

SCHENECTADY WARGAMERS ASSOCIATION, INC.™ PRESENTS

The 34th Annual

COUNCIL OF FIVE NATIONS™

GAMING CONVENTION



Co-Sponsored by:

Zombie Planet & Eden Studios | Cooper's Cave Games & Paintball

OCTOBER 7-9, 2011

AT THE PROCTORS THEATRE CONFERENCE CENTER IN DOWNTOWN SCHENECTADY, NY

www.swa-gaming.org

COUNCIL OF FIVE NATIONS XXXIV

THE COUNCIL OF FIVE NATIONS PHILOSOPHY

Council of Five Nations is one of the longest-running Adventure Gaming conventions in the world; we've been around since 1976! We strive for Council to be a good, fun, "traditional" gaming convention. Our goal is to have a nice balance between role-playing, board games, miniatures and other stuff.

WHO'S MAKING THIS HAPPEN?

Council of Five Nations XXXIV is being brought to you by the Schenectady Wargamers Association, Inc. We're also happy to have several of our local gaming retailers on board as co-sponsors.

The **Schenectady Wargamers Association** is an adventure gaming club that has served the Capital District for over thirty years. We sponsor a one-day Game-a-thon every month, and our flagship event, Council of Five Nations, every Columbus Day Weekend in October. Our excellent web site (www.swa-gaming.org) serves as the hub of a "virtual community" of gamers and gaming organizations around the entire Northeastern United States. You should check it out if you haven't already; there's a lot of good content there.

Zombie Planet is the Capital District's best game store. They feature role-play, miniatures and card games. The store also serves as the business offices of Eden Studios, makers of several RPG lines, including *Buffy the Vampire Slayer*, *Angel*, *Conspiracy X*, *All Flesh Must be Eaten*, and others. Check out their web site at (www.zombie-planet.com).

Cooper's Cave Games & Paintball is a gaming store serving upstate New York's "North Country" in South Glens Falls. As their name implies, they carry a range of adventure gaming merchandise and a big selection of Paintball equipment. They also run a dedicated outdoor paintball field. Check out their web site at (www.CoopersCavePaintball.com).

GUESTS OF HONOR

We don't usually have Guests of Honor at Council, but this year we've stepped-up to make it happen.

Steven P. Petrick – Vice President and Chief Operations Officer at Amarillo Design Bureau, Inc.

Council of Five Nations is the host of the largest face-to-face Star Fleet Battles tournament in the world. So we think it's only fitting that we have Steve Petrick, one of the game's designers, on hand to judge the tournament this year (all the way from Amarillo, Texas!).

Lunch with Steve

The SWA is sponsoring "Lunch with Steve", 1:00 PM Saturday. Mr Petrick will answer your questions about the Star Fleet Universe, upcoming products, what it's like to be a full-time game designer, and whatever else you'd like to ask of him. Pizza and soda provided. Location: The Star Fleet Battles room on the upper floor.

Bio - Steven Petrick was still in the U.S. Army as a captain when he appeared as a member of the senior staff in Captain's Log #5. By the next issue, he was listed as a candidate for the Committee. By issue #7 in 1989, Petrick was the associate editor. He became the managing editor by Captain's Log #8 and was listed as Chief of Staff. He is currently the department head for SFB and serves as the senior judge as needed for tournaments.

Every product that ADB, Inc. has produced has felt the touch of Steven Petrick. While SFB remains his primary responsibility, he's also helped with Federation & Empire, Star Fleet Battle Force, Federation Commander, and Prime Directive. As of this writing, he has been busy with the playtesting of Star Fleet Marines. His knowledge of the ships of the Star Fleet Universe is legendary and serves him in good stead when he quality checks the Starline 2400 miniatures.

While Petrick may consider himself a mechanic for Steve Cole, the idea man, many of us realize that it is his thorough follow through that keeps SFB so internally consistent. He may be affectionately teased for being so precise in his descriptions, but in actuality, that level of attention to detail is part of what keeps the SFU internally logical. While ADB's policy prevents Petrick from playing Star Fleet Universe games outside of the privacy of company offices, he is an excellent wargamer and those skills strengthen the company's products.

Military historian, tactician, strategist, wargamer. How appropriate that he should visit Council of Five Nations, a premier gathering of gamers.



C.J. Henderson – Professional Author

Bio - CJ Henderson is a writer with 35 years behind him as a published author. He's maintained a half dozen series, written 70 books, hundreds and hundreds of comics and short stories and thousands of non-fiction articles. His work has been translated into thirteen languages. You can see his entire publishing catalog here: CJHenderson.com.

Lunch with CJ

1:00 PM Saturday. Location: Upstairs by CJ's vendor table.

If you have any questions about writing ... plot or character development, pacing, writer's block, getting work finished, knowing where to start and when to end, dialogue ... absolutely anything, now's the time to ask those questions. CJ will answer anything asked, and if no one has any questions, he'll read from his bottomless pit of short stories. So, if you need help developing scenarios, making your game sound new and different, making the decision to find a publisher or to self-publish ... whatever ... come and get the goods from the one person at this year's Council guaranteed to know more than anyone else! Pizza and soda provided.



CONTACT & REGISTRATION INFORMATION

Please make all checks payable to “Schenectady Wargamers Association”.

Please direct your registrations, questions and comments to:

Steve Kent • (518) 313-3347 • 49 Evergreen Ave • Clifton Park, NY 12065 • council.registrar@swa-gaming.org

You will find comprehensive information about the convention on our web site. We have dozens of pages dedicated to Council of Five Nations information. You can even scan the event listings and register online. The hub of all those pages is here: (www.swa-gaming.org/Council).

THE CONVENTION SITE

The SWA was happy to be one of the inaugural events at the new Proctors Theatre and Conference Center in downtown Schenectady. We've had a very positive experience with them for a few years now, so we've made a multi-year commitment to stay.

Proctors itself is a classic Vaudeville-era theater, and a national landmark. As part of the recent renovation efforts for downtown Schenectady, Proctors received funding to greatly expand into an adjacent space next door (formerly a department store). This new space holds administrative offices, an iwerks extreme screen theater seating over 400, retail space, and most importantly to us, thousands of square feet of meeting space.

You can read more about Proctors at their web site: (www.proctors.org).

DISABLED ACCESS

Proctors has excellent accessibility for the disabled. There are elevators serving all areas of the convention. There are also fully-compliant disabled rest room facilities.

DIRECTIONS TO THE SITE

The street address of Proctors Theatre:
432 State Street
Schenectady, NY 12305

Here are the simple directions, straight from the Proctors web site.

From the South, East and West:

Take NYS Thruway to Exit 25. From exit take I-890 to Exit 5 (Broadway). Turn right at the foot of ramp onto Broadway. Take Broadway to the second traffic light. Turn left for parking lot; turn right onto So. Clinton St. for 2 more parking lots. Left at third light (Hamilton Street) for parking garage.

From the North:

Take Northway (87) south to Exit 6. Take route 7 west into Schenectady to I-890 west. Turn right off ramp onto Broadway. Go two blocks on Broadway and turn right onto South Clinton Street. Take Clinton two blocks. Parking and the theatres' back entrance will be on your left.

More detailed directions, with MapQuest maps, are available on the SWA web site at our special Council Directions page (www.swa-gaming.org/CouncilDirections).

PARKING

We have a special Parking at Council page on our web site: (www.swa-gaming.org/CouncilParking). If you download the Downtown Schenectady Map from our web site you will see several areas clearly marked with “(P)”. Proctors is highlighted in red, right in the middle of the map. We suggest your first choice be the Broadway garage. Your second choice might be the lot off South Clinton. Both these lots are a very short walk to Proctors.

Parking in the Broadway garage is free all weekend. Even if there is a garage attendant at the booth, just take the ticket. You will not be required to pay when you leave. If you want extra peace-of-mind, we will have a Broadway Garage parking pass that you can download and show any booth attendant that might be present. Please [click here to go to the SWA downloads page](#) to download the Broadway Garage pass.

Parking in the South Clinton lot is usually paid on Friday, and free on weekends. But there are two shows at Proctors theatre on Saturday, so there will probably be attendants there on Saturday as well, looking for money. Sunday should be free.

The Parker Inn shares a parking lot with Proctors, with some spots reserved for their guests, so that's a no-brainer for you if you're staying at the Parker. If you're staying at the Hampton Inn, they have a private lot for their guests. That's the best option for you.

If you need to unload a lot of stuff for your game, there are access doors directly off the convention area. Park temporarily, come to the registration desk, and we'll help get you situated.

CONVENTION HOURS

The Registration Desk will open at 10am on Friday, October 8th. Please note that most Friday events don't start until 2pm. We are opening early mainly for the Star Fleet Battles tournament (the largest in the world!). There might be some other pick-up games for hardcore early arrivals. If you come before 2pm on Friday, bring some games!

Events start at 9am on both Saturday and Sunday. The gaming areas will open at 8am for GMs to set up.

We need to vacate the building no later than 2:00 AM on both Friday and Saturday nights, and no later than 9:00 PM on Sunday night. That means no overnight gaming at Council (unless you arrange something in your hotel room).

NO SMOKING POLICY

Proctors is a smoke-free facility. There will be no smoking allowed in the convention areas all weekend. There are areas right outside for smokers.

REGISTRATION

Everyone knows that we're living in tough economic times. We're doing what we can by keeping our registration fees flat once again. Our rent went up by 10%, but we're not passing that along to you. No price increases!

Weekend pre-registration is \$27 if we receive it by Wednesday, October 5th. After this date, weekend registration is \$32. Saturday-only is \$15 pre-reg, \$18 at the door. Friday-only and Sunday-only are \$10 pre-reg, \$12 otherwise. Please also note that individual events are typically \$2 each. A few events are more, but those tend to have significant prize opportunities. A few events are free; please see the event listings for costs.

Please make all checks payable to "Schenectady Wargamers Association."

Please note you can also register and pay online. Click the big "Council of Five Nations" button in the upper left corner of any page. We can accept PayPal payments. You can also pay online with your MasterCard or VISA; you do not need a PayPal account.

GROUP DISCOUNT

The SWA wants to encourage you to get your friends attend with you. Groups of three or more that send all pre-registrations together will get a \$5 discount for each attendee. You do not need to be an official or organized gaming club to receive this discount; any 3+ people who pre-register together are eligible. Please note this offer only applies to pre-registration.

If you pre-register by mail, you must send all the registrations and payments in the same envelope. Separate checks are OK.

If you pre-register online, please note your group affiliation in the comments section on all the registration forms and make sure everyone takes the discount (it really helps if you submit them all at the same time). Also (very important), you must make only one online payment to cover the whole group. The PayPal fees for several small payments really sting, so we must insist on this for you to receive the group discount.

Either mail or online, please fill out a separate form for each registration. Trying to squeeze multiple people on one form messes up our accounting & registration system. Thanks!

STUDENT DISCOUNT

The SWA understands that today's student gamers are the future of the hobby. We want to encourage you to attend our events, so we've really slashed the entry fee for full-time students.

Kids age 9 or less get in for **free**. You need only pay for the event tickets for individual games.

For all other full-time students:

Weekend pre-registration is \$14 if we receive it by Wednesday, October 5th. After this date, weekend registration is \$17. Saturday-only is \$8 pre-reg, \$10 at the door. Friday-only and Sunday-only are \$5 pre-reg, \$7 otherwise.

Please note that you can stack the Group discount and Student discount together. That'll really bring the registration fee way down. The SWA loves middle school, high school and college student gaming groups!

For our purposes, "full-time students" are people in Kindergarten through college. The student discount does not cover working adults who happen to be taking a Continuing Education class. Please help us fulfill the spirit and intent of this policy.

By the way, our monthly Game-a-thon events are FREE to full-time students. We hope to see more of you at those in the future.

GAME MASTER DISCOUNT

Game Masters whose events appear in the pre-registration booklet get the whole weekend entry fee waived. You only need to pay for the tickets of the events in which you play.

Game Masters who submit events later, ones that don't appear in the pre-registration booklet, get a flat-rate discount of \$10 off your registration fee. We're pretty booked, so please know that we are not actively soliciting events at this time. If you've got something that you think fills a glaring hole in our schedule, please feel free to inquire.

Game Masters registering as part of a Group of 3 or more: Yes, you get to deduct another \$5 of your total fees. Yes, we might actually end up owing you money. We prefer to see it as a subsidy toward your ticket purchases. But however you see it, enjoy our thanks for not only running games for us, but bringing some of your friends along too. Council of Five Nations appreciates it's GMs, and we love to show the love!

VOLUNTEER DISCOUNT (* NEW FOR 2011 *)

We're going to try something new this year, based on some feedback and requests from prior years' attendees. We're going to take a few volunteers to work at Con Staff functions. These would include the Registration table, the Annual Council Discount Auction, and other various duties. This is a new program for us, and we're still figuring out the best way to handle it, but here's the general plan so far (subject to some tweaking):

Volunteers will get free entry and an embroidered Council shirt, just like our volunteer GMs.

There are two volunteer 'packages':

- Weekend volunteers plan to attend most/all of Council weekend. They work two full time slots and two rush hours (explained below). They get their weekend registration free (just like GMs), meaning they only pay for the event tickets for the games they play.
 - Weekend volunteers get to designate two slots they do not want to work, so they can be sure to play in some games of their choice (Council has seven time slots. You work two slots, leaving five for gaming).
- One-Day volunteers plan to attend only one day of Council (probably Saturday). They work one full time slot and one rush hour. They get their one-day registration free, meaning they only pay for the event tickets for the games they play.
 - One-day volunteers get to designate one slot they do not want to work (Council Saturday has three time slots. You work one slot, leaving two for gaming).
- We have a limited number of Volunteer opportunities available, so we cannot guarantee to take all who are interested.
- We prefer local Capital District volunteers, as there will probably be a mandatory short training session before Council weekend. But out-of-towners are welcome to apply as well.

What's a "rush hour"?

Rush hours are the hour-long periods before or between time slots (8-9am, 1-2pm, 6-7pm). They are our busiest time at the Registration desk. We need the most number of staff working during these times, due to the numbers of people registering and buying event tickets.

Let us know if you're interested. We figure this is a great way for a few of you to attend Council if money is a factor. Trade some 'sweat equity' for free entry.

Please email us at Council@swa-gaming.org by **September 20th** if you're interested. Please also include your phone number in your email message. We'll get back to you to coordinate details.

MATURITY RATINGS AND GAMES JUST FOR THE KIDS

Many of us got started in adventure gaming before we were old enough to drive, and we want Council of Five Nations to welcome families and kids. But we also know that the thematic content or complexity of some games makes them unsuitable for young players. To allow attendees and parents to make an informed decision on participation in an event, all events have been assigned one of the following Maturity Ratings:

Child rating is for children age 6 - 9 with adult supervision

E10+ rating is for players 10 and up in age (This is the default rating)

Teen rating is for players 14 and up in age

Mature rating is for players 18 and up in age.

We have also identified some games as particularly geared to Kids. You will see the "Kids" flag in the event description header, and outlined in the special event track below. We have tried to distribute the events so that our younger attendees will have something to do in most time slots across the entire Council weekend.

HOTELS

If you're coming in from out of town, we suggest the following accommodations. Please note how the first two are a very convenient walking distance, while the second two are approximately half a mile away (an easy walk through downtown Schenectady, if you're so inclined). Please also note the rates listed are based strictly on availability.

We also have a special web page dedicated to hotel options for Council of Five Nations. You'll find the info we list here, and also extras like maps, driving directions, photos, etc. You can check it out here: (www.swa-gaming.org/CouncilHotels).

The advertisement for Game Table Online features a blue border and a white background. At the top left is the logo for Game Table Online, which includes a stylized board game piece. To the right of the logo is a text box that says "play these games and many others NOW at gametable online!". Below this are several board game covers, including "1960: THE MAKING OF THE PRESIDENT", "TIGRIS & EUPHRATES", "Axis: Allies", "ACQUIRE", "NUCLEAR WAR", and "Tactical". At the bottom of the advertisement, it says "24 hours a day - 7 days a week active online gaming community" and "www.gametableonline.com".

The Parker Inn

434 State Street
Schenectady NY, 12305
Reservations: (518) 688-1001
www.parkerinn.com

This hotel is right next door to Proctors, and is thus the most convenient place to stay. And, we are getting a **very good deal** from the Parker this year: a Council room rate of only **\$114 per night**. There are only eight rooms available at this rate. The options are a single room with a Queen bed, or an Executive suite with a King bed and pullout couch.

SPECIAL NOTE on the Parker Inn. We recently learned that the Parker Inn is currently going through the bankruptcy process. [Click here](#) for a good article. We called to ask if room bookings on Council weekend will still be honored, and we were assured they would be. But we still suggest you book with this in mind; if you are risk averse, perhaps one of the other options here would be more to your liking.

The Hampton Inn

450 State Street
Schenectady NY, 12305
Reservations: (518) 377-4500
www.hamptonshenectady.com

This hotel is right up the block from Proctors, about a one-minute walk. Since the Con Rate that the Sales staff at the Hampton Inn gives us each year is worse than any rate you can get online, we are no longer wasting time arranging a special con rate with them. We see rates on various internet travel sites of \$127-135. The Hampton Inn includes a continental breakfast for all guests. They also have a private parking lot, so this is an extra convenience for our out-of-town attendees. The Hampton Inn is a nice new hotel with 21st century amenities, like WiFi and hi-def wide screen TVs in every guest room.

SPECIAL NOTE on the Hampton Inn. As of early September 2011, we've heard that the Hampton Inn is totally booked. Apparently there are multiple weddings on Council weekend.

Days Inn Schenectady

167 Nott Terrace
Schenectady, NY 12308
(518) 370-3297
www.the.daysinn.com/schenectady05497

This hotel is about a half-mile from Proctors. There are MapQuest links on the Council hotel page (www.swa-gaming.org/CouncilHotels) to give you specific directions. The Days Inn is our suggested economy option. There is no specific Council rate, but we have seen rates ranging from \$64-80 on various internet reservation sites. There are other hotels close to Proctors in this price range (several on State Street), but we suggest you stay away from those. The Days Inn offers free parking.

Holiday Inn Schenectady

100 Nott Terrace
Schenectady, NY 12308
(518) 393-4141
www.hisshenectady.com

This hotel is also about a half-mile from Proctors, directly across the street from the Days Inn. They have plenty of free parking, and a shuttle van that can take you back-and-forth to Proctors, upon request. Please note that hotel guests needing airport pickup/dropoff have priority. The van also runs only until 10:30 PM. A quick web search on their web site (link above) shows a rate on Council weekend of \$122-140 per night. This is not a bad deal if you want something a little nicer than the Days Inn (right across the street).

THE ANNUAL COUNCIL DISCOUNT AUCTION

The Discount Game Auction is one of our most popular events, and a long-time Council tradition. It will be happening again this year during the long lunch break on Council Sunday (October 9th), from 2:00-3:00 PM.

We'll have over a hundred games and other gaming-related merchandise available. This is an open, competitive bidding auction. We go fast (we have to, in order to sell all those games), so be ready to be quick with your bids!

If you've got some games you'd like to sell, this is your chance to do so. If you've got a few bucks left in your pocket at the end of Council weekend, this is also an opportunity for you to pick up some bargains.

All items sold will be subject to an auction fee of at least 10% of the selling price. If you choose to donate a higher percentage, your items will be given preferential selling treatment. You can download the necessary forms from our web site ([click here](#)). Or, stop off at the Registration Desk. All items must be tagged and ready to go by 12:00pm on Sunday. Bring your tagged items to the Registration Desk. **Please do not bring items before Sunday.**

DEALERS

We'll have six dealers onsite who are looking forward to selling you all sorts of good stuff:

Zombie Planet has been a Council co-sponsor for over a dozen years. They will be bringing a full variety of gaming goodness. Check out their web site at (www.zombie-planet.com).

Coopers Cave Games and Paintball will have plenty of good stuff. Check out their web site at (www.CoopersCavePaintball.com).

Your Move Games are the makers of *Battleground: Fantasy Warfare*, *Battleground: Historical Warfare*, and other games. Battleground has really taken off in popularity among the SWA folks. We encourage you to drop by their table upstairs and give the game a try; see the special Battleground event track below. Also, please check out their web site at (www>YourMoveGames.com).

Ad Astra Games produces several games: *Squadron Strike*, *Birds of Prey*, *Airborne Alert*, and the *Saganami Island Tactical Simulator* system for the Honor Harrington universe. They also produce miniatures to complement these popular game lines. Their events at previous Councils were very popular, and they're back to run more. Look for their table upstairs, right outside the Star Fleet Battles room. Please check out their web site at (www.AdAstraGames.com).

Savage Mojo produces the Savage Suzerain line of supplements for the *Savage Worlds* RPG. Not only are they attending Council to sell, but they'll be sponsoring the prizes for a whole weekend of events. Look for their table upstairs in the RPG room.

C.J. Henderson – Our Guest of Honor is not only an author and GM, but a merchant too. We're sure he'd be happy to sell you a whole pile of his books. Look for his table upstairs in the RPG room.

SPECIAL EVENT TRACKS

We have a bunch of event "tracks" that may appeal to your particular gaming interests.

Games for the Kids – We are offering a series of games where younger players are especially encouraged to attend. If this frees up mom or dad to play in another game, great! We're asking that you exercise proper parental judgment as to whether your kid is old/mature enough to be participating without your supervision. This is not intended to be Day Care. That being said, here is the list of Kid's games:

- Fri 7pm (B) • B-RPG-5 • D&D - Dungeon Delve • E10
- Sat 9am (C) • C-RPG-8 • Who Stalks the Black Cat? • Cathulhu - Call of Cathulhu for Paw & Claws • Child
- Sat 9am (C) • C-Board-4 • Munchkin • E10
- Sat 2pm (D) • D-Board-2 • Motor Madness • Car Racing Games • Child
- Sat 2pm (D) • D-Minis-4 • Halloween Bash, or Monsters Just Want to Have Fun • Home Rules 25mm • E10
- Sat 7pm (E) • E-Board-9 • Small World • E10
- Sun 9am (F) • F-Minis-1 • Conquest of Hanghai • Home Brew Minis • E10
- Sun 3pm (G) • G-Minis-1 • The Hsiku Arsenal • Home Brew Minis • E10

Star Fleet Battles – We will be running our usual Rated Ace Star Fleet Battles Patrol Tournament all weekend. We're even opening the doors early to make sure SFB players have the time to get in as many games as possible. Registration for this tournament is \$5. Last year we had the largest face-to-face SFB tournament in the country, bigger than even the National Championships at Origins. If you're interested in giving this challenging game a try, please look in your registration packet for a coupon, redeemable for a free game.

Historical Miniatures – Council has a long tradition of offering an excellent selection of historical miniatures events throughout the convention. (We snuck a couple of sessions of "Conflict of Heroes" onto this list because we think Historical gamers will love this "Squad Leader Lite" game.)

- Fri 2pm (A) • A-Minis-1 • Save our Chaps! • Check Your 6, Jet Age • E10
- Fri 7pm (B) • B-Board-8 • Conflict of Heroes • Teen14
- Fri 7pm (B) • B-Minis-1 • Catch the Train! (1917) • Wings of War WWI • Teen14
- Fri 7pm (B) • B-Minis-4 • Tropical? Yes. Paradise? No! - Suicide Creek, June 2, 1942 • Death is only five feet away! • Teen14
- Sat 9am (C) • C-Minis-2 • Look at the size of that thing! Zeppelin fight in Wings of War • Wings of War - WWI • E10
- Sat 9am (C) • C-Minis-4 • The Bitter Ocean • War at Sea • Teen14
- Sat 2pm (D) • D-Board-8 • Conflict of Heroes • Teen14
- Sat 2pm (D) • D-Minis-1 • Axis & Allies: War at Sea • The Admiral's Game • Teen14
- Sat 2pm (D) • D-Minis-2 • Kansas 1863: "Ride With The Devil" • Trench Wars (Modified) • E10
- Sat 2pm (D) • D-Minis-5 • Gun Fight in the Uzbun Valley (28mm) • Force on Force • Teen14
- Sat 2pm (D) • D-Minis-6 • Battleground: Historicals Showcase • Battleground: Historical Warfare • E10
- Sat 2pm (D) • D-Minis-8 • 88's in the Desert • Battlefront WWII • Mature18
- Sat 7pm (E) • E-Minis-1 • "A pretty severe peppering!" - New Brunswick NJ, June 22, 1777 • Crucible of War • E10
- Sat 7pm (E) • E-Minis-2 • After Lachish 701 BC • Might of Arms • E10
- Sat 7pm (E) • E-Minis-3 • Grandchamp • Battlefront WWII • Mature18
- Sun 3pm (G) • G-Minis-1 • Home Brew Minis • The Hsiku Arsenal • E10
- Sun 3pm (G) • G-Minis-2 • Champion Hill • Volley & Bayonet • E10

RPGA Dungeons & Dragons – The RPGA seems to have evaporated here in the Capital District of upstate New York. We're sorry to not offer this popular event track this year, but we're hoping to bring it back next year. But, from the ashes of the RPGA...

Pathfinder Society – Like the mythical Phoenix, Pathfinder Society RPG-action has emerged from the not-even-cool ashes of the RPGA. Many of the RPGA players now attend Pathfinder events at the monthly SWA Game-a-thons. Brett McLean, our Council Pathfinder Czar, has lined up a great weekend of Pathfinder Society adventures. We are happy to offer a great schedule of events, including some that will debut at Council of Five Nations. Please see the special Pathfinder Society section at the end of the event descriptions. Here is a listing of the various modules offered:

Year of the Shadow Lodge - Battle Interactive [Sat 2pm (D)]
 First Steps - Part I: In Service to Lore [Fri 2pm (A), Sat 7pm (E)]
 First Steps - Part II: To Delve the Dungeon Deep [Fri 7pm (B), Sun 9am (F)]
 First Steps - Part III: A Vision of Betrayal [Sat 9am (C), Sun 3pm (G)]
 The Dalsine Affair [Fri 2pm (A), Sun 3pm (G)]
 The Midnight Mauler [Fri 7pm (B), Sun 9am (F)]
 Tide of Twilight [Fri 7pm (B), Sat 7pm (E)]
 The Frostfur Captives [Sat 9am (C), Sun 9am (F)]
 Sewer Dragons of Absalom [Sun 3pm (G)]
 Shadow's Last Stand - Part I: At Shadow's Door [Sat 9am (C)]
 Shadow's Last Stand - Part II: Web of Corruption [Sat 7pm (E)]

Battleground: Fantasy & Historical Warfare – Battleground: F/HW is an excellent miniatures game, disguised as a card game. There are no figures to buy or paint; you can fit a whole army in your pocket. This is NOT a “collectible card game”, where you buy many packs to get a bunch of rare cards to pump up your hand. Council is very happy to have Niko White, one of the developers from Your Move Games, on hand again to run games and sell Battleground decks. These events have grown in popularity each year at Council, and we’re developing a reputation for one of the biggest and best Battleground cons. We’ve even got guys flying in from all over the country to play at Council weekend. Please stop by the Battleground table upstairs in the RPG room all weekend to play a demo game. Or, try one of these more formal events:

Fri 7pm (B) • B-Minis-6 • Battleground: Fantasy Warfare • E10
 Sat 2pm (D) • D-Minis-6 • Battleground: Historicals Showcase • Battleground: Historical Warfare • E10
 Sat 7pm (E) • E-Minis-8 • Battleground: Fantasy Warfare • E10
 Sun 9am (F) • F-Minis-4 • Battleground: Fantasy Warfare - Big 2-session Tournament • E10

Savage Worlds, sponsored by Savage Mojo – If you’re a fan of the Savage Worlds RPG, we’ve got a whole weekend of good events lined up for you. Prizes for all events sponsored by Savage Mojo (be sure to visit their dealers table upstairs in the RPG room):

Fri 7pm (B) • B-RPG-2 • Saints and Soldiers: Not quite.... • Savage Worlds - WWII • Mature 18
 Fri 7pm (B) • B-RPG-6 • Caladon Falls • Savage Worlds/Savage Suzerian • Teen 14
 Fri 7pm (B) • B-RPG-7 • Dogs of Hades • Savage Worlds/Savage Suzerian • Teen 14
 Sat 9am (C) • C-RPG-6 • Shanghai Vampocalypse • Savage Worlds/Savage Suzerian • Teen 14
 Sat 9am (C) • C-RPG-9 • The Ratten Wakes • Mojo Rules! / Suzerain Mojo • Teen 14
 Sat 2pm (D) • D-RPG-6 • Dogs of Hades • Savage Worlds/Savage Suzerian • Teen 14
 Sat 2pm (D) • D-RPG-7 • Noir Knights • Savage Worlds/Savage Suzerian • Teen 14
 Sat 7pm (E) • E-RPG-4 • Hungry End • Savage Worlds - WWII • Mature 18
 Sun 9am (F) • F-RPG-4 • Caladon Falls • Savage Worlds/Savage Suzerian • Teen 14
 Sun 9am (F) • F-RPG-5 • Shanghai Vampocalypse • Savage Worlds/Savage Suzerian • Teen 14

Horror – If you’re a fan of things that go bump in the night, we’ve got a whole weekend of ghoulish games to entertain you.

Fri 2pm (A) • A-RPG-2 • The Evil Gun • Call of Cthulhu • Teen 14
 Fri 2pm (A) • A-Board-2 • Betrayal at House on the Hill • E10
 Fri 7pm (B) • B-RPG-4 • Death at the Edge of the Earth • Call of Cthulhu • Mature 18
 Sat 9am (C) • C-RPG-2 • CYA • Call of Cthulhu • Teen 14
 Sat 9am (C) • C-RPG-3 • Summer Camp of the Living Dead - Part One • All Flesh Must Be Eaten • Teen 14
 Sat 9am (C) • C-RPG-4 • London Calling - Part 1 of the Ripper Anniversary Series • Fellowship of the White Star • Teen 14
 Sat 2pm (D) • D-RPG-3 • Summer Camp of the Living Dead: Part 2 • All Flesh Must Be Eaten • Teen 14
 Sat 7pm (E) • E-RPG-2 • Roadside Attraction • Call of Cthulhu • Teen 14
 Sat 7pm (E) • E-RPG-3 • An Evening of Horror • Dread RPG • Mature 18
 Sat 7pm (E) • E-RPG-5 • Rise of The Walking Dead: Into The Fire • All Flesh Must Be Eaten • Teen 14
 Sat 7pm (E) • E-RPG-6 • London Answering - Part 2 of the Ripper Anniversary Series • Fellowship of the White Star • Teen 14
 Sat 7pm (E) • E-RPG-7 • Family Reunion • Call of Cthulhu • E10
 Sat 7pm (E) • E-Board-7 • Arkham Horror • Teen 14
 Sun 3pm (G) • G-RPG-2 • Spurning Death's Touch • Dark Providence • Teen 14
 Sun 3pm (G) • G-Board-5 • Last Night on Earth • Teen 14

Science Fiction – Another popular genre. If you want to play nothing but science fiction offerings all weekend, we’ve got you covered.

All Weekend • SFB • SFB Rated Ace Tournament • Star Fleet Battles • Teen 14
 Fri 2pm (A) • A-Board-1 • STARCRUISER • E10
 Fri 7pm (B) • B-RPG-3 • Industrial Sludge • Dark Heresy • E10
 Fri 7pm (B) • B-RPG-7 • Dogs of Hades • Savage Worlds/Savage Suzerian • Teen 14
 Fri 7pm (B) • B-Board-3 • Twilight Imperium, 3rd Ed • Teen 14
 Fri 7pm (B) • B-Minis-2 • Fly Until you Die • Silent Death • Teen 14
 Fri 7pm (B) • B-Minis-5 • Mobile Soldier 0079--Gundam! • Mobile Soldier in Action • E10
 Fri 7pm (B) • B-Minis-7 • TIE Fighter Turkey Shoot • Squadron Strike • E10

Sat 9am (C) • C-RPG-6 • Shanghai Vampocalypse • Savage Worlds/Savage Suzerian • Teen14
 Sat 9am (C) • C-Minis-1 • Fighting Retreat • Classic Battletech • Teen14
 Sat 2pm (D) • D-RPG-5 • Escape from the Organism • Starblazer • E10
 Sat 2pm (D) • D-RPG-6 • Dogs of Hades • Savage Worlds/Savage Suzerian • Teen14
 Sat 2pm (D) • D-Minis-7 • TIE Fighter Turkey Shoot • Squadron Strike • E10
 Sat 7pm (E) • E-Board-1 • STARCRUISER • E10
 Sat 7pm (E) • E-Minis-6 • Crimson Skies WoW style • Wings of War • E10
 Sat 7pm (E) • E-Minis-7 • The Battle of Cochrane's Rift • Squadron Strike • E10
 Sun 9am (F) • F-RPG-5 • Shanghai Vampocalypse • Savage Worlds/Savage Suzerian • Teen14
 Sun 9am (F) • F-Board-2 • Ascending Empires • E10
 Sun 9am (F) • F-Board-4 • Fortress America • E10
 Sun 9am (F) • F-Minis-2 • INFINITY by Corvus Belli • Mature18

Board Game Geek Top 25 – We've gone out of our way to recruit GMs for the most popular games. The Board Game Geek ranking is one good way for us to gauge that, and we're well represented. BGG favorites all weekend long!

Fri 2pm (A) • A-Board-3 • Through the Ages • E10
 Fri 7pm (B) • B-Board-4 • Dominant Species • E10
 Fri 7pm (B) • B-Board-9 • Power Grid • Teen14
 Sat 9am (C) • C-Board-5 • Agricola - All Pimped Out! • Agricola • Teen14
 Sat 2pm (D) • D-Board-3 • Steam: Rails to Riches • Steam • Teen14
 Sat 2pm (D) • D-Board-4 • Dominant Species • Teen14
 Sat 2pm (D) • D-Board-5 • Twilight Struggle • Teen14
 Sat 2pm (D) • D-Board-9 • Puerto Rico • E10
 Sat 7pm (E) • E-Board-5 • Dominion • E10
 Sat 7pm (E) • E-Board-6 • 7 Wonders • E10
 Sun 3pm (G) • G-Board-3 • Tigris & Euphrates • E10
 Sun 3pm (G) • G-Board-4 • Dominion • E10
 Sun 3pm (G) • G-Board-6 • Through the Ages • NEW

Train Games – Rail games are a very popular genre. We don't have enough for a full Puffing Billy tournament this year, but we're looking to build toward that. Here's what we've got for you Train Game aficionados:

Sat 9am (C) • C-Board-7 • Chicago Express • Teen14
 Sat 2pm (D) • D-Board-3 • Steam: Rails to Riches • Steam • Teen14
 Sun 9am (F) • F-Board-6 • Poseidon • 18xx Rail Game • Teen14
 Sun 3pm (G) • G-Board-2 • Railways of the World • E10

LARPs – [The Requiem of Albany](#) has been sponsoring World of Darkness LARPs at Council for a few years now. Ben Ossenfort, one of the SWA's most popular GMs, has been creating some memorable LARP action of his own for years as well. Adults (18+) only for all three of these events, please.

Sat 2pm (D) • D-LARP • NerdCon 2011- Welcome to New Jersey • Home Brew LARP • Teen14
 Sat 7pm (E) • E-LARP • [A Tale of Two Domains](#) • World of Darkness LARP • Mature18
 Sun 3pm (G) • G-LARP • A Thorn Underfoot • Mind's Eye Theater, Changeling: The Lost • Mature18

OPEN GAMING & THE ZOMBIE PLANET BOARD GAME LIBRARY (*NEW FOR 2011*)

We're dedicating an area to open gaming, where you can meet up with other gamers for pick up games any time during convention hours. Bring your own games or borrow one from our Game Library (New for 2011). The folks at [Zombie Planet](#) are helping out by making their extensive collection of games available, so we'll have plenty family and kid friendly games on hand.

All registered attendees will receive a "library card" that they can use to check out games for free from our game library. We'll have volunteers on hand to assist with your library choices and teach new games.

THE FINE PRINT

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THE EVENTS

All Weekend

SFB Rated Ace Tournament • Star Fleet Battles

Event Code: SFB • \$ 5

Game Master: Steve Petrick • 42 Players • Teen14

Star Fleet Battles is an intricate game of ship-to-ship combat in the classic Star Trek universe (the one Kirk explored). Several other races have been added for variety. Tournament battles are like tense chess matches, with each player trying to bring his ship's strengths to bear. Last year's tournament was once again the largest in the whole country, and we expect record attendance this year.

One Ace Card is virtually certain, and two Ace Cards is a reasonable goal. If you change your ship mid-tournament, you need to pay a new \$5 to re-enter.

We're going to start the con early, 10am on Friday, to get the Star Fleet stuff going. Fight patrol battles all weekend, until we start the finals either Saturday evening or night, depending up on enrollment. Semi-finals and Finals will be Sunday.

Our special Guest of Honor, Steve Petrick, is coming all the way from Amarillo, Texas to judge the tournament.

To make it easier for you to try the game if you're interested, look in your registration packet for a coupon to play the first game free. If you'd like to continue in the tournament, you can pay to enter. But if you'd just like to learn a new game, it's on us. Beginners encouraged.

Special SFB at Council Site: <http://www.swa-gaming.org/SFBatCouncil>

Manufacturer's Page - ADB: <http://www.starfleetgames.com/>

SFB at Council Discussion Forum: <http://www.starfleetgames.com/discus/messages/12032/26805.html>

Game Library & Open Gaming Area

Event Code: Library • \$ Free

Game Master: Open Game Library • 20 Players • Child

We're dedicating an area to open gaming, where you can meet up with other gamers for pick up games any time during convention hours. Bring your own games or borrow one from our Game Library. All registered attendees will receive a "library card" that they can use to check out games for free from our game library.

We'll have volunteers on hand to assist with your library choices and teach new games. The folks at Zombie Planet are helping out by making their extensive collection of games available, so we'll have plenty family and kid friendly games on hand. Beginners encouraged.

Friday Afternoon: 2pm – 6pm (Slot A)

Role-Play Games

Pathfinder Society Games - Friday Afternoon • Pathfinder Society

Event Code: A-RPG-1 • \$ 2

Game Master: Pathfinder GMs • 12 Players • E10

It seems RPGA D&D has evaporated in the Capital District... but in spectacular fashion, the Pathfinder Society has risen up to take it's place!

Pathfinder Society events in this time slot:

* First Steps – Part I: In Service to Lore (INTRO1)

* The Dalsine Affair (2-21)

Please see the Pathfinder scenario descriptions at the end of the event listings for full info. Please use the event code above (A-RPG-1) to purchase a ticket for any Pathfinder game in this time slot. And, please use the Warhorn.net registration page to reserve a spot in a specific game. This helps us plan to have enough GMs for each time slot. Beginners encouraged.

Warhorn.net Event Registration Page: <http://warhorn.net/council-five-nations-2011-pfs>

Pathfinder Society Site: <http://paizo.com/PathfinderSociety>

Pathfinder RPG Site: <http://paizo.com/PathfinderRPG>

The Evil Gun • Call of Cthulhu

Event Code: A-RPG-2 • \$ 2

Game Master: Devin Fortman • 6 Players • Teen14

From out of the cold, windswept high plains of Arizona, a stranger comes, sending Yellow Flats into turmoil. Nobody knows the drifter's name or purpose, but what everybody really wonders is how long the town can survive him. A spaghetti-western 'Blood Brothers' adventure for Call of Cthulhu. Grab your Peacemaker and prepare for the Showdown of the Dead! Beginners encouraged.

Chaosium, CoC publisher: <http://chaosium.com/>

Call of Cthulhu Quickstart Rules: http://www.chaosium.com/article.php?story_id=87

Banners and Talons • Dungeons & Dragons 3.5

Event Code: A-RPG-3 • \$ 2

Game Master: Christopher J. Ford • 8 Players • E10

The return from war can feel anything but victorious. The miles remind you of how far you have travelled from home. The wounded remind you of the cost. Without the resources and strength with which you started, you feel vulnerable to every noise in the night, every breeze on the trail. Bracken Hamlet lies one day north. A place to rest and a mere week from home. It will feel good to eat some warm food and cold ale. (This adventure is for characters level 1 through 5. Bring your own character or use one of ours.) Players should bring dice, pencil, paper,

character sheet (if using their own), and books from Edition 3.5. Limited books will be available from the GM. Beginners encouraged.
Official Dungeons & Dragons site: <http://www.wizards.com/DnD/>

Board Games

STARCRUISER

Event Code: A-Board-1 • \$ 2

Game Master: Vince Romeo • 6 Players • E10

Blast your opponents to smithereens with cruiser class starships. Sign up for a command to play deluxe STARCRUISER with beautiful miniatures, on a board with giant 2-inch hexes that spans over 4.5 feet. (Don't be fooled by the miniatures. This is a board game played on a hexagon grid with nice pieces.)

STARCRUISER is an action packed tactical starship combat game with a unique movement system. This unique (playable) movement system will present some surprising tactical circumstances and will challenge players of all levels. No experience is necessary all rules will be artfully explained. Beginners encouraged.

Betrayal at House on the Hill

Event Code: A-Board-2 • \$ 2

Game Master: Robin Toll • 6 Players • E10

Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. Secretly, one of the characters betrays the rest of the party, and the innocent members of the party must defeat the traitor in their midst before it's too late! Betrayal at House on the Hill will appeal to any game player who enjoys a fun, suspenseful, and strategic game. Beginners encouraged.

BoardGameGeek: <http://www.boardgamegeek.com/boardgame/10547/betrayal-at-house-on-the-hill>

Wizards of the Coast product site: <http://www.wizards.com/default.asp?x=ah/prod/houseonthehill>

Download the Rules (zipped): http://www.wizards.com/avalonhill/rules/HOTH_Rules.zip

Through the Ages

Event Code: A-Board-3 • \$ 2

Game Master: Mike Rogozinski • 6 Players • E10

Through the Ages is a civilization building game. The goal is to develop your civilization, not to destroy other ones. Military strength is just one aspect of your nation, as well as population, production or science. It is up to you which aspect you will concentrate on, more or less, but you should not underestimate any of them while building your civilization.

Victory is achieved by the player whose nation produces the most culture during the game. However, there are many ways to produce culture: through religion, literature or drama, by building wonders, by utilizing cultural persons, etc. Considerable amount of culture can be gained even via wars or aggression. Beginners encouraged.

Board Game Geek Page: <http://boardgamegeek.com/boardgame/25613>

Miniatures

Save our Chaps! • Check Your 6, Jet Age

Event Code: A-Minis-1 • \$ 2

Game Master: Robert Kinkead • 6 Players • E10

June 8, 1982, 1945 hours, Choiseul Sound, Falkland Islands.

At 1940 hour two inbound Argentine formations were detected by HMS Exeter, who vectored a Cap section (two Sea Harriers) to intercept. The first turned out to be the Mirage III top cover, which stayed at high altitude. At the same time four Skyhawks of Grupo 5 arrived and slipped past the CAP toward a ship carrying 5th Inf HQ. Beginners encouraged.

BGG Link: <http://boardgamegeek.com/boardgame/75644/check-your-6-jet-age>

Friday Night: 7pm – 11pm+ (Slot B)

Role-Play Games

Pathfinder Society Games - Friday Night • Pathfinder Society

Event Code: B-RPG-1 • \$ 2

Game Master: Pathfinder GMs • 18 Players • E10

It seems RPGA D&D has evaporated in the Capital District... but in spectacular fashion, the Pathfinder Society has risen up to take it's place!

Pathfinder Society events in this time slot:

* First Steps – Part II: To Delve the Dungeon Deep (INTRO2)

* The Midnight Mauler (2-EX)

* Tide of Twilight (3-05)

Please see the Pathfinder scenario descriptions at the end of the event listings for full info. Please use the event code above (B-RPG-1) to purchase a ticket for any Pathfinder game in this time slot. And, please use the Warhorn.net registration page to reserve a spot in a specific game. This helps us plan to have enough GMs for each time slot. Beginners encouraged.

Warhorn.net Event Registration Page: <http://warhorn.net/council-five-nations-2011-pfs>

Pathfinder Society Site: <http://paizo.com/PathfinderSociety>
Pathfinder RPG Site: <http://paizo.com/PathfinderRPG>

Saints and Soldiers: Not quite.... • Savage Worlds - WWII

Event Code: B-RPG-2 • \$ 2

Game Master: Ben Ossenfort • 6 Players • Mature 18

Wierd War Two version of the well known story- escaped American POW's running for their lives- have some info that is critical to the allied offensive- not the info you might expect it to be..... Some knowledge of this rules system preferred.

Industrial Sludge • Dark Heresy

Event Code: B-RPG-3 • \$ 2

Game Master: John McGreevy • 6 Players • E10

Groves Falls/Calixis Sector. Ceres Mining has reported strange activity in their mining complex. You have the responsibility to investigate. There have been reports of Tyrannid activity in this sector, so stand warned. Beginners encouraged.

Product Web Site - Fantasy Flight Games: http://www.fantasyflightgames.com/edge_minisite.asp?eidm=50

Death at the Edge of the Earth • Call of Cthulhu

Event Code: B-RPG-4 • \$ 2

Game Master: Aaron Cordes • 5 Players • Mature 18

Players take on the role of a party of lost Antarctic explorers, essentially an alternate-history version of the doomed Terra Nova expedition of Robert Scott. Starving and freezing, they have no choice but to march onwards through a bleak and empty waste. But there are worse horrors than death awaiting them at the end of the Earth. For though they may be a thousand miles from the nearest living humans, our party may soon find that does not mean they are alone...

Pre-generated characters will be provided, including stats, portraits, and brief biographies. To represent the internal dynamic of the group, each character is assigned a secret set of personal goals for their last days, which they may suffer SAN loss for ignoring. Some may be selfless, others less so, and one may not be who he claims. And even before they begin to encounter the un-natural, under the circumstances, none start off in a state that could be called completely sane. Beginners encouraged.

D&D - Dungeon Delve

Event Code: B-RPG-5 • \$ 2

Game Master: Matt Gallinger • 6 Players • E10 • Kids

A low level dungeon delve perfect for new players and kids 10 and up but younger players are encouraged if they have some previous experience with D&D.

Just bring a pencil your imagination and dice if you have them but dice will be provided. Pre-generated characters will also be provided. Players should feel free to bring their own character as long as its built using the Essentials character options only-- no exceptions. Beginners strongly encouraged.

Link to Quick Start Rules: <http://www.wizards.com/dnd/files/quickstartrules.pdf>

Caladon Falls • Savage Worlds/Savage Suzerian

Event Code: B-RPG-6 • \$ 2

Game Master: Vicky Beaver • 8 Players • Teen 14

They came out of nowhere and started ripping the world apart, one city at a time. Warlocks wielding the magic of the Wild have come to annihilate the entire continent of Austeria. Come roleplay in a fantasy world where enchanters and druids rub shoulders with nobles, knights, mercenaries, and holy crusaders. All players will get a discount certificate for showing up and a chance to win a prize at the end. Beginners encouraged.

Suzerain Setting Site: <http://www.suzerain.info>

Suzerain Facebook Page: www.facebook.com/suzerain.rpg

Dogs of Hades • Savage Worlds/Savage Suzerian

Event Code: B-RPG-7 • \$ 2

Game Master: Robert Beaver • 5 Players • Teen 14

Nearby barbarian planets have been subdued, yet all is not well in the state of Methone. Join this Novice/Seasoned session to experience the sci-fi realm of the Garden of Athena. Much more than just 'Spartans in space', it's a bold mix meshing Greek mythology, politics, and action. From the setting in the book, it's your turn to draw your Hades blade, and fight for all that's right! Prize and discount coupon for playing. Beginners encouraged.

Suzerain Setting Site: <http://www.suzerain.info>

Suzerain Facebook Page: www.facebook.com/suzerain.rpg

3:10 To Sterngate • Dungeons & Dragons 4th Ed

Event Code: B-RPG-8 • \$ 2

Game Master: Dan Masucci • 8 Players • Teen 14

Infamous outlaw Benjen Wade and his vicious gang of highwaymen have plagued the southern line of the Lightning Rail. When Benjen is captured, it's up to a hired band of adventurers to deliver him alive to the "3:10 to Sterngate", an arcane train, that will



deliver the bandit to authorities where he will face the king's justice. But with Wade's gang on their trail and danger around every turn, the mission to Sterngate becomes deadlier by the minute.

This adventure is for 3rd-5th level characters (please bring your own, subject to DM approval). Gamers should bring player characters, a writing utensil, dice, a miniature to represent their PC. The DM will have pregenerated PCs and minis to represent them for those who prefer that. Beginners encouraged.

Board Games

Shadows over Camelot

Event Code: B-Board-1 • \$ 2

Game Master: Ben Maggi • 7 Players • E10

A dark cloud has fallen over Camelot. Sir Arthur looks around those seated at the Round Table, filled with knights who are brave and valiant, and wonders if these men alone will be enough to save his land. Several wars are ongoing with the Picts and the Saxons, and the castle is under constant attack from siege weapons. Quests must be undertaken to retrieve Sir Lancelot's armor, the sword Excalibur, and the Holy Grail, as well as fight a mighty dragon. We must all work together if Camelot is to be saved. But there are rumors that one of us is a traitor. If this sounds like fun, then join us as we battle to extinguish evil and bring good to the Kingdom. Beginners encouraged.

Link to Board Game Geek page: <http://boardgamegeek.com/boardgame/15062/shadows-over-camelot>

Munchkin Cthulhu • Munchkin

Event Code: B-Board-2 • \$ 2

Game Master: Michelle Graham – Steve Jackson Games MIB • 8 Players • E10

Munchkins have hacked their way through dungeons, kung fu temples, starships, haunted houses, and super-foes. Now they face their greatest challenge -- Cthulhu! Will they survive? Will they retain their sanity? Will they... level up? Beginners encouraged.

Board Game Geek page: <http://boardgamegeek.com/boardgame/25071/munchkin-cthulhu>

Game website: <http://www.worldofmunchkin.com/munchkincthulhu>

Twilight Imperium, 3rd Ed

Event Code: B-Board-3 • \$ 2

Game Master: Stephen Kent • 6 Players • Teen14

Twilight Imperium Third Edition is an epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression. Some knowledge of this rules system preferred.

Board Game Geek Link: <http://www.boardgamegeek.com/boardgame/12493/twilight-imperium-third-edition>

Dominant Species

Event Code: B-Board-4 • \$ 2

Game Master: Bill Dickerson • 6 Players • E10

90,000 B.C. -- A great ice age is fast approaching. Another titanic struggle for global supremacy has unwittingly commenced between the varying animal species.

Dominant Species is a game that abstractly recreates a tiny portion of ancient history: the ponderous encroachment of an ice age and what that entails for the living creatures trying to adapt to the slowly-changing earth.

Each player will assume the role of one of six major animal classes -- mammal, reptile, bird, amphibian, arachnid or insect. Each begins the game more or less in a state of natural balance in relation to one another. But that won't last: It is indeed "survival of the fittest."

Through wily action pawn placement, players will strive to become dominant on as many different terrain tiles as possible in order to claim powerful card effects. Players will also want to propagate their individual species in order to earn victory points for their particular animal. Players will be aided in these endeavors via speciation, migration and adaptation actions, among others.

All of this eventually leads to the end game -- the final ascent of the ice age -- where the player having accumulated the most victory points will have his animal crowned the Dominant Species.

But somebody better become dominant quickly, because it's getting mighty cold....

Beginners encouraged.

Link to Board Game Geek page: <http://www.boardgamegeek.com/boardgame/62219/dominant-species>

Bang! The Card Game

Event Code: B-Board-5 • \$ 2

Game Master: Mike Sanchez • 8 Players • E10

The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)! No experience necessary for this exciting fun filled game of gun slinging in the Wild West. Beginners encouraged.

Board Game Geek Link: <http://boardgamegeek.com/boardgame/3955/bang>

Troyes

Event Code: B-Board-6 • \$ 2

Game Master: Derec Harrington • 4 Players • E10

In the year 1200, the foundation is laid for the cathedral of Troyes, but it will not be finished until 400 years later, after innumerable incidents. This game invites you to experience four centuries of history by participating in the development of one of the finest medieval

cities ever to make its mark on Western culture. The society of that day was organized into three orders: the nobility, the clergy, and the peasants. The nobility constituted the military force devoted to justice and to protecting the lands. The clergy were the spiritual guides of the community, contributing to maintaining and developing knowledge and culture. The peasants and artisans, in turn, were given very little consideration, although their hard work was essential to the daily life of the entire populace. Beginners encouraged.

Troyes at the Z-Man Games Website: <http://www.zmangames.com/boardgames/troyes.htm>
Troyes at Board Game Geek: <http://boardgamegeek.com/boardgame/73439/troyes>

Axis & Allies 50th Anniversary Edition • Axis & Allies

Event Code: B-Board-7 • \$ 2

Game Master: Ben Bunday • 6 Players • E10

This version (often called A&A 50) of the venerable A&A system is the ultimate evolution of the game, including many vast improvements over the original, including the map, the different units, technology, and other improved rules. They got everything just right in this game. We will play the 1941 variant, likely with Italy controlled by Germany. Only 3000 copies of this game were printed in commemoration of the 50th anniversary of Avalon Hill, yet it is such a classic that rumors are that it should be reprinted. Some knowledge of this rules system preferred.

Boardgame Geek A&A50: <http://www.boardgamegeek.com/boardgame/35052/axis-allies-anniversary-edition>

Wizards of the Coast: <http://www.wizards.com/default.asp?x=ah/prod/axisanniv>

A&A50 rules: <http://www.wizards.com/default.asp?x=ah/prod/axisanniv>

Conflict of Heroes

Event Code: B-Board-8 • \$ 2

Game Master: Bernard Bryant • 6 Players • Teen14

Conflict of Heroes is an excellent, relatively-new WW2 squad-level board game. It has a lot of the 'feel' of Squad Leader, but the all the rules currently published fit on only 24 pages. It has won multiple Origins awards for "Best New Game", and it's earned quite a following among some of us SWA guys.

This is your chance to give the game a try. If you can't make this session, there is another during the Saturday 2pm (D) time slot.

Beginners encouraged.

BGG Link for Conflict of Heroes: Storms of Steel - Kursk 1943: <http://boardgamegeek.com/boardgame/38823/conflict-of-heroes-storms-of-steel-kursk-1943>

Academy Games (download the rules for free): <http://academy-games.com/games/conflict-of-heroes>

Excellent online review of Conflict of Heroes: <http://esr.ibiblio.org/?p=2603>

Power Grid

Event Code: B-Board-9 • \$ 2

Game Master: Brian Gass • 6 Players • Teen14

Ever want to run the power company? Here is your chance. Will you use nuclear energy and glow in the dark? Or maybe you will take the "green" approach and generate your power with wind or solar fusion. Exactly how much is a barrel of oil these days? Players will buy their Power Plants, build their cities, buy resources and provide electricity to the people! The player than can provide power for the most city is the winner! A favorite on Board Game Geek. Beginners encouraged.

Board Game Geek Page: <http://www.boardgamegeek.com/boardgame/2651>

Miniatures

Catch the Train! (1917) • Wings of War WWI

Event Code: B-Minis-1 • \$ 2

Game Master: Dan Bostwick • 7 Players • Teen14

Wings of War focuses on the "knights of the air" age - World War I - portraying the abilities of the fighting planes of this period. Aircraft are represented by finely detailed plastic miniatures in 1/144 scale. Players choose and play movement cards from their aircraft's maneuver deck to decide the actions of the aircraft they control. Different planes use different decks of movement cards to represent their maneuver capabilities, and decks of "Fire" cards are used to take their combat effectiveness into account and to keep track of damage.

This game is not just a simple "furball"-style dogfight; there are scenario objectives for both sides. The scenario is called "Catch the Train!" and takes place in 1917.

Keeping the front lines supplied required the movement of men and supplies on a grand scale, and the supply trains were crucial to that effort. Allied raids routinely attempted to disrupt the German rail network, and occasionally an attack on a station would coincide with a train offloading its cargo. This scenario represents one such case, where an allied strike force arrives to destroy a German train station and discovers a munitions train still unloading cargo.

Some house rules will be used. Rules will be taught and beginners are encouraged. Beginners encouraged.

Link to Board Game Geek page: <http://www.boardgamegeek.com/boardgame/9203/>

Additional details on this event, as they become available: <http://www.thenavalregister.com/php/conventions.php>

Fly Until you Die • Silent Death

Event Code: B-Minis-2 • \$ 2

Game Master: Stephen Watts • 22 Players • Teen14

(In Space no one can hear you scream). Miniatures Combat. This event is an eleven ship on eleven ship battle. Miniatures provided. No experience necessary. Rules explained and taught. May run longer than 4 hours. Beginners encouraged.

Classic Comic Book Battles • HeroClix

Event Code: B-Minis-3 • \$ 2

Game Master: Mike Reynolds • 4 Players • Teen14

Heroclix Miniatures presents "Classic Comic Book Battles." 1. Venom leads an army of super villains against the Avengers and Freedom Force in an attempt to escape from The Vault in Deathtrap: The Vault. 2. Can Superman, Batman, Wolverine, Sabretooth, and the Punisher stop an Alien and Predator invasion in Marvel/DC vs. Alien/Predator. Beginners encouraged.

Wizkids Games: <http://wizkidsgames.com/>

Heroclix Realms: <http://www.hcrealms.com/>

Tropical? Yes. Paradise? No! - Suicide Creek, June 2, 1942 • Death is only five feet away!

Event Code: B-Minis-4 • \$ 2

Game Master: Jamie Veeder • 5 Players • Teen14

Ever wonder why the men of the 7th Marine regiment nicknamed a quaint little creek on Cape Gloucester "Suicide"? Come find out in a fast action packed skirmish scenario using 28mm minis. Don't be surprised if you find yourself yelling, "Babe Ruth Go To Hell!" Beginners encouraged.

Mobile Soldier 0079--Gundam! • Mobile Soldier in Action

Event Code: B-Minis-5 • \$ 2

Game Master: Bill Ashbaugh • 12 Players • E10

Refight the Japanese animated battles of the famous Gundam series--Federation versus Zeon mobile suit combat in the year 0079--with this quick-playing miniatures game, Mobile Soldier in Action (with some simple modifications). Futuristic robots will fight! All will be provided: just show up to have fun!

Beginners encouraged.

BoardGameGeek page: <http://boardgamegeek.com/boardgame/42398/mobile-soldier-in-action>

Link to designer's posted rules: http://home.earthlink.net/~lemontea/sitebuildercontent/sitebuilderfiles/mobile_soldier_in_action.pdf

Battleground: Fantasy Warfare

Event Code: B-Minis-6 • \$ 2

Game Master: Your Move Games • 16 Players • E10

This is a quick, one-session Battleground tournament. We'll use the Kingdoms cards to generate scenarios and terrain. You'll have 15 minutes to construct a 1500 point army once you've seen what you're facing. Please bring your own decks if you have them.

For more tournament details, please go to the Battleground discussion forums (link below), and look for the Council of Five Nations discussion under "Conventions".

Please note: this tournament will probably run later than the normal 11pm end time.

Prizes sponsored by Your Move Games. Beginners encouraged.

Battleground Web Site: http://www.yourmovegames.com/battleground_index.html

Download the latest version of the rules: http://www.yourmovegames.com/rules_faqs.html

Battleground Discussion Forums: <http://www.yourmovegames.com/forum/>

TIE Fighter Turkey Shoot • Squadron Strike

Event Code: B-Minis-7 • \$ 2

Game Master: Ken Burnside • 6 Players • E10

We strap you into an X Wing and let you fly against a horde of TIE fighters to learn Squadron Strike with very simple weapons and very simple ships.

This is your chance to learn Squadron Strike from the game's designer! Beginners strongly encouraged.

BoardGame Geek Write Up of Squadron Strike: <http://www.boardgamegeek.com/boardgame/36903/squadron-strike>

Ad Astra Games Forum: <http://www.adastragames.com/discus.html>

Squadron Strike - Quick Start Rules in Two Pages: <http://www.adastragames.com/downloads/Advertising/SquadronStrikeTwoPageFlyer.pdf>

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Saturday Morning: 9am – 1pm (Slot C)

Role-Play Games

Pathfinder Society Games - Saturday Morning • Pathfinder Society

Event Code: C-RPG-1 • \$ 2

Game Master: Pathfinder GMs • 24 Players • E10

It seems RPGA D&D has evaporated in the Capital District... but in spectacular fashion, the Pathfinder Society has risen up to take it's place!

Pathfinder Society events in this time slot:

* First Steps – Part III: A Vision of Betrayal (INTRO3)

* Shadow's Last Stand – Part I: At Shadow's Door (2-23)

* The Frostfur Captives (3-01)

Please see the Pathfinder scenario descriptions at the end of the event listings for full info. Please use the event code above (C-RPG-1) to purchase a ticket for any Pathfinder game in this time slot. And, please use the Warhorn.net registration page to reserve a spot in a specific game. This helps us plan to have enough GMs for each time slot. Beginners encouraged.

Warhorn.net Event Registration Page: <http://warhorn.net/council-five-nations-2011-pfs>

Pathfinder Society Site: <http://paizo.com/PathfinderSociety>

Pathfinder RPG Site: <http://paizo.com/PathfinderRPG>

CYA • Call of Cthulhu

Event Code: C-RPG-2 • \$ 2

Game Master: CJ Henderson • 6 Players • Teen14

Early morning in Manhattan. Three cops and two detectives are given a routine assignment--search for clues in the case of a missing rich man. Sounds simple, but there are complications. The missing man was a known eccentric, whose home was used for what appeared to the neighbors to be strange rituals. Worse yet, his home was destroyed the evening before, and one of the investigating detectives murdered.

Still, it's a bright, sunny day, and all these officers have been assigned to do is poke around in a small private park for clues to the owner's disappearance. Their superiors don't even expect them to find anything. it's just a case of the higher-ups playing "cover your ass." Really ... what could possibly go wrong?

It's Call of Cthulhu GMed by CJ Henderson, the HP Lovecraft estate's chosen to continue Lovecraft's work. Beginners encouraged.

C.J. Henderson's professional web site: <http://cjhenderson.com/>

Summer Camp of the Living Dead - Part One • All Flesh Must Be Eaten

Event Code: C-RPG-3 • \$ 2

Game Master: Chris Brown • 6 Players • Teen14

It's the end of the summer year and you and your friends at Camp Mahicanituck are enjoying one last roasted marshmallow and cheesy camp song before school begins. That is when it happens, that is when Ralph, your Camp Counselor tries to eat you. Now it is just you and your friends, banded together against the forces of the living dead... trying to get home. Beginners encouraged.

Official All Flesh must Be Eaten Website: <http://allflesh.com/>

London Calling - Part 1 of the Ripper Anniversary Series • Fellowship of the White Star

Event Code: C-RPG-4 • \$ 2

Game Master: The Gathering • 6 Players • Teen14

One of our Gatherers is also a name at Lloyd's of London who reports that some of his recent investments may involve the business of the supernatural rather than of insurance. Go to London to see if you can help. An FWS event for low level characters occurring on Friday, April 3, 1908. This is FWS A401, written by David Nadolny. Beginners encouraged.

Fellowship of the White Star Site: <http://www.fellowshipwhitestar.com/>

Home Alone • Dungeons and Dragons 4th Edition

Event Code: C-RPG-5 • \$ 2

Game Master: Robert Kirker • 6 Players • E10

It is a time of unrest in the kingdom. Baron Blackwatch has been summoned to attend the king. He is bringing his entire retinue, leaving behind a small household guard, and his children. You are one of the heirs of the Blackwatch family. It promises to be a boring few weeks while your parents are gone... until trouble arrives at Castle Blackwatch. Pre-generated, 0-level, characters will be provided. Bring your inner child and the courage to save your family! Beginners encouraged.

Wizards of the Coast official D&D Site: <http://www.wizards.com/dnd/>

Shanghai Vampocalypse • Savage Worlds/Savage Suzerian

Event Code: C-RPG-6 • \$ 2

Game Master: Robert Beaver • 5 Players • Teen14

Welcome to 2048 and one of the greatest cyberpunk cities in the near future: Shanghai. The government has infected 100 villages with a

vampire virus to create the perfect super-soldiers, but the peasants revolted and a virus that was supposed to be sterile is spreading with every neck they bite. Shanghai Vampocalypse is the first setting book for characters who reach the new Demigod rank Suzerain introduced to Savage Worlds. Some knowledge of Savage Worlds is preferred as this is a high-level game. All players will get a discount certificate for showing up and a chance to win a prize at the end. Some knowledge of this rules system preferred.

Suzerain Setting Site: <http://www.suzerain.info>

Suzerain Facebook Page: www.facebook.com/suzerain.rpg

Rescue Lotsa!, a Blackmoor Adventure • Dragons at Dawn

Event Code: C-RPG-7 • \$ 2

Game Master: Dan Boggs • 9 Players • E10

Due to the evil treachery of captain Krey, Baron Fant has been driven from Blackmoor castle by an army of Orcs. While marauding the countryside, the orcs discovered and captured Lotsa, the beautiful daughter of the Elven king Menandar Ithamus. The elves have rallied an army and surrounded the ravaged castle of Blackmoor, but have been unable to root out the orcs or rescue the princess. Menandar has sent out a call, 10,000 GP and Lotsa's hand in marriage to any who are brave and daring enough to rescue her from the orcs! Dare you enter the ruins of Blackmoor castle and save the princess?

This is your chance to play with the game's creator.

Beginners encouraged.

Buy Dragons at Dawn Online: <http://stores.lulu.com/store.php?fAcctID=3995513>

Who Stalks the Black Cat? • Cathulhu - Call of Cathulhu for Paw & Claws

Event Code: C-RPG-8 • \$ 2

Game Master: Karen Seiz • 4 Players • Child • Kids

A horrified shriek in the night - and TomTom is found dead, viciously torn apart. Who - or what - is killing the cats of Arkham? And can 4 feline investigators stop it - before it kills again? Please bring your imagination, and be ready to think like a cat... Beginners encouraged.

The Ratten Wakes • Mojo Rules! / Suzerain Mojo

Event Code: C-RPG-9 • \$ 2

Game Master: Vicky Beaver • 8 Players • Teen14

Based on the setting book for Relic, the fantasy realm, this session offers you a chance to be a dragon kin, banshee, dryad, fury, aurora, dwarf, or human. These members of the thinly stretched Guardians are trying to unravel a mystery bigger than anything they've ever known.

Suspicious abound and no one seems to be safe. How far will you get? Prize for playing and discount certificate for showing up. Beginners encouraged.

Suzerain Setting Site: <http://www.suzerain.info>

Suzerain Facebook Page: www.facebook.com/suzerain.rpg

Board Games

Cyclades

Event Code: C-Board-1 • \$ 2

Game Master: Eric Alexopoulos • 5 Players • Teen14

Travel the Cyclades Archipelago during the golden age of Greece. With the blessing of the Gods of Olympus and the support of Mythological Creatures, recruit troops, build ships, erect fortresses and construct metropolises. The struggle to bring your people to their highest glory will be legendary! Beginners encouraged.

Acquire- Sid Sackson Classic • Acquire

Event Code: C-Board-2 • \$ 2

Game Master: Ralph Mabb • 6 Players • E10

Acquire is a board game designed by Sid Sackson. The game was originally published in 1962 by 3M as a part of their bookshelf games series. In most versions, the theme of the game is investing in hotel chains. In the 1990s Hasbro edition, the hotel chains were replaced by generic corporations, though the actual gameplay was unchanged. The game is currently published by Hasbro under the Avalon Hill brand, and the companies are once again hotel chains. The game was short-listed for the first Spiel des Jahres board game awards in 1979.

The object of the game is to earn the most money by developing and merging hotel chains. When a chain in which a player owns stock is acquired by a larger chain, players earn money based on the size of the acquired chain. At the end of the game, all players liquidate their stock in order to determine which player has the most money. Beginners encouraged.

Board Game Geek Page: <http://boardgamegeek.com/boardgame/5/acquire>

Blue Moon

Event Code: C-Board-3 • \$ 2

Game Master: Matthew Kornher • 8 Players • E10

Reiner Knizia's Blue Moon with ALL expansions available.

This hard-to-find 2-player card game really has it all. It's fun. It's quick (I'd say the average game is 20-30 minutes). Thanks to the brilliant Reiner Knizia, the rules make the game easy to learn, but difficult to master. There are a variety of people (decks), each of which are very balanced and have a very strong sense of identity and play style. The artwork is even nice to look at!

There will be multiple games (up to 4) going on simultaneously, so stop by for this rare opportunity to see what Blue Moon is all about.

Beginners encouraged.

Blue Moon on BoardGameGeek: <http://boardgamegeek.com/boardgame/9446/blue-moon>

Why You WILL Love Blue Moon: <http://boardgamegeek.com/thread/162375/review-from-a-long-term-magic-player>

Blue Moon Rulebook: http://www.fantasyflightgames.com/ffg_content/Blue_Moon/bluemoonrules.pdf

RUSSIAN BOARD GAMES

EVOLUTION The Origin of Species

Animals of different species live and develop, receive new abilities and compete for food. To become a speedy carnivore a big water dweller, it all depends on the habitat. By trying to create a stable population of animals that will dominate in the ecosystem.



Each player in the game is considered an alchemist. He or she will need to create elixirs, potions, powders and even avatars of magical creatures. By following instructions and using spell cards each player tries to create as much potions as he can. The stronger the potion or elixir, the more points a player receives.



The Enigma of Leonardo

The goal of this simple and fun logical game is to collect a set of Mysterious Keys. You receive a Key whenever you complete a sequence of similar symbols drawn on the cards. The location of the symbols changes each turn depending on what new card is played.



The Kingdoms of Crusaders

The game is dedicated to crusades and the conflict between knightly orders after the taking of the Holy land. The players goal is to take control of as many provinces as they can, by gathering a strong army there.



RightGames. Our team indulges in development and publishing board games in Russia. We have already created and released a number of different family games and fillers. Besides we have also issued two CCGs (for geeks specially) and a party game. Worlds and times in our games are various. It is fantasy, science fiction, historical battles, biology, alchemy, mystic. We like board games and we like to make them. So we want to make more good boardgames for players in Russia and all around the world.



WWW.RUSSIANBOARDGAMES.COM

Munchkin

Event Code: C-Board-4 • \$ 2

Game Master: Michelle Graham – Steve Jackson Games MIB • 8 Players • E10 • Kids

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. Beginners encouraged.

Board Game Geek page: <http://boardgamegeek.com/boardgame/1927/munchkin>

Game website: <http://worldofmunchkin.com/>

Agricola - All Pimped Out! • Agricola

Event Code: C-Board-5 • \$ 2

Game Master: Carey Bostwick • 5 Players • Teen 14

Come Play Agricola!!! Ranked #3 Board Game by Board Game Geek. In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats? I have pimped out my copy with wooden pieces that are a very cool addition to the game. I also have the expansion, Farmers of the Moor, that we can use if we play with only experienced players. Beginners encouraged.

Board Game Geek page: <http://www.boardgamegeek.com/boardgame/31260/agricola>

Wrath of Ashardalon - Castle Ravenloft • Castle Ravenloft Boardgame

Event Code: C-Board-6 • \$ 2

Game Master: Andrew Littlefield • 5 Players • E10

A cooperative D&D boardgame for up to 5 players. Each player picks a hero and the game runs the monsters / traps / events. We will use heroes from both Ravenloft and the newer Ashardalon. We will be playing the special Servants of the Thunder Shaman Adventure that combines the two games. Beginners encouraged.

Castle Ravenloft - Board Game Geek: <http://www.boardgamegeek.com/boardgame/59946/dungeons-dragons-castle-ravenloft-board-game>

Wrath of Ashardalon - Boardgame Geek: <http://www.boardgamegeek.com/boardgame/66356/dungeons-dragons-wrath-of-ashardalon-board-game>

Wrath of Ashardalon Rules: <http://www.wizards.com/dnd/Product.aspx?x=dnd/products/dndacc/214420000>

Chicago Express

Event Code: C-Board-7 • \$ 2

Game Master: James Wilhelm • 6 Players • Teen 14

Chicago Express is a train game in which players act as investors whose goal is to have the most money at the end of the game. To effect this goal, players invest in railroad companies that are expanding from the eastern portion of the US towards Chicago. Owning a piece of a railroad (i.e. having some number of shares in that company) allows a player to extend that railroad company's network of rails. By investing prudently, building cunningly and performing timely upgrades, players hope to earn the most cash by improving the dividends they receive from the shares they've purchased.

This is an intermediate rail game for between two and six people that focuses more on investing than on rail building, although both are a component of this game. It takes about an hour to play and is one of three train games I'm running intended to introduce interested participants to rail games that are a little on the heavier side. Beginners are welcome and the rules will be taught. Beginners encouraged.

Board Game Geek entry: <http://www.boardgamegeek.com/boardgame/31730/chicago-express>

Queen Games page (with video!): <http://www.queen-games.de/index.php?id=37>

Dungeon Lords

Event Code: C-Board-8 • \$ 2

Game Master: Mike Haggett • 4 Players • Teen 14

Have you ever ventured with party of heroes to conquer dungeons, gain pride, experiences and of course rich treasure? And has it ever occurred to you how hard it actually is to build and manage such underground complex filled with corridors and creatures? No? Well now you can try. Put yourself in role of the master of underground, summon your servants, dig complex of tunnels and rooms, set traps, hire creatures and try to stop filthy heroes from conquering and plundering your precious creation. We can guarantee you will look on dark corners, lairs and their inhabitant from completely different perspective! Beginners encouraged.

Boardgame Geek Link: <http://www.boardgamegeek.com/boardgame/45315/dungeon-lords>

The Pillars of the Earth

Event Code: C-Board-9 • \$ 2

Game Master: Michael Tutt of Carnage Gaming • 5 Players • E10

At the beginning of the 13th century, construction of the greatest and most beautiful cathedral in England begins. Players are builders who try to contribute the most to this cathedral's construction and, in so doing, score the most victory points. Game play roughly consists of using workers to produce raw materials, and then using craftsmen to convert the materials into victory points. Workers may also be used to produce gold, the currency of the game. Players are also given three master builders each turn, each of which can do a variety of tasks, including recruiting more workers, buying or selling goods, or just obtaining victory points. Getting early choices with a master builder costs gold, as does purchasing better craftsmen. Players must strike a balance between earning gold to fund their purchases and earning victory points. Beginners encouraged.

The Pillars of the Earth on BGG: <http://boardgamegeek.com/boardgame/24480/the-pillars-of-the-earth>

Axis & Allies (Classic)

Event Code: C-Board-10 • \$ 2

Game Master: Stephen Kent • 5 Players • E10

The classic version of this Council favorite. Beginners encouraged.

BGG Page: <http://boardgamegeek.com/boardgame/98/axis-allies>

Rune Age

Event Code: C-Board-11 • \$ 2

Game Master: Troy Ferris • 4 Players • E10

Rune Age is a deck-building game of adventure and conquest for 2-4 players. Set in the fantasy realm of Terrinoth (Runebound, Descent: Journeys in the Dark, Runewars, and DungeonQuest), Rune Age puts players in control of one of four races, vying for dominance in a world embroiled in conflict.

Gameplay in Rune Age centers around players working to develop their individual deck of cards. At the beginning of the game, each player begins with a small assortment of cards in their deck, drawing five cards each turn to carry out their actions. Each player's deck represents their faction's military strength and capabilities. These decks will be formed with their faction-specific Unit cards and a central collection of Neutral Unit cards, Tactics cards, and Gold cards.

While players begin with limited cards in their deck, through cunning and strategic use of their available cards, players can expand their deck to create a destructive force of their own clever design. Will you create brutal deck of formidable Units? Or will you rely on Gold and Influence to acquire neutral forces and powerful Tactics? Beginners encouraged.

Boardgame Geek Page: <http://www.boardgamegeek.com/boardgame/94362/rune-age>

Miniatures

Fighting Retreat • Classic Battletech

Event Code: C-Minis-1 • \$ 2

Game Master: Andy Roy & Chris Nichols • 8 Players • Teen 14

It was supposed to be simple: raid the Lyran facility on Hesperus II, plunder some mech parts from Defiance Industries, and quickly leave the planet.

Unfortunately, both the Death Stalkers mercenaries and the Apocalypse Legion pirates had the same idea. In addition to the facility's defenders, the invaders needed to battle each other. What followed was a slaughter, with both the sides losing many mechs, and the remainder of their forces being heavily damaged.

The invading forces are now engaged in a fighting retreat through the streets of Maria's Elegy, the largest city on Hesperus II. Salvation lies on the other side of the city, but what else awaits the beleaguered invaders as they forge their escape?

Join us for a large Battletech game in which the Apocalypse Legion Pirates and Night Stalkers mercenaries engage in a fighting retreat through the streets of Maria's Elegy. Special rules for existing battle damage and forced retreats will be in effect. In addition, a surprise 3rd force will be attempting to prevent any of the invaders from escaping.

Painted battle mechs and tanks, spectacular 3-D terrain, pencils, dice, clipboards, mission briefings, and Battletech record sheets will all be provided.

Game experience will be extremely helpful, but not entirely necessary. This game will utilize miniatures rules published in FASA's Battletech Master Rules Revised Edition, and a number of customized battle mechs created using WizKids, Heavy Metal Pro software.

Classic Battletech--Death Stalkers mercenaries vs. Apocalypse Legion pirates Beginners encouraged.

For some photos of the scenario being played, please click here:

http://s272.photobucket.com/albums/jj180/caveman25_2007/Fighting%20Retreat--Classic%20Battletech%20Scenario

Also, for a slide show of other Battletech games we have run in the past, please click here:

http://www.youtube.com/watch?v=cCAbVXZq970&feature=channel_video_title



Look at the size of that thing! Zeppelin fight in Wings of War • Wings of War - WWI

Event Code: C-Minis-2 • \$ 2

Game Master: Christopher Tosh • 6 Players • E10

Its 1917 and the Germans have just launched another zeppelin raid on London. One of the beasts had engine trouble and didn't make it back across their lines before dawn. Now's your chance! Sorry, but we don't have any incendiary ammo for you - and remember to watch out for those gun mounts. Off you go!!! Beginners encouraged.

Board Game Geek Link for Wings of War: <http://boardgamegeek.com/boardgame/22510/wings-of-war-miniatures>

Recon in Force: Mystery in Mountain Spring • Force On Force

Event Code: C-Minis-3 • \$ 2

Game Master: Ron DuBray • 6 Players • Teen 14

The small town of Mountain Spring has gone dark. No phones, No Radio, No lights. Two nights ago the next town over reported loud noises and lights. Now the only road into town has a downed Bridge and the three State troopers that hiked into town yesterday have not been heard from. A guard black hawk was sent in to do a fly over and was last seen going down hard over the mountain without a word on the radio. Now 6 squads of guard troopers are going in to recon the town and report on what is going on. Players: feel free to bring 2 fire teams 8 troopers of modern troopers. Beginners encouraged.

Ambush Alley Games: http://ambushalleygames.com/products/store/product/show/cid-17/name-force-on-force/category_pathway-0

The Bitter Ocean • War at Sea

Event Code: C-Minis-4 • \$ 2

Game Master: Leo Murphy • 6 Players • Teen14

It is 1942. The greatest Battle of the War is taking place in the North Atlantic Ocean. American, Canadian and British Merchant Marine and Navies are trying to supply their allies with the material to wage war. Germany is trying to stop them. Convoy R1 is leaving Greenland heading for Murmansk, Russia. It must pass by German held Norway. The Germans have U Boats, Airplanes and ships to try & stop the convoy. 22 Merchants are on their way with Convoy support ships/planes.

Can any get through? Come be a ship Captain or a Pilot! Take part in the most important Battle of WWII! Beginners encouraged.

Saturday Afternoon: 2pm – 6pm (Slot D)

Role-Play Games

Pathfinder Society Games - Saturday Afternoon

Event Code: D-RPG-1 • \$ 2

Game Master: Pathfinder GMs • 24 Players • E10

It seems RPGA D&D has evaporated in the Capital District... but in spectacular fashion, the Pathfinder Society has risen up to take it's place!

Pathfinder Society events in this time slot:

* Year of the Shadow Lodge - Battle Interactive (2-BI)

Please see the Pathfinder scenario descriptions at the end of the event listings for full info. Please use the event code above (D-RPG-1) to purchase a ticket for any Pathfinder game in this time slot. And, please use the Warhorn.net registration page to reserve a spot in a specific game. This helps us plan to have enough GMs for each time slot. Beginners encouraged.

Warhorn.net Event Registration Page: <http://warhorn.net/council-five-nations-2011-pfs>

Pathfinder Society Site: <http://paizo.com/PathfinderSociety>

Pathfinder RPG Site: <http://paizo.com/PathfinderRPG>

The Adventure of the American Linguist • Elementary Watson RPG

Event Code: D-RPG-2 • \$ 2

Game Master: Gerry Seypura • 7 Players • E10

You have been summoned to the home of Sherlock Holmes by an urgent message. When you arrive, you see three men, two messengers and a US Army officer, all watching Holmes packing his bags. Before leaving Holmes tells you the problem is a missing gift to the crown from the President, a copy of the original Constitution. It is up to you to find it.

Gerry is one of the founding members of the SWA, and has been running Elementary Watson at Council for several years now. His games have a regular following, and he considers this year's adventure his best one yet!

Beginners encouraged.

Summer Camp of the Living Dead: Part 2 • All Flesh Must Be Eaten

Event Code: D-RPG-3 • \$ 2

Game Master: Crystal Brown • 6 Players • Teen14

It's the end of the summer year, and you and your friends survived the outbreak of Flesh Eating Zombies at Camp Mahicanituck. You've escaped the camp but your journey is far from over... How far has the infection spread? How far will you go to get home? Beginners encouraged.

All Flesh Must Be Eaten: <http://www.allflesh.com/>

Coffin Rock • Deadlands: Reloaded

Event Code: D-RPG-4 • \$ 2

Game Master: Raymond Dumas • 8 Players • Teen14

The mining town of Coffin Rock, Colorado, is a seething cauldron of trouble.

The local soiled doves are making a killing, some say ghosts walk the streets, and a mad serial killer is on the loose. A new preacher is stirring up trouble and a mysterious shaman foretells dark tidings from the nearby hills.

All the stands between the town and more chaos than a twister in Kansas are a posse of strangers still dusty from the trail.

The GM strongly encourages players to have their own veteran skill level characters for Deadlands: Reloaded (DL:R); However, there will be some pre-generated characters available. Players will also need a deck of playing cards, pencil & dice. A copy of the DL:R Players Guide and Savage Worlds is also recommended, but not necessary. Beginners encouraged.

Deadlands: The Weird West: <http://www.peginc.com/games.html>

Escape from the Organism • Starblazer

Event Code: D-RPG-5 • \$ 2

Game Master: Rob Rodger • 6 Players • E10

Thrilling tales of high pulp-adventure in deep space. Far from the channels of civilized space a vile threat secretly grows. Can our intrepid heroes free themselves from this space-menace in time to warn the galaxy of the danger? Find out in this game of blaster pistols, two-fisted action, and seat-of-the-pants space piloting. Beginners encouraged.

Dogs of Hades • Savage Worlds/Savage Suzerian

Event Code: D-RPG-6 • \$ 2

Game Master: Robert Beaver • 5 Players • Teen14

Nearby barbarian planets have been subdued, yet all is not well in the state of Methone. Join this Novice/Seasoned session to experience the sci-fi realm of the Garden of Athena. Much more than just 'Spartans in space', it's a bold mix meshing Greek mythology, politics, and action. From the setting in the book, it's your turn to draw your Hades blade, and fight for all that's right! Prize and discount coupon for playing. Beginners encouraged.

Suzerain Setting Site: <http://www.suzerain.info>

Suzerain Facebook Page: www.facebook.com/suzerain.rpg

Noir Knights • Savage Worlds/Savage Suzerian

Event Code: D-RPG-7 • \$ 2

Game Master: Vickey Beaver • 4 Players • Teen14

For Heroic rank characters, this session is based on the setting book for the American Grit realm. Set in a supernatural 1930s America, weather-manipulating wizards are just one twist in history. Industry and legend clash in a time of folk heroes, hobo mages, and secret societies. Inspired by the X-Files with femme fatales and four-color G-men thrown in, America is a nation of dust and determination. Ride the rails and prove your mettle. All players will get a discount certificate for showing up and a chance to win a prize at the end. Beginners encouraged.

Suzerain Setting Site: <http://www.suzerain.info>

Suzerain Facebook Page: www.facebook.com/suzerain.rpg

Dresden RPG - Intro to the system • The Dresden Files RPG

Event Code: D-RPG-8 • \$ 2

Game Master: Jonas Lowery • 7 Players • Teen14

A one-shot introduction to the Dresden RPG. Vampires, a bank robbery, and a dark ritual. Can you save the city? Beginners encouraged.

Board Games

San Juan

Event Code: D-Board-1 • \$ 2

Game Master: Benjamin Uticone • 4 Players • E10

The gold standard of games is the principle of "easy to learn, difficult to master" and few games exemplify this as does San Juan. Build the best colony in this fast paced card game from the makers of Puerto Rico. Beginners encouraged.

Motor Madness • Car Racing Games

Event Code: D-Board-2 • \$ 2

Game Master: Chris Bernardi • 6 Players • Child • Kids

Saturday! Saturday! Saturday! Join us for a day of motorized mayhem. Strap on your helmet and bring your aggressive driving skills for these two games of vehicular destruction.

Demo Derby: Saturday Night at the Track- Test your driving skills in the stadium as you smash and crash you, re way to victory while fans cheer you on from the grandstand

Jaunty Jalopies- Wacky automobile race game depicting the danger and hijinks from the barnstorming days of the Roaring 20s. Beginners strongly encouraged.

Demo Derby on BGG: <http://www.boardgamegeek.com/boardgame/2676/demo-derby-saturday-night-at-the-track>

Jaunty Jalopies on BGG: <http://www.boardgamegeek.com/boardgame/4267/jaunty-jalopies>

Steam: Rails to Riches • Steam

Event Code: D-Board-3 • \$ 2

Game Master: James Wilhelm • 5 Players • Teen14

Steam is a train game in which players attempt to gain victory points by delivering goods from one city to another. Players first build a network of rails to connect cities and then move goods, represented by cubes, from a city where a good begins play to a city that demands that good. The more links the good along (a link being a connection between one city and another) the more points the player will gain. However, two forces have to be contended with on your way to building a rail empire. First, building rails and locomotives is not cheap, so a player's income has to be carefully balanced. Second, there are other players vying to deliver the same goods that you are, and it's been my experience that they're not necessarily interested in letting you deliver them first!

Steam is a basic to intermediate train game by Martin Wallace that serves as an excellent introduction to the basic cube-moving genre. It's a rework of Age of Steam and closely resembles Railways of the World and Railroad Tycoon. It takes a couple hours to play and is one of three train games I'm running intended to introduce interested participants to rail games that are a little on the heavier side. Barring unanimous agreement from the participants, the basic rules will be used. Beginners are welcome and the rules will be taught. Beginners encouraged.

Board Game Geek entry: <http://www.boardgamegeek.com/boardgame/27833/steam>
Mayfair Games page: <http://mayfairsteam.com/game.php?id=111&stock=MFG4551&name=Steam>

Dominant Species

Event Code: D-Board-4 • \$ 2

Game Master: Rodney Sheldon of Carnage Gaming • 6 Players • Teen14

The Ice Age is quickly approaching. The species of earth are locked in a struggle for domination of the planet. You will control one of the six animal classes: Mammal, Bird, Reptile, Amphibian, Archnid and Insect. Players will need to be able to utilize such actions as adaptation, migration, and competition. They will also have the opportunity to lay waste vital elements needed by the other animals and bring on the Ice Age thru glaciation. As Darwin said...only the fittest can survive! Beginners encouraged.

Board Game Geek Link: <http://www.boardgamegeek.com/boardgame/62219/dominant-species>

Twilight Struggle

Event Code: D-Board-5 • \$ 2

Game Master: William Walker • 4 Players • Teen14

One of the most popular games in the gaming world, ranked #1 on BoardGameGeek, Twilight Struggle is a two-player card-driven board game covering the entire Cold War. One player controls the United States and the other plays as the Soviet Union. Both players try to get their influence into key regions and countries of the world. Game mechanics cover the space race as well as nuclear tensions, with the possibility of World War III ending the game always hanging over the two superpowers. Twilight Struggle is an intense game not for the faint of heart, but one you will never forget! Beginners encouraged.

BoardGameGeek page: <http://boardgamegeek.com/boardgame/12333/twilight-struggle>

Review: <http://playingboardgames.com/board-game-reviews-twilight-struggle/>

Download the Rules: http://www.gmtgames.com/living_rules/TS_Rules_Deluxe.pdf

Settlers of Catan

Event Code: D-Board-6 • \$ 2

Game Master: Michael Tutt of Carnage Gaming • 6 Players • E10

The classic Klaus Teuber resource management game. In Settlers of Catan, players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources to build up their civilizations to get to 10 victory points and win the game. Beginners encouraged.

The Settlers of Catan on BGG: <http://boardgamegeek.com/boardgame/13/the-settlers-of-catan>

Carcassonne, Beginner & Advanced • Carcassonne

Event Code: D-Board-7 • \$ 2

Game Master: Jeannie Compter • 5 Players • Child

The southern French city of Carcassonne is famous for its unique Roman and medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters, and in the fields. The players' skill in developing the area will determine who is victorious. This session will introduce the basic rules to new players, and then go on to add several expansions to the game. Beginners encouraged.

Check it out on BoardGameGeek: <http://www.boardgamegeek.com/boardgame/822/carcassonne>

Conflict of Heroes

Event Code: D-Board-8 • \$ 2

Game Master: Aaron Cordes • 6 Players • Teen14

Conflict of Heroes is an excellent, relatively-new WW2 squad-level board game. It has a lot of the 'feel' of Squad Leader, but the all the rules currently published fit on only 24 pages. It has won multiple Origins awards for "Best New Game", and it's earned quite a following among some of us SWA guys.

This is your chance to give the game a try. If you can't make this session, there is another during the Saturday 2pm (D) time slot. Beginners encouraged.

BGG Link for CoH: Storms of Steel - Kursk 1943: <http://boardgamegeek.com/boardgame/38823/conflict-of-heroes-storms-of-steel-kursk-1943>

Academy Games (download the rules for free): <http://academy-games.com/games/conflict-of-heroes>

Excellent online review of Conflict of Heroes: <http://esr.ibiblio.org/?p=2603>

Puerto Rico

Event Code: D-Board-9 • \$ 2

Game Master: Jessica Kent • 5 Players • E10

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

Board Game Geek Page: <http://www.boardgamegeek.com/boardgame/3076>

Dungeons & Dragons: Conquest of Nerath Board Game

Event Code: D-Board-10 • \$ 2

Game Master: Chuck Davis of Carnage Gaming • 4 Players • E10

Conquest of Nerath is a fantasy conquest game. 2-4 players muster armies of foot soldiers, siege engines, monsters, warships, elementals, and dragons to attack their opponents. Players employ heroes such as knights and wizards to lead their troops and explore dungeons in the search of magical artifacts and treasures to increase their power in combat. Beginners encouraged.

BGG Link: <http://www.boardgamegeek.com/boardgame/92044/dungeons-dragons-conquest-of-nerath-board-game>

Miniatures

The Admiral's Game • Axis & Allies: War at Sea

Event Code: D-Minis-1 • \$ 2

Game Master: David Bostwick • 6 Players • Teen 14

Can you meet the challenges of World War II naval combat and lead your fleets to victory?

In this 2 session event you will be part of a team playing for either the Axis or the Allies.

In 3 scenarios you will:

- * Lead your carriers against an opposing carrier group.
- * Support an invasion force with naval gunfire while defending your command from an opposing fleet.
- * Seize a strategically important island while attempting to complete several secondary missions.

To achieve victory you will need to be successful in these missions and outperform your fellow officers.

Teams of 3 players will try to bring victory on the high seas to their alliance.

For each round the team will allocate their reserves and then each player will engage a single opponent.

The winner will be the player on the winning team with the most victories.

This event will use the Axis & Allies: War at Sea rules with extensive house rules. Including: a larger map, hex based movement, firing arcs, hidden movement for submarines, size class based movement, aircraft with limited fuel.

This is a 2 session event, with players playing a total of 3 full scenarios.

Prizes:

A Fleet Admiral coffee mug will be awarded to the winner.

Each member of the winning team will receive a free premier subscription to the on-line game Fighting Flattops.

Check the web site below for updates before the Con. Beginners encouraged.

Detailed information on rules, format, and scenario details: http://www.thenavalregister.com/php/conventions_was.php

Fighting Flattops: <http://www.fightingflattops.com/>

Kansas 1863: "Ride With The Devil" • Trench Wars (Modified)

Event Code: D-Minis-2 • \$ 2

Game Master: Frank Luberti Jr • 12 Players • E10

Confederate irregulars raid a Union outpost. 25mm skirmish game using the Trench Wars rules system modified for the American Civil War. Scenario based on the 1999 film directed by Ang Lee. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Game sponsored by the Connecticut Game Club and the New York Wargamers Association. Beginners encouraged.

Off to New York • Age of the Great Ocean Liners

Event Code: D-Minis-3 • \$ 2

Game Master: Pete Landry • 12 Players • Teen 14

Titanic, Carpathia, Leviathan, Majestic, Imperator, Empress of Russia; captain one of these great luxury liners in a race from Southampton England to New York City to win the rewards and glory for your line. Sailing a luxury liner can't be that difficult, right? Oh, I almost forgot to tell you, its April and the Arctic is sending its excess of icebergs south, in your path. If you don't want a ship you can have an iceberg or two and try to keep the oceans clean of the metal monstrosities. Send them to the bottom to Davy Jones's locker or melt trying! Beginners encouraged.

Halloween Bash, or Monsters Just Want to Have Fun • Home Rules 25mm

Event Code: D-Minis-4 • \$ 2

Game Master: John Rigley • 10 Players • E10 • Kids

Every Halloween the Monsters of the world go out to have some fun by doing a little breaking and entering, killing, plundering, and in general acting like drunken sailors on a weekend pass. But this year the Towns Folk plan on being ready for them. Beginners encouraged.



Gun Fight in the Uzbin Valley (28mm) • Force on Force

Event Code: D-Minis-5 • \$ 2

Game Master: Michael Tracey • 4 Players • Teen14

Afghanistan. Everyone says the French can't fight; I just hope you haven't told them. Head into the Valley of Uzbin with French Marines of the 1^{er} RIMa (1st Marine Regiment) and push the Taliban out. Beginners encouraged.

Battleground: Historicals Showcase • Battleground: Historical Warfare

Event Code: D-Minis-6 • \$ 2

Game Master: Your Move Games • 16 Players • E10

We will be showcasing the current and coming historical releases of the Battleground army deck system.

* Already out is Rome vs Carthage, 2nd Punic War

* In final development is Alexander vs Persia

* After that will be Spain vs Aztecs.

We will have playtest decks for Alexander/Persia and Spain/Aztecs available for you to try out. Play the historical matchup, or mix them up - the Battleground system is solid and flexible enough to play along. Beginners encouraged.

Battleground Web Site: http://www.yourmovegames.com/battleground_index.html

Download the latest version of the rules: http://www.yourmovegames.com/rules_faq.html

Battleground Discussion Forums: <http://www.yourmovegames.com/forum/>

TIE Fighter Turkey Shoot • Squadron Strike

Event Code: D-Minis-7 • \$ 2

Game Master: Ken Burnside • 6 Players • E10

We strap you into an X Wing and let you fly against a horde of TIE fighters to learn Squadron Strike with very simple weapons and very simple ships.

This is your chance to learn Squadron Strike from the game's designer! Beginners strongly encouraged.

BoardGame Geek Write Up of Squadron Strike: <http://www.boardgamegeek.com/boardgame/36903/squadron-strike>

Ad Astra Games Forum: <http://www.adastragames.com/discus.html>

Squadron Strike - Quick Start Rules in Two Pages: <http://www.adastragames.com/downloads/Advertising/SquadronStrikeTwoPageFlyer.pdf>

88's in the Desert • Battlefront WWII

Event Code: D-Minis-8 • \$ 2

Game Master: Robert Rowe • 6 Players • Mature18

DAC guns hold against desert rat assault. Beginners encouraged.

Live-Action Role Play

NerdCon 2011- Welcome to New Jersey • Home Brew LARP

Event Code: D-LARP • \$ 2

Game Master: Ben Ossenfort • 10 Players • Teen14

Compete to be the ultimate nerd in this tongue-in-cheek (actually laugh out loud) LARP. Players will win points and be judged by peers based on insults and antics. There will be prizes! Please bring any props you think will aid your nerdness. Beginners encouraged.

Saturday Night: 7pm – 11pm+ (Slot E)

Role-Play Games

Pathfinder Society Games - Saturday Night • Pathfinder Society

Event Code: E-RPG-1 • \$ 2

Game Master: Pathfinder GMs • 24 Players • E10

It seems RPGA D&D has evaporated in the Capital District... but in spectacular fashion, the Pathfinder Society has risen up to take it's place!

Pathfinder Society events in this time slot:

* Tide of Twilight (3-05)

* Shadow's Last Stand – Part II: Web of Corruption (2-24)

* First Steps – Part I: In Service to Lore (INTRO1)

Please see the Pathfinder scenario descriptions at the end of the event listings for full info. Please use the event code above (E-RPG-1) to purchase a ticket for any Pathfinder game in this time slot. And, please use the Warhorn.net registration page to reserve a spot in a specific game. This helps us plan to have enough GMs for each time slot. Beginners encouraged.

Warhorn.net Event Registration Page: <http://warhorn.net/council-five-nations-2011-pfs>

Pathfinder Society Site: <http://paizo.com/PathfinderSociety>

Pathfinder RPG Site: <http://paizo.com/PathfinderRPG>

Roadside Attraction • Call of Cthulhu

Event Code: E-RPG-2 • \$ 2

Game Master: John Whitehead • 8 Players • Teen14

Before the highway system, it seemed every stretch of road in America had a souvenir stand, wax museum, or pocket-sized amusement park. Most of these , tourist traps, died out when the interstate past them by. But some still linger on, in a sort of half-life, taking what ever customers they can get. Any way they can.

Tonight, a disparate group of travelers have the bad luck to be stuck in one such place. But, among these, there are some better prepared than others for what lies in store at this Roadside Attraction.

This is a Call of Cthulhu/Blood Brothers style game. Beginners encouraged.

An Evening of Horror • Dread RPG

Event Code: E-RPG-3 • \$ 2

Game Master: Mike Sanchez • 4 Players • Mature18

The weekend getaway for the seniors doesn't turn out as they expected. Come and experience the spine tingling sensation of fear and suspense delivered via the role playing game Dread. No experience necessary to participate in this macabre story of horror, however due to the graphic nature of the material I am looking for players ages 18 and over please. Beginners encouraged.

Publisher's Website: <http://www.tiltingatwindmills.net/>

Board Game Geek Link: <http://boardgamegeek.com/thread/104870/try-dread-the-horrorsuspense-rpg-using-jenga>

Hungry End • Savage Worlds - WWII

Event Code: E-RPG-4 • \$ 2

Game Master: Ben Ossenfort • 6 Players • Mature18

1944- You have awakened strapped to a table. Your last memories of a man speaking in German... sounded something like "Zis may sting a bit." Some knowledge of this rules system preferred.

Rise of The Walking Dead: Into The Fire • All Flesh Must Be Eaten

Event Code: E-RPG-5 • \$ 2

Game Master: Chris Brown • 6 Players • Teen14

The quiet rural community of Argos in upstate New York, noteworthy for just about nothing except for the nearby system of natural caves that extend miles into the ground. Thirty years ago, the government decided these caves were the perfect place to store containers of spent uranium and other nuclear waste. They bought the land, buried tons of radioactive sludge deep in the cave system and, once they thought it full, sealed the whole thing off. They didn't plan on the containers leaking and getting into the local soil and water table. And no one could have imagined the effect this radiation would have on the local population, particularly the dead population. And now with reports from the town Sheriff of gangs attacking the town and a call to Albany for help, missing State Troopers sent in to investigate and never returning, and all communication with the town lost, will a military task force being sent in to investigate fare any better? Beginners encouraged.

All Flesh Must Be Eaten official website: <http://allflesh.com>

London Answering - Part 2 of the Ripper Anniversary Series • Fellowship of the White Star

Event Code: E-RPG-6 • \$ 2

Game Master: The Gathering • 6 Players • Teen14

A mystic in London assaults a constable in order to get himself (or herself) arrested. He is worried that the violent visions he is experiencing may either predict harm coming to himself or may drive him to hurt others. A member in Scotland Yard alerts the Fellowship that this is a person who needs to be spoken to. An adventure designed for low-level characters set in the Fellowship of the White Star setting of Earth, 1908. Module FWS A402, written by David Nadolny. Beginners encouraged.

Fellowship of the White Star Site: <http://www.fellowshipwhitestar.com/>

Family Reunion • Call of Cthulhu

Event Code: E-RPG-7 • \$ 2

Game Master: John McGreevy • 6 Players • E10

Mysterious events are occurring at the Weatherly Estate in Newport, RI. The family would prefer these things to be solved before the area becomes aware of them.... and help may come from a strange source. Beginners encouraged.

Board Games

STARCRUISER

Event Code: E-Board-1 • \$ 2

Game Master: Vince Romeo • 6 Players • E10

Blast your opponents to smithereens with cruiser class starships. Sign up for a command to play deluxe STARCRUISER with beautiful miniatures, on a board with giant 2-inch hexes that spans over 4.5 feet. (Don't be fooled by the miniatures. This is a board game played on a hexagon grid with nice pieces.)

STARCRUISER is an action packed tactical starship combat game with a unique movement system. This unique (playable) movement system will present some surprising tactical circumstances and will challenge players of all levels. No experience is necessary all rules will be artfully explained. Beginners encouraged.

Merchants & Marauders

Event Code: E-Board-2 • \$ 2

Game Master: Troy Ferris • 4 Players • E10

Merchants & Marauders lets you live the life of an influential merchant or a dreaded pirate in the Caribbean during the Golden Age of Piracy. Seek your fortune through trade, rumor hunting, missions, and of course, plundering. The game features a unique trade system and a thematic combat system, allowing for critical decisions and intense excitement. Modify your ship, buy impressive vessels, load deadly special ammunitions and hire specialist crew members. Will your captain gain eternal glory and immense wealth - or find his wet grave under the stormy surface of the Caribbean Sea? Beginners encouraged.

Boardgame Geek Page: <http://www.boardgamegeek.com/boardgame/25292/merchants-marauders>

History of the World

Event Code: E-Board-3 • \$ 2

Game Master: John Stevens • 6 Players • E10

From ancient Sumeria to the "sun never sets" British Empire, civilizations rise and fall. Can your kingdoms and empires outlast and outshine all others? Try your skill (and luck) in this easy-to-learn but ever-different Avalon Hill classic. (We will be playing the original 1993 AH version.) Beginners encouraged.

Board Game Geek Page: <http://www.boardgamegeek.com/boardgame/224/history-of-the-world>

Behütunzburg

Event Code: E-Board-4 • \$ 2

Game Master: Jeannie Compter • 4 Players • E10

In 13th century Bayern, family ties were strong, but for some, the lust for power was stronger. Rivalry among and within noble families would often lead to Machiavellian politics, outright theft and sometimes kidnapping. The Behütunz family was no different, as different branches of the family squabbled over money & subjects.

Gameplay:

Behütunzburg is a card game usually played in 4 rounds.

Players will assemble a "court" of Barons & Knights with their Ladies, then a King and Queen, and finally adding a castle. Opposing players can attempt to disrupt plans by sending rogues to steal from the treasury or kidnap ladies, knights, barons or baronesses.

This game is being taught by the game designer. Beginners encouraged.

Check it out on BoardGameGeek: <http://www.boardgamegeek.com/boardgame/105303/behutunzburg>

Behütunzburg Rules: <https://www.thegamecrafter.com/games/behütunzburg/document/F8C72C5C-CD25-11E0-82D1-CD671562901F>

Dominion

Event Code: E-Board-5 • \$ 2

Game Master: Michael Moon • 4 Players • E10

Dominion, the customize as you play card game. Grow your petty holdings by investing in shops, servants, land, and treasure. But wait, you aren't the only lord seeking to become a monarch. Others will be vying for the same resources. In the end, the lord with the largest number of holding, victory points, will rule the Dominion. Beginners encouraged.

Dominion on Board Game Geek: <http://www.boardgamegeek.com/boardgame/36218>

Dominion at Rio Grande Games: <http://www.riograndegames.com/games.html?id=278>

PDF Copy of the Dominion Rules: http://www.riograndegames.com/uploads/Game/Game_278_gameRules.pdf

7 Wonders

Event Code: E-Board-6 • \$ 2

Game Master: Robin Toll • 7 Players • E10

Lead one of the seven great cities of the Ancient world. Exploit the natural resources of your lands, take part in the eternal march of progress, develop your commercial relationships and assert your military might. Leave your mark in the history of civilization by building an architectural marvel that will transcend the ages to come.

7 Wonders is an easy-to-learn card-based development game that lets you build your empire through the ages. Play will include the Leaders expansion. Beginners encouraged.

BoardGameGeek: <http://www.boardgamegeek.com/boardgame/68448/7-wonders>

Publisher's Site: <http://www.rprod.com/en/7WONDERS.html>

Download the Rules (PDF): http://www.rprod.com/files/7W_RULES_EN_COLOR_LIGHT.pdf

Arkham Horror

Event Code: E-Board-7 • \$ 2

Game Master: Matthew Chambers • 8 Players • Teen 14

The town of Arkham, Massachusetts is in a panic. Horrific and bizarre events have begun to occur with increasing frequency -- all seeming to point towards some cataclysmic event in the near future that may spell disaster for everyone. Only one small band of investigators can save Arkham from the Great Old Ones and destruction! Beginners encouraged.

Link to the Arkham Horror main page: http://www.fantasyflightgames.com/edge_minisite.asp?eidm=6

Board Game Geek: <http://www.boardgamegeek.com/boardgame/15987>

Tigers are Burning • Memoir 44 - Overlord

Event Code: E-Board-8 • \$ 2

Game Master: Tom Marli • 8 Players • E10
A big Memoir 44 tank battle on the Russian front at Kursk. Beginners encouraged.

Small World

Event Code: E-Board-9 • \$ 2

Game Master: Aaron Bandstra • 5 Players • E10 • Kids

In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all.

Designed by Philippe Keyaerts as a fantasy follow-up to his award-winning Vinci, Small World is inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, orcs, and even humans, who use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth.

Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory!

Expansion sets: Cursed! Grand Dames, Be Not Afraid... and Tales & Legends available as part of the event. Beginners encouraged.

Board Game Geek page: <http://www.boardgamegeek.com/boardgame/40692/small-world>

Days of Wonder (Publisher)'s Page: <http://www.daysof wonder.com/smallworld/en/>

Miniatures

"A pretty severe peppering!" - New Brunswick NJ, June 22, 1777 • Crucible of War

Event Code: E-Minis-1 • \$ 2

Game Master: Marvin Veeder • 8 Players • E10

As the British army withdrew from New Jersey in the summer of 1777 for "bigger designs", Howe tried to set up a warm reception for the aggressively pursuing Morgan and Wyne outside of New Brunswick. A sharp action including a street fight, a river crossing and wide open rolling hills. Win or lose, roll dice, yell and have fun! Beginners encouraged.

After Lachish 701 BC • Might of Arms

Event Code: E-Minis-2 • \$ 2

Game Master: Michael Keenan • 10 Players • E10

In 701 BC the Assyrian king Sennacherib besieged and captured the Judean city of Lachish. The Assyrians then advanced on Jerusalem.

The Judeans had been pleading with the Egyptians, the other great power of the time and their patrons, for help. This scenario posits a clash these between these two great armies. Beginners encouraged.

Grandchamp • Battlefront WWII

Event Code: E-Minis-3 • \$ 2

Game Master: Pete Landry • 6 Players • Mature 18

8 June 1944, 3rd Btn of the 116th Rgt was leading the advance to Grandchamp. Elements of the German 914th Rgt had been in non-stop combat since the 6th were weary but the only forces available to slow the American advance. The Americans must battle through Germans and hedgerows to get to their objective. Beginners encouraged.

Recon in Force: Mystery in Mountain Spring • Force On Force

Event Code: E-Minis-4 • \$ 2

Game Master: Ron DuBray • 6 Players • Teen 14

The small town of Mountain Spring has gone dark. No phones, No Radio, No lights. Two nights ago the next town over reported loud noises and lights. Now the only road into town has a downed Bridge and the three State troopers that hiked into town yesterday have not been heard from. A guard black hawk was sent in to do a fly over and was last seen going down hard over the mountain without a word on the radio. Now 6 squads of guard troopers are going in to recon the town and report on what is going on. Players: feel free to bring 2 fire teams 8 troopers of modern troopers.

Beginners encouraged.

Ambush Alley Games: http://ambushalleygames.com/products/store/product/show/cid-17/name-force-on-force/category_pathway-0

She'll Be Comin' Round the Mountain When She Comes • Desperado

Event Code: E-Minis-5 • \$ 2

Game Master: Jennifer Paperman • 6 Players • E10

She'll be comin' round the mountain when she comes

She'll be carryin' the Army payroll when she comes

We will all be rich as Croesus

We will all be rich as Croesus

Oh, we'll all be rich as Croesus when she comes! Beginners encouraged.

Crimson Skies WoW style • Wings of War

Event Code: E-Minis-6 • \$ 2

Game Master: Christopher Tosh • 12 Players • E10

Crimson Skies fantasy dogfighting using Wings of War rules and Crimson Skies planes/minis. Beginners encouraged.

Board Game Geek Link for Wings of War: <http://boardgamegeek.com/boardgame/22510/wings-of-war-miniatures>

The Battle of Cochrane's Rift • Squadron Strike

Event Code: E-Minis-7 • \$ 2

Game Master: Ken Burnside • 12 Players • E10

A Federation Task force versus a Klingon Task Force. Ships based off of SFB...and with a few extra guest stars...

Note: To make this game fun for all players, please come by between sessions of other games and let us teach you the game one on one before the scenario starts. We will teach anyone to play. Beginners encouraged. If you played in TIE Fighter Turkey Shoot, this also qualifies. Beginners strongly encouraged.

BoardGame Geek Write Up of Squadron Strike: <http://www.boardgamegeek.com/boardgame/36903/squadron-strike>

Ad Astra Games Forum: <http://www.adastragames.com/discus.html>

Squadron Strike - Quick Start Rules in Two Pages: <http://www.adastragames.com/downloads/Advertising/SquadronStrikeTwoPageFlyer.pdf>

Battleground: Fantasy Warfare

Event Code: E-Minis-8 • \$ 2

Game Master: Your Move Games • 16 Players • E10

Now that you've had all weekend to play demo games at the YMG dealers table, get competitive at this one-session Battleground tournament. We'll use the Kingdoms cards to generate scenarios and terrain. You'll have limited time to construct a 1500 point army once you've seen what you're facing. Please bring your own decks if you have them.

For more tournament details, please go to the Battleground discussion forums (link below), and look for the Council of Five Nations discussion under "Conventions".

Please note: this tournament will probably run later than the normal 11pm end time.

Prizes sponsored by Your Move Games. Beginners encouraged.

Battleground Web Site: http://www.yourmovegames.com/battleground_index.html

Download the latest version of the rules: http://www.yourmovegames.com/rules_faq.html

Battleground Discussion Forums: <http://www.yourmovegames.com/forum/>

Live-Action Role Play

A Tale of Two Domains: Vampire the Requiem • World of Darkness LARP

Event Code: E-LARP • \$ 2

Game Master: Philip Armstrong • 40 Players • Mature18

For decades, the City of Meridian has been divided by two factions of Vampires. Now, on the eve of all out shadow warfare, each faction has sent representatives to negotiate a binding peace agreement at a mutual Elysium. Shadowy forces want nothing more than to see open warfare between the two factions, and will stop at nothing to disrupt the events. Please join the Albany Domain of the Mind's Eye Society, formerly the Camarilla, as we present "A Tale of Two Domains", a romp through the mysterious World of Darkness. Politics, action, and intrigue await you during this LARP experience. Character Sheets not required, as Pregenerated Characters will be passed out. 18+ only please.

Requiem of Albany Site: <http://ny008.neregion.net/>

Sunday Morning: 9am – 1pm (Slot F)

Role-Play Games

Pathfinder Society Games - Sunday Morning • Pathfinder Society

Event Code: F-RPG-1 • \$ 2

Game Master: Pathfinder GMs • 18 Players • E10

It seems RPGA D&D has evaporated in the Capital District... but in spectacular fashion, the Pathfinder Society has risen up to take it's place!

Pathfinder Society events in this time slot:

* The Midnight Mauler (2-EX)

* The Frostfur Captives (3-01)

* First Steps – Part II: To Delve the Dungeon Deep (INTRO2)

Please see the Pathfinder scenario descriptions at the end of the event listings for full info. Please use the event code above (F-RPG-1) to purchase a ticket for any Pathfinder game in this time slot. And, please use the Warhorn.net registration page to reserve a spot in a specific game. This helps us plan to have enough GMs for each time slot. Beginners encouraged.

Warhorn.net Event Registration Page: <http://warhorn.net/council-five-nations-2011-pfs>

Pathfinder Society Site: <http://paizo.com/PathfinderSociety>

Pathfinder RPG Site: <http://paizo.com/PathfinderRPG>

The Haunted Lighthouse • Original Dungeons & Dragons

Event Code: F-RPG-2 • \$ 2

Game Master: Dan Boggs • 9 Players • E10

In honor of D&D co-creator Dave Arneson's birthday (Oct 1st) we will be playing his Haunted Lighthouse tournament module for High Level Characters. The haunted lighthouse sits in an eerie land and somehow creates a window into a darker netherworld of ghosts and creatures of the night. Dare you cross the threshold?

We will be using the playtest version of the Champions of Zero Edition Dungeoneering ruleset which is a very close retroclone of the 1974 Dungeons and Dragons game using a Chainmail derived combat system. 9th and 10th Level Characters will be provided for players to choose from. Beginners encouraged.

Operation Camelot • RECON Revised

Event Code: F-RPG-3 • \$ 2

Game Master: Nicholas Caldwell • 6 Players • Teen14

Welcome to Nam boys! I know you're new but we need you and your fellow SEALS for a important mission. The VC have captured a VIP who's presence in Vietnam could pose to damage the reputation of a close allies and NATO member. So gear up and get ready to roll out. Oh, and don't forget your bug-off; those mosquitoes are vicious this time of year.

RECON is a fun and fast paced game of the Vietnam conflict. It uses a fast and simple rule system to simulate the ferocity of modern conflict. Beginners welcome! Beginners encouraged.

RPG.Net info page: http://www.rpg.net/news+reviews/reviews/rev_3023.html

game designer's web site: <http://www.palladiumbooks.com/>

Caladon Falls • Savage Worlds/Savage Suzerian

Event Code: F-RPG-4 • \$ 2

Game Master: Vicky Beaver • 8 Players • Teen14

They came out of nowhere and started ripping the world apart, one city at a time. Warlocks wielding the magic of the Wild have come to annihilate the entire continent of Austeria. Come roleplay in a fantasy world where enchanters and druids rub shoulders with nobles, knights, mercenaries, and holy crusaders. All players will get a discount certificate for showing up and a chance to win a prize at the end. Beginners encouraged.

Suzerain Setting Site: <http://www.suzerain.info>

Suzerain Facebook Page: www.facebook.com/suzerain.rpg

Shanghai Vampocalypse • Savage Worlds/Savage Suzerian

Event Code: F-RPG-5 • \$ 2

Game Master: Robert Beaver • 5 Players • Teen14

Welcome to 2048 and one of the greatest cyberpunk cities in the near future: Shanghai. The government has infected 100 villages with a vampire virus to create the perfect super-soldiers, but the peasants revolted and a virus that was supposed to be sterile is spreading with every neck they bite. Shanghai Vampocalypse is the first setting book for characters who reach the new Demigod rank Suzerain introduced to Savage Worlds. Some knowledge of Savage Worlds is preferred as this is a high-level game. All players will get a discount certificate for showing up and a chance to win a prize at the end. Some knowledge of this rules system preferred.

Suzerain Setting Site: <http://www.suzerain.info>

Suzerain Facebook Page: www.facebook.com/suzerain.rpg

Board Games

Age of Renaissance

Event Code: F-Board-1 • \$ 2

Game Master: John Stevens • 6 Players • E10

A semi-sequel to Civilization. Players attempt to build up their cultures during the middle ages through economics and conflict. You build your cash through commerce, adding advances while trying to increasing the misery of your people. A long-time Council favorite!

PLEASE NOTE, this event will run into the Sunday 3pm time slot. We will break during 2 hour auction break for lunch and to allow people to participate in the auction. Beginners encouraged.

Board Game Geek Page: <http://www.boardgamegeek.com/boardgame/26>

Ascending Empires

Event Code: F-Board-2 • \$ 2

Game Master: Chuck Davis of Carnage Gaming • 4 Players • E10

The last survivors of the Human race have fled to a new galaxy in fear of annihilation at the hands of an unstoppable enemy. Now, having discovered the ruins of four long dead civilizations spread across the stars, the race to develop technology based on the alien relics has begun. Humans will once again ascend to the stars to claim the galaxy.

Players will colonize new worlds by building colonies, cities, and research facilities. They will develop new Technologies, and build up fleets of Starships. Ascending Empires is a fast paced game that utilizes a dexterity based Starship movement and combat system, and allows for many different strategies to be explored. Produced by Zman Games. Beginners encouraged.

BGG Link: <http://www.boardgamegeek.com/boardgame/37919/ascending-empires>

Return of the Heroes

Event Code: F-Board-3 • \$ 2

Game Master: Eric Alexopoulos • 4 Players • Teen14

As a young adventurer, you strike out on your own to restore the honor of your family. You travel through many nearby lands performing good deeds. These good deeds include finding lost artifacts and delivering them to their rightful owner, safely escorting unusual beings to their destinations, and fighting dark enemies. Your journeys lead you on a quest to complete a heroic deed which will finally restore your family's honor. However, you soon discover that a powerful and sinister force, The Nameless, has risen up to plague and oppress the land.

Gather your courage and strength, storm the tower of the Nameless, defeat him, and Return a Hero! If we have time, a second game will be run using the Under the Shadow of the Dragon expansion. Beginners encouraged.

Fortress America

Event Code: F-Board-4 • \$ 2

Game Master: Mike Russman • 4 Players • E10

From BGG:

“Fortress America is part of Milton Bradley's Gamemaster series. Fortress America depicts an alternate near-future in which all of the world attacks and invades the continental United States. From the west arrives hordes of Asian foes; from the south arrives a union of South American countries through Mexico, and from the east lands come legions of Soviets who have taken over all of Europe. America besieged has to rely on the remaining ground and air forces left in the country along with partisan uprisings to defend mom's apple pie.

“Up to four players can play Fortress America, one player is the US and up to three others control the invading units from a particular direction. Being a near future scenario, the units in the game include conventional infantry, APCs, hover tanks, helicopters, bombers, US partisan units, and special "Star Wars" laser relays systems that fire from space.” Beginners encouraged.

Board Game Geek Page: <http://www.boardgamegeek.com/boardgame/99/fortress-america>

Serenissima

Event Code: F-Board-5 • \$ 2

Game Master: Rodney Sheldon of Carnage Gaming • 4 Players • E10

Players take on the role of one of the powerful merchant families in the Mediterranean sea. They must balance acquiring goods for trade with outright piracy. Come try this classic game of economics and war in the Renaissance age. Beginners encouraged.

Board Game Geek Link: <http://www.boardgamegeek.com/boardgame/232/serenissima>

Poseidon • 18xx Rail Game

Event Code: F-Board-6 • \$ 2

Game Master: James Wilhelm • 5 Players • Teen14

In Poseidon, players take on the role of the leader of a nation and attempt to build a profitable empire by exploring trade routes and sending out merchant fleets. At least that's what it looks like on the surface! However, this seemingly nautical game is really a 18xx train game in disguise. The “nations” are essentially companies and the “merchant fleets” are essentially railroads. However, don't run screaming from the computer just yet. This game serves as an excellent introduction to the 18xx genre and is playable, even by those with no experience playing such games, in about two and a half hours. Like all the 18xx games, it contains elements of investing, stock market manipulation, “company” management and “rail” building.

This is the third of three train games I'm running intended to introduce interested participants to rail games that are a little on the heavier side. While it contains mechanics that exist in the previous two games I'm running (Steam and Chicago Express) you needn't have played in either of the previous games to play, enjoy and do well in this one. Beginners are welcome and the rules will be taught. Beginners encouraged.

Board Game Geek entry: <http://www.boardgamegeek.com/boardgame/76417/poseidon>

Z-Man Games page: <http://www.zmangames.com/boardgames/poseidon.htm>

Munchkin Zombies! • Munchkin

Event Code: F-Board-7 • \$ 2

Game Master: Michelle Graham – Steve Jackson Games MIB • 8 Players • E10

Kill the Living! Eat their Brains! Braaiiinnns!

It's the sickest, silliest Munchkin yet! The players are zombies, kicking down doors and eating brains. The “monsters” they're attacking are people, ranging from helpless to hazardous, with a few rogue zombies thrown in. The armor is whatever you've blundered across during your lurching search for brains. So bravely you'll go forth, with mousetraps on your feet and a bowling trophy protecting your poor rotting head... to level up, or to die. Beginners encouraged.

Board Game Geek page: <http://boardgamegeek.com/boardgame/86955/munchkin-zombies>

Game website: <http://www.worldofmunchkin.com/munchkinzombies>

Miniatures

Conquest of Hanghai • Home Brew Minis

Event Code: F-Minis-1 • \$ 2

Game Master: Mike Paine • 9 Players • E10 • Kids

Reaching new heights in nerve-tearing thrills!

Exploding with Terrifying excitement!

Dr. Satan attempts to rule the world with his unstoppable diabolical steam robots. This could be the begging of the end for the human Race!

KIDS AND ADULTS THAT CAN PLAY WITH KIDS ARE WELCOME.

Players may bring their command if they wish. Beginners encouraged.

INFINITY • INFINITY by Corvus Belli

Event Code: F-Minis-2 • \$ 2

Game Master: Tracy Bloom • 4 Players • Mature 18

INFINITY is a science fiction skirmish-level tabletop miniature wargame set 175 years into the future.

The INFINITY game system is fast, spectacularly realistic and offers enormous tactical flexibility. INFINITY uses a dynamic system that

allows both players to be active during each turn. Beginners encouraged.

Board Game Geek (Rating of 8/10): <http://www.boardgamegeek.com/boardgame/21133/infinity-a-skirmish-game>

Video intro rules: <http://www.infinitythegame.com/infinity/en/category/wiki-beginning/>

Free quick start rules: http://www.infinitythegame.com/infinity/downloads/rules/QSR_ENG.pdf

Battle of the Red Dragon Hills • 15mm Fantasy Home Rules

Event Code: F-Minis-3 • \$ 2

Game Master: John Rigley • 6 Players • E10

Once again the Orcs of the Tree Stump Clan are on the move, into the lands of the Empire this time. The High King has ordered out his army and ask for all his Allies to show up ready for battle. Beginners encouraged.

Battleground: Fantasy Warfare - Big Tournament • Battleground: Fantasy Warfare

Event Code: F-Minis-4 • \$ 2

Game Master: Your Move Games • 16 Players • E10

This is a full, two-session Battleground tournament. We'll use the Kingdoms cards to generate scenarios and terrain. You'll have limited time to construct a your army once you've seen what you're facing.

For more tournament details, please go to the Battleground discussion forums (link below), and look for the Council of Five Nations discussion under "Conventions".

PLEASE NOTE: This tournament will run through the Sunday 3pm (G) game session.

Prizes sponsored by Your Move Games. Beginners encouraged.

Battleground Web Site: http://www.yourmovegames.com/battleground_index.html

Download the latest version of the rules: http://www.yourmovegames.com/rules_faq.html

Battleground Discussion Forums: <http://www.yourmovegames.com/forum/>

Sunday Afternoon: 3pm – 7pm+ (Slot G)

Role-Play Games

Pathfinder Society Games - Sunday Afternoon • Pathfinder Society

Event Code: G-RPG-1 • \$ 2

Game Master: Pathfinder GMs • 18 Players • E10

It seems RPGA D&D has evaporated in the Capital District... but in spectacular fashion, the Pathfinder Society has risen up to take it's place!

Pathfinder Society events in this time slot:

* Sewer Dragons of Absalom (3-02)

* The Dalsine Affair (2-21)

* First Steps – Part III: A Vision of Betrayal (INTRO3)

Please see the Pathfinder scenario descriptions at the end of the event listings for full info. Please use the event code above (G-RPG-1) to purchase a ticket for any Pathfinder game in this time slot. And, please use the Warhorn.net registration page to reserve a spot in a specific game. This helps us plan to have enough GMs for each time slot. Beginners encouraged.

Warhorn.net Event Registration Page: <http://warhorn.net/council-five-nations-2011-pfs>

Pathfinder Society Site: <http://paizo.com/PathfinderSociety>

Pathfinder RPG Site: <http://paizo.com/PathfinderRPG>

Spurning Death's Touch • Dark Providence

Event Code: G-RPG-2 • \$ 2

Game Master: The Gathering • 6 Players • Teen 14

It is the dead of summer, 1689, in the Colony of Virginia, and trouble is brewing. People are disappearing. Ancient rituals of the African slaves are being conducted in secret. The recent arrival of the Gypsies may just be coincidence. Maybe the savages to the west and their native practices are behind the disappearances? Whatever the cause, the Colony of Virginia is being touched by evil. This is Dark Providence 1-07, by Jason I. Goding. Beginners encouraged.

Dark Providence Web Site: <http://darkprovidence.net/>

Adventurer Conqueror King

Event Code: G-RPG-3 • \$ 2

Game Master: Tavis Allison • 8 Players • Child

The world is filled with the ruins of empires past. As an adventurer, you looted the remains of former greatness and grew strong. As a conqueror, you seized power from those who opposed you, and came to rule. As a king, will your domain be a bulwark against the encroaching darkness, or will your castles become the next generation of ruins? Play this demo to find out, and to experience a new take on classic roleplaying designed to support character's progression in sandbox play with an integrated, consistent economic framework. No Beginners encouraged.

Designer's webpage for Adventurer Conqueror King: <http://www.autarch.com>

Gamemaster talking about Adventurer Conqueror King: <http://www.kickstarter.com/projects/142014231/adventurer-conqueror-king>

Gamemaster blogging about Adventurer Conqueror King: <http://muleabides.wordpress.com/?s=adventurer+conqueror+king>

Board Games

Axis & Allies 1942: 25th Anniversary Edition • Axis & Allies

Event Code: G-Board-1 • \$ 2

Game Master: Ben Bunday • 5 Players • E10

This version (often called A&A25) of the venerable A&A system is a smaller, faster implementation of the 50th anniversary edition (A&A50) with the same rules, including many vast improvements over the original, including the map, the different units, technology, and other improved rules. They got everything just right in this game. This version starts in Spring 1942; the 25th anniversary commemorates the 25th anniversary of A&A. Sometimes fondly called "A&A Cheap" version due to its ~\$30 pricetag, it is well received for its excellent balance and play. Beginners encouraged.

Boardgame Geek A&A25: <http://www.boardgamegeek.com/boardgame/41863/axis-allies-1942-edition>

Wizards of the Coast: <http://www.wizards.com/default.asp?x=ah/prod/spring1942>

A&A50 rules: <http://www.wizards.com/default.asp?x=ah/prod/axisanniv>

Railways of the World

Event Code: G-Board-2 • \$ 2

Game Master: Robin Toll • 6 Players • E10

Revisit the early days of the Age of Steam as you begin with a locomotive (the venerable John Bull, the first locomotive to run in North America) and a vision (your "Railroad Baron" card). From there, build your budding railroad network into a vast empire. Connect New York to Chicago, earn the most money, develop bigger and faster locomotives and maybe even span North America and build the Transcontinental Railway! This base game is a revised version of Eagle Games' Railroad Tycoon. Several expansions (Mexico, Western US, Europe, and England and Wales) are available if players wish to try them. Beginners will be taught - no experience or materials necessary. Beginners encouraged.

BGG Link: <http://www.boardgamegeek.com/boardgame/38479/railways-of-the-world>

Tigris & Euphrates

Event Code: G-Board-3 • \$ 2

Game Master: David Cuatt • 4 Players • E10

Regarded by many as Reiner Knizia's masterpiece, the game is set in the ancient fertile crescent with players building civilizations through tile placement. Players are given four different leaders: farming, trading, religion, and government. The leaders are used to collect victory points in these same categories. However, your score at the end of the game is the number of points in your weakest category, which encourages players not to get overly specialized. We will be using the newest edition of the game, and if time permits we will play both the original and advanced games. Beginners encouraged.

Link to Board Game Geek page: <http://www.boardgamegeek.com/boardgame/42/tigris-euphrates>

Dominion

Event Code: G-Board-4 • \$ 2

Game Master: Michael Moon • 4 Players • E10

Dominion, the customize as you play card game. Grow your petty holdings by investing in shops, servants, land, and treasure. But wait, you aren't the only lord seeking to become a monarch. Others will be vying for the same resources. In the end, the lord with the largest number of holding, victory points, will rule the Dominion. Beginners encouraged.

Dominion on Board Game Geek: <http://www.boardgamegeek.com/boardgame/36218>

Dominion at Rio Grande Games: <http://www.riograndegames.com/games.html?id=278>

PDF Copy of the Dominion Rules: http://www.riograndegames.com/uploads/Game/Game_278_gameRules.pdf

Last Night on Earth

Event Code: G-Board-5 • \$ 2

Game Master: James Parks • 6 Players • Teen 14

The dead walk in the town of Woodinvale! Play as the sheriff, the crazy drifter, or the prom queen and get weapons and supplies and save the last survivors in this boardgame by Flying Frog. Beginners encouraged.

BGG Link: <http://www.boardgamegeek.com/boardgame/29368/last-night-on-earth-the-zombie-game>

Through the Ages - NEW

Event Code: G-Board-6 • \$ 2

Game Master: Mike Russman • 4 Players • E10

Through the Ages is a civilization building game. The goal is to develop your civilization, not to destroy other ones. Military strength is just one aspect of your nation, as well as population, production or science. It is up to you which aspect you will concentrate on, more or less, but you should not underestimate any of them while building your civilization.

Victory is achieved by the player whose nation produces the most culture during the game. However, there are many ways to produce culture: through religion, literature or drama, by building wonders, by utilizing cultural persons, etc. Considerable amount of culture can be gained even via wars or aggression. Beginners encouraged.

Board Game Geek Page: <http://boardgamegeek.com/boardgame/25613>

Miniatures

The Hsiku Arsenal • Home Brew Minis

Event Code: G-Minis-1 • \$ 2

Game Master: Mike Paine • 6 Players • E10 • Kids

Admiral Seymour tries to slip a column past the Chinese defenses at Peitsang, stuck between General Neih's troops in the rear and the arsenal in front Seymour attacked! The Admiral must take the arsenal and hold off General Neih's repeated counter-attacks until relieved by a Russian force from Tientsen on the 25th. Kids and adults that know how to play with kids are welcome. Beginners strongly encouraged.

Champion Hill • Volley & Bayonet

Event Code: G-Minis-2 • \$ 2

Game Master: Eric Paperman • 5 Players • E10

May 16, 1863 - After boldly abandoning his supply lines and crossing the Mississippi River south of Vicksburg, General Grant has managed to split the Confederate forces. Two days ago he defeated General Johnston's army and now he has turned two of his corps west to attempt to crush General Pemberton's army before it can return to the safety of the Vicksburg fortifications. Beginners encouraged.

Live-Action Role Play

A Thorn Underfoot • Mind's Eye Theater, Changeling: The Lost

Event Code: G-LARP • \$ 2

Game Master: Chris Brown • 22 Players • Mature 18

Antonius Shelfar, the Summer Monarch of the Freehold of The Amber Blade in New Haven has issued an invitation to all to attend his sister's twenty third birthday, as well as a challenge to it's members and visting friends from afar as a pinnacle for the celebration. The challenge being to capture or destroy Grek, a beast that has terrorized the hedge and it's inhabitants for years. He offers in turn a surprise that has yet to be revealed, although Fitzpin the Neverfull may have other things in mind. Beginners encouraged.

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Pathfinder Society Event Descriptions

Brett McLean, our Pathfinder Czar, has lined up a great weekend of Pathfinder Society games. We are happy to offer twenty-nine different events, including some that will debut at Council of Five Nations. Full event descriptions are listed below.

	Event Code	Fri 2pm (A)	Fri 7pm (B)	Sat 9am (C)	Sat 2pm (D)	Sat 7pm (E)	Sun 9am (F)	Sun 3pm (G)
Year of the Shadow Lodge - Battle Interactive	2-BI				X			
First Steps - Part I: In Service to Lore	INTRO1	X				X		
First Steps - Part II: To Delve the Dungeon Deep	INTRO2		X				X	
First Steps - Part III: A Vision of Betrayal	INTRO3			X				X
The Dalsine Affair	2-21	X						X
The Midnight Mauler	2-EX		X				X	
Tide of Twilight	3-05		X			X		
The Frostfur Captives	3-01			X			X	
Sewer Dragons of Absalom	3-02							X
Shadow's Last Stand - Part I: At Shadow's Door	2-23			X				
Shadow's Last Stand - Part II: Web of Corruption	2-24					X		

Year of the Shadow Lodge - Battle Interactive (3 Tables) • E10

Pathfinders from across Golorian come together for the a special celebration in Absalom. Local citizens and Pathfinders are converging on the Irorium for a spectacular performance. Tensions are high, but what could be more secure than the Grand Lodge? Could the Shadow Lodge be strong enough to launch a plot directly against the Society at its home base? The enigmatic Osprey believes they could be that bold! This is an adventure for characters levels 1-11, written by Tim Hitchcock. Beginners encouraged.

First Steps - Part I: In Service to Lore • E10

In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge. A Pathfinder Society Scenario designed for 1st level characters, written by Adam Daigle. Beginners encouraged.

First Steps - Part II: To Delve the Dungeon Deep • E10

You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder. A Pathfinder Society Scenario designed for 1st level characters., written by Stephen Radney-MacFarland. Beginners encouraged.

First Steps - Part III: A Vision of Betrayal • E10

Dispatched on an envoy mission overland from Absalom to port city Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society. A Pathfinder Society Scenario designed for 1st level characters, written by Larry Wilhelm. Beginners encouraged.

The Dalsine Affair • E10

Your mission takes you to the Taldan capital city of Oppara where the intricate web of political intrigue and ages-old religious conflicts threaten the Pathfinder Society's presence in the land. When Baron Jacquo Dalsine's cousin is implicated in a recent attack on Society allies, the situation becomes even tighter for the Pathfinders, and at the end of the day some members of the Dalsine family may not get out unscathed. A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4 and 6-7), written by Alex Greenshields. Beginners encouraged.

The Midnight Mauler • E10

The Decemvirate sends members of the Pathfinder Society to the former crown jewel of Ustalav's royal courts, the decaying city of Ardis.

Tasked by the Society to look into the fate of Absalom's former Master of Blades, Vonran Vilk, what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Can the PCs stop the rampage of the Midnight Mauler before he kills again? A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7), written by Crystal Frasier. (The Midnight Mauler is an exclusive adventure to be run only by 4-star GMs and Venture-Captains for its first year.) Beginners encouraged.

Tide of Twilight • E10

In researching a recently recovered druidic lorestone, the Pathfinder Society learns of a powerful artifact with the power to turn men into bestial abominations. Amid claims of increased werewolf activity in the region, the PCs travel into the heart of the Verduran Forest to retrieve the valuable relic from a cabal of evil druids believed to currently hold it. A Pathfinder Society Scenario designed for Levels 1–5, written by Ron Lundeen. Beginners encouraged.

The Frostfur Captives • E10

Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but themselves. A Pathfinder Society Scenario designed for Levels 1–5, written by Jim Groves. Beginners encouraged.

Sewer Dragons of Absalom • E10

Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation. A Pathfinder Society Scenario designed for Levels 3–7, written by Dennis Baker. Beginners encouraged.

Shadow's Last Stand - Part I: At Shadow's Door • E10

The Shadow Lodge's assault on the Pathfinder Society has come to a head in the Andoren city of Almas, where renegade Shadow Pathfinders have taken over the Grand Cathedral of Aroden, holding the Pathfinders and Venture-Captain stationed there hostage. You must gain entry into the overrun Pathfinder lodge and put an end to the open warfare within the Society. A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4 and 6-7), written by Steven Robert. Beginners encouraged.

Shadow's Last Stand - Part II: Web of Corruption • E10

The mastermind behind the Shadow Lodge incursion on the Pathfinder Society has been revealed—a mysterious figure known only as The Spider. Your journey to discover the traitor's whereabouts and identities will take you throughout the streets and underground of Almas, even to the floor of the People's Council itself. A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4 and 6-7), written by Patrick Renie. Beginners encouraged.



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Council of Five Nations XXXIV

Pre-Registration Form



Name: _____

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Please answer a few questions for us (check the appropriate boxes):

I have been a gamer for _____ years. I am _____ years old.

- I am staying at a hotel while attending Council. Which one please? _____
- I am from out of town (i.e. not sleeping in my own bed), but not staying at a hotel, for Council.
- I would like to run a game at future SWA events. Please put me on the GM contact list.

Event Choices (please use event codes)

Time Slot	First Choice	2nd Choice	3rd Choice
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(B) Fri 7pm-11pm+	_____	_____	_____
(C) Sat 9am-1pm	_____	_____	_____
(D) Sat 2pm-6pm	_____	_____	_____
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All payments must be In U.S. funds. Please make out checks to "Schenectady Wargamers Association". Please do not send cash in the mail.

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Game Master or Volunteer Staff: I am running an event appearing in this booklet, or I've contacted the SWA to volunteer onsite at Council (Free - pay only for your individual events)

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