

The rains have stopped and the Blue City is looking disturbingly familiar. Lacuna is a gripping, enigmatic game in which players are agents inserted into a mysterious city. In this 'L.A.cuna' mod, mythologies of the greater los angeles region infect the Blue City (or is it vice versa?)

LOST LEGACY, PART ONE

His days numbered, King Pyrus is forced to either locate the sole heir to the throne (missing and believed dead), or hand the crown to his brother. Hoping beyond reason that his son is alive and can be found, King Pyrus has summoned a group of heroes renowned for their skill and ingenuity. With time running out, the heroes will find no easy path to renown or more importantly, reward.

LOST LEGACY, PART TWO

With King Pyrus's life draining like sand through an hourglass, the heroes have arrived at journeys end. Faced with dangers as dire as any in their past, the heroes must ultimately decide between what is right for one, and what is best for all.

MARVEL SLUGFEST

Ever wondered who would come out on top in a no holds barred battle between Marvel's greatest superheroes? Will it be brute strength that wins the day or speed and agility? The Great Arena stands ready to answer this question and crown one hero as Marvel's Mightiest.

THE MYSTERY OF GRAY ISLAND

When a group of investigators is hired to get to the bottom of some strange goings-on on a remote Pacific island, they find themselves caught between two hostile forces, neither of which has any intention of letting them leave the island alive...

NIGHT SCHOOL

Don't Rest Your Head is a sleek, dangerous little game, where players are insomniac protagonists with superpowers, fighting (and using) exhaustion and madness to stay alive, and awake for just one more night, in a reality gone way wrong called the Mad City.

NEW HEROES OF ERANON

Step into the Age of Adventure and discover the action-packed fantastical world of Eranon. Come see why the Momentum mechanic has managed to keep everybody at the table during combat while encouraging teamwork, and other unique features of the A/B System, like improv spellcasting.

NO COOKIES FOR CHRISTMAS

The Queen of Cookies has been kidnapped by fascist penguins plotting to take over the world. Sound silly? You have no idea how scary it really is. Incorporating the rules from Wilderness of Mirrors, "No Cookies for Christmas" is a deadly serious adventure with a downright silly premise. Just as Discordia would want it.

OLYMPUS 7

The agents of OLYMPUS 7 have to stop a terrorist plot, but who can they trust? Take everything you love about the spy genre and make a game out of it. Paranoia, deception, planning, and a ticking clock. Come see why Wilderness of Mirrors is being touted as the best spy game on the market.

THE PHANTOM VAMPIRE OF THE MIDNIGHT MOVIE HOUSE

Inspectres is an expanding start-up company in the growth field of franchise Paranormal Investigations and Eliminations. Join a team of licensed paranormal investigators. Work in an exciting, fast-paced environment with dynamic, interesting people. Knowledge of Angelic script, Native American burial rites, mold spore and fungus collections, cryptozoology, preternaturally large Twinkies, Ouija board maintenance, migratory patterns of sponges, and lycanthropy preferred but not necessary. Characters and their Inspectres Franchise will be created for this fast-paced, comedy horror game.

A PIRATE'S LIFE FOR ME

On the good ship Agamemnon, life for the sailors is always full of adventure. Little do they know their ship's mascots are protecting them from monsters they could never imagine. Cat is a roleplaying game for beginner and advanced players. This particular adventure is for both parents and children: the grown-ups playing the pirates and children playing cats.

PRIMETIME ADVENTURES

Play the greatest TV show that never was. Primetime Adventures lets you create and play the TV show you always wanted to see, complete with meaningful characters and gripping drama. The players create the show and its cast, then play out actual episodes of the series, exploring the struggles of the main characters and cooperatively laying out stories television executives dream of.

RETURN TO THE TOMB OF HORRORS

The nightmare of Acererak's tomb once again hungers for life. This is a 2nd Edition Advanced Dungeons and Dragons-TOMES adventure, turned into a three part tournament. You will fight your way through death and deception, but will you triumph in the end?

RETURNING DRAGON

The ancient and most fearsome Black Leopard Tong has re-arisen on the rim and is sweeping towards the core. The alliance is hiring mercenaries to stop them. The pay is huge, with pardons granted for those who succeed. This game is played on a special multi level custom built table with a 3D ship. Big Damn Heroes provided, newcomers welcome. The first hour is rules, demo and hero selection. The game starts at 10am for experienced players who have checked in with the GM.

RIFTS: CHAOS EARTH

What is RISUS? It is an easy and fun system you will learn in two minutes. What is RIFTS? It is a gonzo crazy scifi world. What will we be doing in this game? Running for your lives as I destroy all that is beautiful in your world. Beginner's welcome.

A SECRET GROUP

After a new Hellmouth has opened a group of friends struggles to get used to the supernatural. In midst of it all a secret group is making its move for power. Join the night, fight back against the terror, and learn who is the secret group.

SPECOPS: WWII GERMAN OPERATIONS

Der Krieger Teufel are once again called upon to secure the future of the Fatherland. This is an ongoing campaign, beginners are welcome.

STAR WARS: CLONE WARS

Players will be Jedi during the end of the Clone Wars as the Dark Side descends upon Coruscant. Action and Power level are based on the Clone Wars Cartoon. This game uses the Spirit of the Century system which is an easy-to-learn and exciting roleplaying game.

VIKINGS 1000 AD: ESCAPE FROM JOTUNHEIM

The Jorgenson clan has been banished from the realm of men. Now they awaken on the shores of the Helspring, into which the dishonored dead are mercilessly thrown. The surrounding land is frozen, unfamiliar, and distinctly larger than life. Scattered and slain during life, the Jorgensons are reunited in death. Can they escape back to Midgard? Or better yet, can they regain the family honor and find entry to Valhalla?

TO WAKE THE DEAD

2006. Your packmate was on patrol last week, when he discovered what looked like a fresh markings from a pack he didn't recognize. Who is this new pack, where did they come from, and what brought them here?

WHEN THE BOUGH BREAKS...

It's a peaceful time in the off-season of a sleepy little tourist town by the lake... life is good-but then, it's always dawnest just before the dark. 5th edition. Characters provided.

RPQA EVENTS

LIVING GREYHAWK: CORG-07

FROM THE DUST

The dust has settled and a new Duke has placed his claim on Tenh. His lands are devastated. His shattered people-rebels-turned-supporters, old guard, or zealous faithful-squabble in their divided loyalties. With such infighting, where will Duke Labahlah begin rebuilding his nation? A one-round Core adventure set in the Stonelands of Tenh for characters level 4-15 (APLs 6-14). Part One of the Legacy of Life series.

LIVING GREYHAWK: COR6-13

TEARS FOR BRIGHT SANDS

According to legend, Sulum defeated ancient Itar, using dark magic to slay its patron deity and to collapse its capital into the sea. Two thousand years later a relic of those cataclysmic events may be critical to the future of the Bright Lands, but seeking it will require a journey beneath the waves. A one-round core adventure for characters level 2-15 (APLs 4-14). Part One of the Blight on Bright Sands series. This series heavily utilizes *Sandstorm*.

LIVING GREYHAWK: NMR6-01

BLIGHTED STAR, PART ONE AND TWO

The Celadon Forest has its share of ruins and mysterious places, but none as strange as the star-shaped castle ruins named Star Haunt. The doom that befell the original occupants is as unknown as the magic and treasures the castle ruins may hold. You have tracked the cause of the Blight to this location and you are certain that they are in the ruins somewhere. Celadon folk give this mysterious place a wide berth, but will you? The shooting stars that rain down around it from time to time are the least of the hazards here. A two-round adventure for APL 6-16, part six of the Blight series.

LIVING GREYHAWK: NMR6-02

THE MAD BARON OF PIKEMASTER

Baron Fennin has called a number of priests of Pholtus to show him the light. He houses one of former Prince Sewardt of Nyronds supporters in his house. He's invited a number of nobles to his estate to discuss "issues of importance." Finally, he has offered a great bounty to anyone who can find a local woman. A one-round meta-regional adventure set in the County of Urnst for characters level 2-15 (APLs 2-16).

LIVING GREYHAWK: NMR6-03

PRIVILEGE OF THE DEAD

The pain comes in waves now, almost more than I can bear. My hope is fading, and I don't know how much longer I can hold on or even if there is any reason for me to keep trying. A very challenging search and rescue module for players and PCs that are comfortable with leaving what they know behind (APLs 8 thru 16).

LIVING GREYHAWK: NMR6-05

GIFT OF THE TEMPEST

Taking shelter from a storm in the village of Montesser, the adventurers awake to find that more than seaweed is being washed ashore by the tide... A one-round Meta-regional adventure set in Medegia (or Ratik) for characters level 1-13 (APLs 2-10), Part One of Terrors of the Deep. Note that NMR6-05 is ill-suited for centaurs, specifically large-sized centaurs.

LIVING GREYHAWK: NYR6-07

THE RENT IS DUE

On a dark and stormy night in Wragby, on the deathbed of a famed priestess of Istus, an awful prophecy is heard. Deep in a chasm in the Anodan Hills the fate of all Oerth will be determined. A one-round Regional adventure set in the Kingdom of Nyronnd for characters level 1-14 (APLs 2-12).

LIVING GREYHAWK: NYR6-08

HEARTLAND EXPECTING

It seems that the hands of fate still manipulate the strings of Heartland. The town celebrates impending birth, the guilds show their curiosity, and you find yourself returning to the warm comforts of home. A potentially frustrating scenario for character levels 1-10 (APLs 2-8). Part four of the Heartland Saga.

LIVING GREYHAWK: NYR6-09

THE HOUSE OF ENTRELL

Portions of the Solist ili Narath retell of Fisanuhesti and Tahl'nis defeating the Firanalyth. Runes and the Sign of the Jackal indicate more is to come. Knowledge from the complete scrolls must be found to uncover the answers Entrell seeks. Alelis seeks assistance to consult lore spread throughout Nyron'd as the Firanalyth have returned with vengeance in their hearts. Recommended for investigative and elven-friendly characters. A one-round regional adventure set in Entrell for characters level 1-10 (APLs 2-8).

LIVING GREYHAWK: NYR7-01

FAITH AND CONVICTION

Several large swans were found in Rel Mord following the liberation in 595. Having spent the last year and a half in the Oldred Menagerie, the Nyron'd Wilderness Alliance seeks to return them to Swan Bore. Members of the Wizards Guild are in town as well. Recommended for characters who love animals and have played earlier scenarios in this series. Only the bravest arcanists will enjoy the journey. Not for characters who despise spellcasters. A one-round Regional adventure set in the Kingdom of Nyron'd for character levels 2-11 (APL2-8). Part three of the Swan Bore Series.

LIVING GREYHAWK: NYR7-102

ALTHAR'S CALL INTERACTIVE

Time has passed and on occasion you wonder about the fate of the Village of Thallune. Now, having received a request from the village's High Priestess of Osprey, you set out with high hopes and a brave heart. Will that be enough to find and save the missing villagers? A one round Regional adventure set in Nyron'd for characters level 1-12 (APLs 2-10).

LIVING GREYHAWK: NYR7-M01

THE CHAINS THAT BIND US

Reports of caravan raids threaten to destabilize trade in Almor. Isolated incidents or something more? Luckily, there are safe towns along the trade routes where you can ponder these and other questions. A one-round Nyron'd regional adventure set in Almor, for characters level 1-12 (APL2-10).

LIVING KINGDOMS OF KALAMAR: LK-43

STORMBRINGER

Pearls of thunder crash through the night as you trudge onward, already weary from just five days travel. The mission is vital to the war effort yet you have heard that most of the roads have already been washed out. How are you going to get these much needed supplies to the front lines? More importantly, however, is the question: what is that horrible wail carried on the howling wind? An adventure for ATLS 1-9.

LIVING KINGDOMS OF KALAMAR: LK-52

THE LOST CITY

An ancient dwarven city, long ago lost in the depths of the Rytarr Woods, waits for adventurers to claim its hidden treasures. But danger lurks around every corner in the city, and many adventurers who have gone on before have never returned. A Living Kingdoms of Kalamar adventure for ATLS 1-9.

NO DESCRIPTION PROVIDED

Living Greyhawk: NMR6-04

Living Greyhawk: NYR7-S01

Living Greyhawk: NYR6-M02 Return to Flessern

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SEMINARS AND SPECIAL EVENTS

FRIDAY

8pm Flea Market

10pm Meet and Greet with the new owners

Mid Rocky Horror Picture Show

SATURDAY

10am Flea Market

11am War College: Seminar 1

1pm Question & Answer with Dr. Reiner Knizia
War College: Seminar 2

8pm Make a Chainmail Dice Bag

SUNDAY

10am Flea Market

11am War College: Seminar 3

1pm Game Demonstration with Dr. Reiner Knizia
War College: Seminar 4

2pm Game Signing with Dr. Reiner Knizia

5pm Orcccon 2007 Feedback Forum

MONDAY

11am Game Auction

FEEDBACK FORUM

How'd we do? What did we do well? What needs improvement? Come let us know. Weapons must be checked at the door. Theatre.

FLEA MARKET

Clean out your closet of old gaming stuff and sell it here. Or fill your own closet. Either way, you never know what will be here.

GAME AUCTION

The Strategicon game auction returns to Monday morning. Who knows what odd games you'll find here. For more information on the Game Auction, see page 10. Theatre.

GAME DEMONSTRATION

WITH DR. REINER KNIZIA

Dr. Reiner Knizia conducts a "demonstration" of his newest game called *Einfach Genial Knobelspass*, English translation Ingenious Puzzles. This game was only just released by KOSMOS at the 2007 Nuremberg Toy Fair, in January. This is the first time the game will be seen in the United States. Dr. Knizia will demonstrate the game, offering insight and surprises. Come learn about this challenging and sometimes frustrating game. After this Q&A, meet Dr. Knizia personally while he signs one of your very own games. Midway.

GAME SIGNING WITH DR. REINER KNIZIA

What is YOUR favorite Knizia Game? Be sure to bring it along or stop by the Exhibitor Hall and pick it up to be signed by Dr. Reiner Knizia at this very rare American appearance. Midway.

MEET AND GREET WITH THE NEW OWNERS

Come meet the owners in their natural environment -- the Hotel Bar. Informal meet and greet. All welcome.

QUESTION AND ANSWER

WITH DR. REINER KNIZIA

Come find out more about, internationally famous game designer, Dr. Reiner Knizia, on his first visit to Los Angeles. He is one of the few full-time professional board game designers in the world, and has over 200 games published in the United States alone. Midway.

ROCKY HORROR PICTURE SHOW

With Wild and Untamed Things. Theatre.

WAR COLLEGE SEMINARS

Orccon 2007 welcomes the return of the War College series of seminars related to current military event and gaming, hosted by noted game designer Joseph Miranda. Heathrow.

WAR COLLEGE: SEMINAR 1

Jon Compton and Michael Anderson speaking on terrorism, emerging theories of warfare, and modeling 21st century warfare.

WAR COLLEGE: SEMINAR 2

Joseph Miranda speaking on wargame design and military history.

WAR COLLEGE: SEMINAR 3

Joseph Miranda speaking on US Persian Gulf strategy and designing simulations for the Department of Defense.

WAR COLLEGE: SEMINAR 4

Jon Compton and Michael Anderson speaking on deficiencies in standard wargame design, the future of Millennium Wars, and the theoretical underpinnings for a breakthrough in game systems.

GRAPHIC DESIGN BY:

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SPECIAL GUESTS

Michael Anderson is currently president of One Small Step, a simulations company which has produced such products as Millennium Wars, a series of wargames on modern conflict. He has developed two simulations for DARPA as well as numerous commercial titles. His background includes being an Information Technology director for NASA, a computer game graphics director, and the designer of a dozen board and card games.

Jon Compton is a political scientist, currently finishing his PhD at Claremont Graduate University. He is an expert in non-state actor violence and international conflict. He has developed several models of violent non-state actors using systems of differential equations, providing a quantitative basis for otherwise difficult to model systems such as terrorism. Jon has also designed or developed well over fifty games. He has worked as a consultant for various defense contracting firms and is assistant editor of International Interactions Journal.

Dr. Reiner Knizia (kuh-NEET-see-ah) is the most prolific designer of board and card games in the world. With over 200 published titles since 1990 and more being released every year, he is one of the few game designers to successfully design games full time. As a Professional Game Designer, Dr. Knizia's ludography offers a wide variety of gaming experiences, from kids games and lighter fare aimed at family and friends, to more challenging games, sometimes referred to as "gamers' games." These games have been meticulously crafted to provide the best play experience possible for all players. Mr. Knizia holds a doctorate in theoretical mathematics. Some of his recently published games include the board game *Ingeneous*, the card game *Great Wall of China*, a two player version of *Medici* called *Medici vs. Strozzi*, and the popular fantasy game *Blue Moon City*. We are pleased to welcome him to the Strategicon conventions, and hope he enjoys his first visit to Los Angeles.

Joseph Miranda is the editor of *Strategy & Tactics*, the leading wargame simulations and military history magazine. He has over 100 published war games to his credit, as well as being chief designer for two DARPA/USAF simulations projects. Joseph possesses master's degrees in Criminal Justice and in Political Science. He teaches university courses in terrorism, criminal justice and Middle Eastern conflict. He specializes in simulations of unconventional warfare, cyberwar and asymmetrical warfare.



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