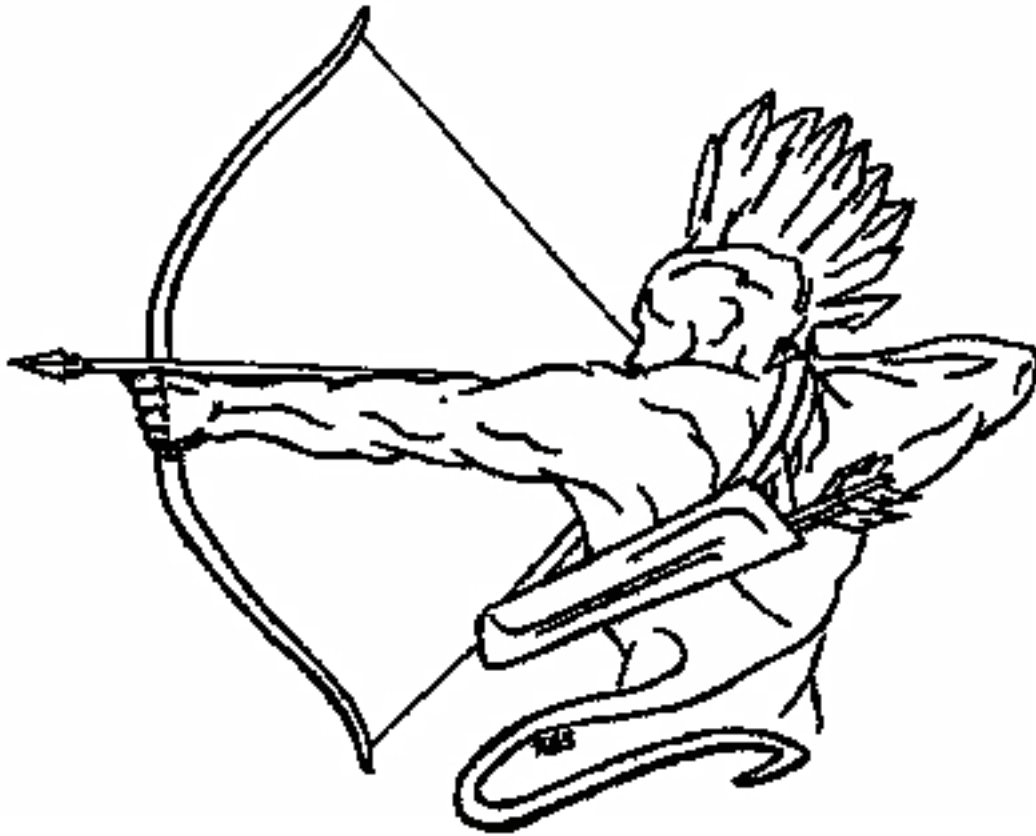


The Schenectady Wargamers Association, Inc.
presents the



40th Annual

Council of Five Nations

Adventure Gaming Convention

September 29-October 1, 2017

at the
Proctors Theatre and Conference Center
Schenectady, New York

COUNCIL OF FIVE NATIONS XL

SEPTEMBER 29-OCTOBER 1, 2017

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.

We have almost 250 events over the entire weekend (three full sessions on Saturday, two gaming sessions on Friday and Sunday). Tables will be available for open gaming and Star Fleets battle as soon as 10am. We wanted to make sure that our Ruby Anniversary was truly XL!!! Please keep reading to see all the gaming goodness we have arranged for you.

WHO'S MAKING THIS HAPPEN?

The Schenectady Wargamers Association is an adventure gaming club that has served the Capital District for almost forty years. We sponsor a one-day Game-a-thon every month, and our flagship event, Council of Five Nations, every year, usually in early October or late September. 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.



SPECIAL GUESTS

Council of Five Nations is happy to have a special guest return this year:

- Artist Christian N. St. Pierre



Christian N. St. Pierre's work has appeared in dozens of gaming products. Examples include Atlas Games, Fantasy Flight Games, Hero Games, Mongoose Publishing and Hero Games. He will have many original works on display in the Vendor's Hall at Council. You can see dozens virtually at his web site: www.ChristianNStPierre.com.

CONTACT & REGISTRATION INFORMATION

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

Please direct your registrations, questions and comments to:

Eric Paperman • (518) 347-2158 • 1291 Windemere Ct • Schenectady, NY 12309 • 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 Proctors Theatre and Conference Center 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

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

PARKING

There are two main places you'll want to look to park: the parking garage on Broadway, just south of State Street and the open lot directly behind Proctors (best accessed from South Clinton Street). Both these lots are a short walk to Proctors.

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 both these areas clearly marked with "(P)". Proctors is highlighted in red, right in the middle of the map.

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 Council Parking page](#) to download the Broadway Garage pass.

Parking in the South Clinton lot is usually for pay during business hours on Friday, and free on weekends. There is a musical production for kids on the Proctors main stage scheduled on Saturday morning, so there might be a lot attendant collecting money in the South Clinton lot on Saturday morning. But maybe not. It is probably better to park in the Broadway garage.

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.

SCHENECTADY DINING & ATTRACTIONS

You will have many convenient food options during your Council weekend. Within a two minute walk are places for pizza, burritos, subs, Indian, and more than one pub. There are several more restaurants within a five-minute walk.

The [Downtown Schenectady Improvement Corporation](#) has some excellent resources on its web site for those not familiar with the area. Please check out the links for [Dining](#), [Shopping](#), and [Interactive Map](#).

CONVENTION HOURS

The Registration Desk will open at 12:00 noon on Friday, September 29 for games starting at 2:00 PM. But tables will be available for open gaming as soon as 10:00 AM. The Reg Desk will open at 8:00 AM on Saturday and Sunday. Events start at 9:00 AM. The gaming areas will open at 8:00 AM 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

Weekend pre-registration is \$30 if we **receive** it by Monday, September 25th. After this date, weekend registration is \$37. Saturday-only is \$17 pre-reg, \$20 at the door. Friday-only and Sunday-only are \$12 pre-reg, \$15 otherwise. Please also note that individual events are typically \$2 each. A few events are more, but those tend to have 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 on our web site to go to the main Council info page. We can accept PayPal payments. You can also pay online with your MasterCard or VISA; you do not need a PayPal account.

Please note that while the Group Discount has been dropped from the convention, we have maintained the same entry fees for Council for *five years running*. We believe that we are still providing the best bang for your gaming dollars!

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 \$15 if we receive it by Monday, September 25th. After this date, weekend registration is \$18. Saturday-only is \$9 pre-reg, \$11 at the door. Friday-only and Sunday-only are \$6 pre-reg, \$8 otherwise.

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 all full-time students**. We hope to see more of you at those in the future.

VOLUNTEER DISCOUNT

We're accepting applications for volunteers to work at Con Staff functions. These would include the Registration table, the Annual Council Discount Auction, and other various duties.

Volunteers will get free entry, 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 folks 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 /at/ swa-gaming.org](mailto: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.

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.

MATURITY RATINGS AND GAMES SPECIFICALLY 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

Please check out the page we have dedicated to Council Hotels. You’ll find several good hotel options, and also extras like maps, driving directions, etc. You can check it out here: (www.swa-gaming.org/CouncilHotels). If you’re coming in from out of town, we suggest the accommodations listed there. Please also note the rates listed are based strictly on availability.

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 1st), from 2:00-3:00 PM.

We’ll probably 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.**

Please also note that in order to participate in the auction, either as a bidder and/or a seller, you must be registered to attend the convention (i.e. you must have a valid con badge).

VENDORS

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

- [Grigling Games](#)
- [Foam Brain Games](#)
- [Christian N. St. Pierre](#) – Artist
- [Quigley’s Cakes](#)

THE FOAM BRAIN GAMING LIBRARY

Foam Brain Gaming, one of our esteemed vendors, will bring along a big bunch of board games for you to borrow and play. Please visit their booth in the vendors’ area to borrow a game.

LOOKING AHEAD TO 2018

2018 will be the 41st Council of Five Nations!

This solidifies our position as one of the longest-running adventure gaming conventions in the world.

Friday, October 5 – Sunday, October 7, 2018

SPECIAL EVENT TRACKS

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

Battleground: Fantasy & Historical Warfare

Battleground 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. These events have maintained popularity each year at Council, and we’re developing a reputation for one of the biggest and best Battleground cons. We’ve even got folks driving in from all over the Northeast to play at Council. Please stop by the Battleground area (upstairs on the 2nd floor) any time during the weekend to play a demo game. Or, try one of these more formal events:

Fri 2pm (A) - B-Battle - Battleground: Fantasy Warfare Open Play - Battleground: Fantasy Warfare - E10
All Saturday & Sunday – BFW - Fantasy Warfare Campaign - Battleground: Fantasy Warfare - E10

BOLT Action Tournament

Bolt Action is the leading 28mm World War II tabletop wargame, using miniature soldiers, tanks and terrain to fight battles in the shattered towns of occupied France, the frozen steppes of Russia or even the sweltering jungles of the Pacific. We have a dedicated group in the area that has generated quite a lot of interest since the past Council. Please stop by BOLT Action area in the Basement on Saturday to see what all the noise is about.

All Saturday – C-Bolt – E10

Kids Games

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:

Sat 9am (C) • C-RPG-4 • Adventure Maximus: Into the lands of Ex Machina!
Sat 9am (C) • C-Board-10 • Gaming with Kids 1
Sat 2pm (D) • D-Board-5 • Gaming with Kids 2
Sat 2pm (D) • D-Board-16 • Classic Board Games
Sat 2pm (D) • D-Minis-4 • Hanghai Raiders and the search for THE PEKING MAN
Sat 7pm (E) • E-RPG-3 • Classic D&D Module B4
Sun 9am (F) • F-Board-16 • Kids Games
Sun 9am (F) • F-Minis-1 • Return of the Hanghai Dragon

Board Game Geek Top 50

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 • Eclipse • E10
Fri 2pm (A) • A-Board-10 • Terraforming Mars • Teen14
Fri 7pm (B) • B-Board-11 • Scythe • Teen14
Fri 7pm (B) • B-Board-17 • Terraforming Mars • Teen14
Fri 7pm (B) • B-Board-20 • Castles of Burgundy • E10
Sat 9am (C) • C-Board-14 • Puerto Rico • Teen14
Sat 9am (C) • C-Board-15 • Caverna: The Cave Farmers • E10
Sat 9am (C) • C-Board-16 • Roll for the Galaxy • E10
Sat 2pm (D) • D-Board-4 • Codenames • E10
Sat 2pm (D) • D-Board-11 • Agricola • E10

Sat 7pm (E) • E-Board-2 • Scythe • Teen14
Sat 7pm (E) • E-Board-6 • Power Grid • E10
Sat 7pm (E) • E-Board-14 • Terraforming Mars • Teen14
Sun 9am (F) • F-Board-3 • Star Wars: Imperial Assault Campaign • Teen14
Sun 9am (F) • F-Board-6 • Lords of Waterdeep • Teen14
Sun 9am (F) • F-Board-12 • Terraforming Mars • Teen14
Sun 9am (F) • F-Board-13 • Star Wars - Rebellion • Teen14
Sun 3pm (G) • G-Board-7 • Star Wars - Rebellion • Teen14

Wargames

Fri 2pm (A) • A-Board-1 • Fortress America • E10
Fri 2pm (A) • A-Board-3 • Eclipse • E10
Fri 2pm (A) • A-Board-4 • Talon • E10
Fri 7pm (B) • B-Board-12 The Sword of Rome: Conquest of Italy, 362-272 BC • Teen14
Fri 7pm (B) • B-Board-13 • Titan • E10
Fri 7pm (B) • B-Board-15 • Wellington • Teen14
Fri 7pm (B) • B-Board-19 • Axis & Allies: 1914 • Teen14
Sat 9am (C) • C-Board-7 • Space Empires 4X • Teen14
Sat 9am (C) • C-Board-12 • Victory or Death, The Peloponnesian War • Quartermaster General • Teen14
Sat 9am (C) • C-Board-22 • Wellington • Teen14
Sat 9am (C) • C-Board-23 • Axis & Allies: 1942 2nd Edition • Axis & Allies • Teen14
Sat 2pm (D) • D-Board-7 • Quartermaster General • Teen14
Sat 2pm (D) • D-Board-14 • Titan • E10
Sat 7pm (E) • E-Board-1 • The Napoleonic Wars • Teen14
Sat 7pm (E) • E-Board-12 • Republic of Rome • Teen14
Sat 7pm (E) • E-Board-5 • Quartermaster General • Teen14
Sat 7pm (E) • E-Board-15 • Titan • E10
Sun 9am (F) • F-Board-14 • Fortress America • E10
Sun 9am (F) • F-Board-7 • Here I Stand • Teen14
Sun 9am (F) • F-Board-15 • Axis & Allies: 50th Anniversary Edition • Axis & Allies • Teen14
Sat 2pm (G) • G-Board-4 • Time of Crisis • Teen14
Sat 2pm (G) • G-Board-6 • Circus Maximus • Teen14

THE FINE PRINT

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THE EVENTS

All Weekend

Star Fleet Battles Patrol Tournament - The Council Cup • Star Fleet Battles

Event Code: SFB - \$ 5

Game Master: Dave Cheng - 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 great attendance again this year, especially with this being the 50th anniversary of the original Star Trek TV show.

To make it easier for you to try the game if you're interested, just stop by the SFB room upstairs and 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.

SFB starts right at 10am on Friday when the doors open. Fight patrol battles all weekend, until we start the finals on Saturday evening at 7pm. Semi-finals and Finals will be Sunday.

You can change your ship mid-tournament, but you will need to pay a new \$5 to re-enter.

CONTINUED THIS YEAR - Anyone who comes in try SFB for the first time, or comes in to shake off years of rust, can walk away with a free item from our "Take One Leave One" used SFB game pile. Beginners encouraged.

Special Star Fleet Battles at Council Site: <http://www.swa-gaming.org/Star-Trek-Star-Fleet-Games-at-Council>

SFB at Council Discussion Forum: <http://sfb.swa-gaming.org/Star-Fleet-Battles-at-Council-2017>

Manufacturer's Page - Amarillo Design Bureau: <http://www.starfleetgames.com/>

Battleground: Fantasy Warfare Campaign - Battleground: Fantasy/Historical Warfare

Event Code: BFW - \$ 5

Game Master: Battleground: Warfare - 16 Players - E10

Campaign Tournament where you prepare up to 3 armies in advance to represent your nation. As the campaign unfolds, you are permitted to swap out a portion of your army based upon your performance. A new twist!

Battleground: Fantasy/Historical Warfare is a minis war game without the minis, using cards instead. Note that this event starts Saturday Morning and runs until Sunday afternoon. You do NOT have to participate in all rounds to remain viable in the campaign! Materials can be provided if you don't bring your own. Players usually bring their own, but materials can be provided, not problem. Beginners encouraged.

Official Your Move Games Site: <https://www.yourmovegames.com/>

Official Your Move Games Facebook Group: <https://www.facebook.com/Your-Move-Games-63187451797/>

THE FOAM BRAIN GAMING LIBRARY

Foam Brain Gaming, one of our esteemed vendors, will bring along a big bunch of board games for you to borrow and play. Please visit their booth in the vendors' area to borrow a game.

Sponsored by Flipside Gaming: <https://www.facebook.com/FoamBrain/>

Friday Afternoon: 2pm – 6pm (Slot A)

Role-Play Games

The Well in the Woods - Dungeons & Dragons 5th Edition

Event Code: A-RPG-1 - \$ 2

Game Master: Joe Masucci - 6 Players - E10

Granted the land for service in the Duke's army, a new tenant seeks to restore a vacant, dilapidated farm to productivity. The former soldier turned farmer's children discover an old well in the forest beyond his fields. When tax collectors come calling they find a farm restored and a family missing. The adventure takes place in the Duchy of Ghent. Duke Warwick puts out the call for brave adventurer's to solve the mystery of the missing subjects. Beginners encouraged.

Town of Troubles - Amazing Adventures, Incredible Exploits

Event Code: A-RPG-2 - \$ 2

Game Master: Neal Tanner - 6 Players - E10

There's a small town out in the wilderness' small enough to not even be worth a name. It's been built on top of an untold number of ruins, dungeons, and caves. They need adventurers, brave souls with mighty weapons and nerves of steel, to face down the threats within and claim the treasure. Unfortunately, until such people can be found, you and your friends will have to do. Grab your rolling pin and smith's hammer, and prepare to descend into the depths! Powered by AAIE (Amazing Adventures, Incredible Exploits), the game of people who have no business being adventurers. Players should bring polyhedral dice and pencils. Three d20s are needed. Beginners encouraged.

Designer's website: <http://www.dustpangames.com/aaie>

Star Frontiers 35th Anniversary - Star Frontiers (TSR)

Event Code: A-RPG-3 - \$ 2

Game Master: John McGovern - 6 Players - E10

Come celebrate the 35th anniversary of TSR's classic science fiction RPG. Old school action in a world of laser rifles and defensive fields. Beginners encouraged.

Wiki: https://en.wikipedia.org/wiki/Star_Frontiers

RPG Geek Entry: <https://rpggeek.com/rpgitem/43580/star-frontiers>

Egg Hunt (or Murder Hobos, Inc.) - 5E Dungeons and Dragons

Event Code: A-RPG-4 - \$ 2

Game Master: Dan Masucci - 6 Players - Mature18

The corrupt Lord Cockswayne Longworth catches wind of something valuable that has arrived in the city. He doesn't know what it is, but he knows that he wants it. Longworth hires a group of unscrupulous villains to find out what it is, where it went, and to bring it to him. He's willing to pay handsomely wants assurances that there will be no witnesses left behind. Bring an EVIL Level 1 character that has no problem doing the dirty work of a wicked noble. Bring player characters, villainous miniatures, dice, pencils, and Player Handbooks. Some knowledge of this rules system preferred.

[Midgard] To Wake War - Dungeons & Dragons 5th Edition

Event Code: A-RPG-5 - \$ 2

Game Master: Ben McFarland - 6 Players - Teen14

As the party retraces the deserted mountain pass, dust goblins attack. What are the creatures trying to wake here in the Wastes? Pregens provided! They should have their own dice and pencils. Some knowledge of this rules system preferred.

Pathfinder Society Modules - Pathfinder RPG

Event Code: A-PATH - \$ 2

Game Master: Pathfinder Society Modules - 30 Players - E10

Come join the Upstate New York Pathfinder Society Lodge for three days of action, intrigue, and adventure in the world of Golarion as we celebrate The Year of Factions Favor! And join us for the new Starfinder Society Organized Play Campaign, set thousands of years in Golarion's future! We will be running Pathfinder and Starfinder games all weekend. In this slot, we will be offering:

PFS 8-07 From the Tome of Righteous Repose

PFS 8-19 Treacherous Waves

PFS 8-22 Wrath of the Fleshwarped Queen

PFS 8-24 Raid on Cloudborne Keep

SFS 1-1 Into the Unknown

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "A-PATH" in this time slot. Players should bring Pathfinder Society or Starfinder Society legal characters, unless otherwise specified. Pregenerated characters will be available for new players. Beginners encouraged. Beginners encouraged.

Warhorn scenario module registration site: : <https://warhorn.net/events/council-of-five-nations-xl-pfs>

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

Board Games

Fortress America - Milton Bradley Gamemaster edition

Event Code: A-Board-1 - \$ 2

Game Master: Bill Hunter - 4 Players - E10

Fortress America, originally part of Milton Bradley's Gamemaster series, 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 being the U.S. and up to three others controlling the invading units from a particular direction. Being a near future scenario, the units in the game include conventional infantry, APCs, hovertanks, helicopters, bombers, US partisan units, and special "Star Wars" laser relay systems that fire from space. The game emphasizes combined arms in that players receive a bonus if infantry, mechanized, and air power are all used in a conflict. For the invading countries, all the units they receive for the game are given at the start so they must manage them wisely. The U.S., however, starts with a skeleton defense and builds up throughout the game through a random deck of cards. Further, the U.S. slowly builds up its Star Wars system, so the longer the invaders are delayed, the more powerful the U.S. becomes both conventionally and through its defense system. Beginners encouraged.

Fortress America on BGG: <https://boardgamegeek.com/boardgame/99/fortress-america>

Rules for Gamemaster edition: https://www.hasbro.com/common/instruct/Fortress_America.pdf

Wizard School

Event Code: A-Board-2 - \$ 2

Game Master: Shannon Hallman - 5 Players - E10

Wizard School is like normal school, except it's a card game where you have to carefully manage your abilities and resources to make sure that you don't flunk out of the most prosaic magical academy in all the world. Wizard School is a cooperative card game in which 2-5 players take turns at passing tests, besting monsters in the most epic group project of all time. And yes, you are graded cumulatively. When one of you fails, you all flunk out.

Your goal may be to graduate, but you can't let the monsters overrun the school. As they pile up, you're forced to use your magic just to stay alive, and you may have nothing left to pass the Graduation Milestones. If you reach an F (on the Graduation Card), it's Game Over. Beginners encouraged.

Board Game Geek Page: <https://boardgamegeek.com/boardgame/185154/wizard-school>

Successful Kickstarter Page: <https://www.kickstarter.com/projects/1018340123/wizard-school>

Eclipse

Event Code: A-Board-3 - \$ 2

Game Master: David Bostwick - 6 Players - Teen14

Eclipse with all expansions and many house rules. Beginners encouraged.

Board Game Geek entry: <https://boardgamegeek.com/boardgame/72125/eclipse>

House Rules: https://drive.google.com/open?id=0B6in49JtN_mRckl5QVY4WVpzcms

Talon - Tactical Space

Event Code: A-Board-4 - \$ 2

Game Master: Chito Bantug - 6 Players - E10

This is a Fleet Combat game. Battles with individual ships can be fought, but the game easily and quickly simulates combat with fleets of 3-10 ships. These are fleets of Capital Ships. This is NOT a game about fighter combat in space. Most ships in the game are large and you must balance your ships' power output between shields, weapons, sensors and maneuverability - you are not just doing an Immelman. Each faction has unique abilities and each ship has unique features. Proper strategy involves assessing the different abilities of your ships and the enemy's. This is an Accessible game. The complexity of managing fleets of capital ships has been baked into the game system, leaving the player free to make interesting decisions. It is also a Fast Paced game. Small fleet scenarios can be played in one hour, larger ones in under two. This makes the game thematically rich and full of quick but meaningful choices. Beginners encouraged.

GMT Games page: <http://www.gmtgames.com/p-581-talon-reprint-edition.aspx>

Cosmic Encounter & All Expansions

Event Code: A-Board-5 - \$ 2

Game Master: Len Schlegel - 5 Players - E10

Build a galactic empire... In the depths of space, the alien races of the Cosmos vie with each other for control of the universe. Alliances form and shift from moment to moment, while cataclysmic battles send starships screaming into the warp. Players choose from dozens of alien races, each with its own unique power to further its efforts to build an empire that spans the galaxy. Some knowledge of this rules system preferred.

Board Game Geek Page: <https://www.boardgamegeek.com/boardgame/39463/cosmic-encounter>

Fantasy Flight Cosmic Encounter Page: <https://www.fantasyflightgames.com/en/products/cosmic-encounter/>

Cosmic Encounter Rulebook: https://images-cdn.fantasyflightgames.com/filer_public/11/c6/11c61988-bb60-428f-b614-9c3a952f070b/cosmic-encounter-rulebook.pdf

Flash Point: Fire Rescue

Event Code: A-Board-6 - \$ 2

Game Master: Thomas Compter - 6 Players - E10

The call comes in... "911, what is your emergency?" On the other end is a panicked response of "FIRE!" Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. You must work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger. The residential fires are tough enough, but the heat really turns up on the Second Story and even more in Urban Structures. And let's not even talk about how hard it is to fight fires in a Submarine!

Beginners encouraged.

BGG Link: <https://www.boardgamegeek.com/boardgame/100901/flash-point-fire-rescue>

Exodus: Proxima Centauri (with Expansion)

Event Code: A-Board-7 - \$ 2

Game Master: Joseph Orlando - 6 Players - E10

In Exodus: Proxima Centauri, the six factions fight for dominance in an epic empire-building game, striving to build a new human empire on the ashes of the Centaurian civilization. Each player will build his own space fleet of customized ships and conquer new planets, fight the Centaurian Resistance and the other players, negotiate and vote for political decisions, research Centaurian technologies, and much more. Beginners encouraged.

Dice Forge

Event Code: A-Board-9 - \$ 2

Game Master: Mike Russman - 3 Players - E10

Heroes, stand ready! The gods are offering a seat in heaven to whichever hero defeats their rivals. Your courage and wits will be your most precious allies as you use divine dice to gather resources along the road to victory.

Beginners encouraged.

Board Game Geek: <https://boardgamegeek.com/boardgame/194594/dice-forge>

Terraforming Mars

Event Code: A-Board-10 - \$ 2

Game Master: Arthur Wright - 5 Players - Teen14

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things. Beginners encouraged.

BGG Link: <https://boardgamegeek.com/boardgame/167791/terraforming-mars>

YouTube instruction video: <https://www.youtube.com/watch?v=db09W-MTb08>

Miniatures

6th Battle Division meets the High Seas Fleet – 1918 - When Dreadnoughts Ruled the Seas

Event Code: A-Minis-1 - \$ 2

Game Master: Robert Mulligan Jr. - 8 Players - E10

The US Navy never met the Germans in the North Sea in open battle. But if they had... This hypothetical battle pits three of the coal burning prewar American dreadnoughts against three of the newest ships Germany had. Rules are the easily learned and quick playing "When Dreadnoughts Ruled the Seas," by Brian DeWitt, and using 1/1200 Scale model ships. Beginners encouraged.

Squadron Strike: RocketPunk - Squadron Strike

Event Code: A-Minis-2 - \$ 0

Game Master: Ken Burnside - 8 Players - E10

RocketPunk uses Ad Astra Games' Squadron Strike Engine to recreate Orion Drive Nuclear Propelled Warships in thrilling ship to ship actions! The Future That Almost Was: 1980s Cold War Conflict in Martian Orbit. This is a chance for you to play with the game designer, Ken Burnside of Ad Astra games. We will be using the AVID Assistant to streamline game play. Please bring your web-enabled smart phone or tablet if you have one.

Beginners strongly encouraged.

Squadron Strike - Designers Page: <http://www.adastragames.com/squadron-strike/>

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

Squadron Strike - Board Game Geek: <https://boardgamegeek.com/boardgame/36903/squadron-strike>

Friday Night: 7pm – 11pm+ (Slot B)

Role-Play Games

Blackmoor! - oldest dungeon, original rules - Dungeons & Dragons 1974, Champions of ZED

Event Code: B-RPG-1 - \$ 2

Game Master: Daniel Boggs - 9 Players - E10

Do you dare explore the very first dungeon designed by D&D co-creator Dave Arneson? What lies beneath the ruins of that old castle on Blackmoor Bay - high adventure or grisly death? This is a newly restored version of the 1970's era Blackmoor dungeon using notes from creator Dave Arneson and original Players. We will be using pre-generated characters made by some of the original players from the early 1970's and we will be following the 1974 edition of the Dungeon & Dragons rules along with a few of Dave Arneson's house rules. This adventure will be the first foray into the dungeon. Look for listings from other DM's who will be running adventures in Blackmoor using ACKS or 5e. Characters and maps can be transported between games. Beginners encouraged.

Uncle Timothy's Will - Call of Cthulhu

Event Code: B-RPG-2 - \$ 2

Game Master: Devin Fortman - 6 Players - Mature18

Six distant cousins are gathered at the old Duncan Mansion for the reading of their uncle's will. There's a million dollars at stake, with one string attached: The money will be divided evenly between whoever remains in the mansion for the entire weekend. This could be more difficult than expected, since the phone line is out, the storm is getting worse, and Uncle Timothy may not be entirely dead. Not to worry, though. If anybody should happen to... drop out of the race, it just means fewer people to split the cash with. Beginners encouraged.

CoC homepage and quick-start rules: <http://www.chaosium.com/call-of-cthulhu-rpg/>

Heavy Lifting - Star Wars D6 by West End Games

Event Code: B-RPG-3 - \$ 2

Game Master: Raymond Dumas 6 Players E10

As the crew of the YT-1300 Dragonsnake make settle into a booth at the Vapor Scream tavern, and begin to celebrate their previous job, discussion begins about where to find the next one. Repairs need to be made to the ship, docking permits need to be filed as well as a hundred other little bills that starship owners need to pay. As it grows quiet at the table, a Klatoonian approaches the table and says, "Gentle Beings, I represent a successful business man who would like to hire you to transport a cargo for a short, but profitable trip..." Your interest piqued, you begin the negotiations. Players should have their own dice and pencil/pen, characters will be provided by the game master. Beginners encouraged.

Wookieepedia - The Star Wars WIKI: http://starwars.wikia.com/wiki/Star_Wars:_The_Roleplaying_Game

Mistborn Adventure Game - D6

Event Code: B-RPG-4 - \$ 2

Game Master: Shawn Phillips - 5 Players - E10

It should be an easy heist. Break into a stuffy-old-nobles house and swap out some letters and start trouble. You'll get paid, you're client will be happy. All you got to do is break in during their party. And get past their guards. Did I mention they can see through the thickest fog? Fly and see the future? It's a good thing so can you. Based on Brandon Sanderson's series "Mistborn" Metal gives you strength as you navigate through the political and physical aspects of a successful heist. It'll take patients, strategy, some careful planning and some lucky dice rolls to complete your mission. Beginners encouraged.

Gamma World - 1st edition (39th anniversary) - Gamma World 1st edition (1978)

Event Code: B-RPG-5 - \$ 2

Game Master: John McGovern - 6 Players - E10

Come celebrate 39 years of old school post apocalyptic action with a zany bent. 1st edition rules will be used.

Beginners encouraged.

Wiki: https://en.wikipedia.org/wiki/Gamma_World

RPG Geek Entry: <https://rpggeek.com/rpgitem/53039/gamma-world>

Devil in the White City part 1

Event Code: B-RPG-6 - \$ 2

Game Master: Ben Ossenfort - 6 Players - Mature18

Chicago 1893- The World's Fair has brought many things to Chicago - some good and some bad. Unexplained accidents and disappearances are common place. Of course there is always the undertone of lurking cosmic horror to contend with as well. Beginners encouraged.

Pathfinder Society Modules - Pathfinder RPG

Event Code: B-PATH - \$ 2

Game Master: Pathfinder Society Modules - 24 Players - E10

Come join the Upstate New York Pathfinder Society Lodge for three days of action, intrigue, and adventure in the world of Golarion as we celebrate The Year of Factions Favor! And join us for the new Starfinder Society Organized Play Campaign, set thousands of years in Golarion's future! We will be running Pathfinder and Starfinder games all weekend. In this slot, we will be offering:

PFS 8-99 The Solstice Scar (levels 1-4)

PFS 8-99 The Solstice Scar (levels 3-6)

PFS 8-99 The Solstice Scar (levels 5-8)

PFS 8-99 The Solstice Scar (levels 7-11)

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "B-PATH" in this time slot. Players should bring Pathfinder Society or Starfinder Society legal characters, unless otherwise specified. Pregenerated characters will be available for new players. Beginners encouraged. Beginners encouraged.

Warhorn scenario module registration site: : <https://warhorn.net/events/council-of-five-nations-xl-pfs>

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

Board Games

Shadows over Camelot & Merlin's Company expansion - Co-Op with hidden traitor(s)

Event Code: B-Board-1 - \$ 2

Game Master: Benjamin Maggi - 8 Players - Teen14

A dark shadow has fallen over Camelot. The countryside is being over-run by Picts, Saxons, and mercenaries; a Dark Knight and a fierce dragon loom on the horizon; the sounds of siege engines drawing closer reverberates along the castle walls; while far away knights struggle to save the Holy Grail and Excalibur. To make matters worse, there is division among the knights and their true hearts' intent is masked. Will you valiantly risk your life to save Camelot, or stealthily try and sabotage it? This year I will have the expansion "Merlin's Company" available to integrate. Depending on player experience, we may add new knight abilities, more powerful special black and white cards, Merlin's travel deck, and the possibility of a second traitor! Beginners encouraged.

BGG link to Shadows over Camelot: <https://boardgamegeek.com/boardgame/15062/shadows-over-camelot>

BGG link to Merlin's Company expansion: <https://boardgamegeek.com/boardgame/35704/shadows-over-camelot-merlins-company>

Memoir '44: Operation Market Garden (Overlord) - Memoir '44

Event Code: B-Board-2 - \$ 2

Game Master: Bill Hunter - 8 Players - E10

The largest airborne operation of all time, Operation Market Garden was a bold attempt by Field Marshal Montgomery to drop three entire Airborne Divisions behind the enemy lines, in German-occupied Netherlands. Their tactical objective: To capture and hold all the major water crossings along a narrow 60-mile stretch of highway and into northern Germany. British XXX Corps would then rush onward from the Dutch-Belgian border and across the Maas and Lower Rhine to outflank the Siegfried Line and choke off the Ruhr, Germany's industrial heartland. The daylight drops were initially successful, with the capture of the Waal bridge at Nijmegen, but German resistance was stronger than expected; the British 1st Airborne Division failed to secure the bridge at Arnhem. British ground advance was hampered by marshy ground. Eindhoven was eventually captured by a joint Airborne and Armor assault, but British XXX Corps failed to relieve the 1st Airborne Division. Despite the latter's valiant hold out at Arnhem bridge, the planned advance had to be abandoned and Monty wouldn't cross the Rhine until the spring of 1945. The stage is set, the battle lines are drawn, and you are in command. The rest is history. Beginners encouraged.

Memoir 44 on BGG: <https://boardgamegeek.com/boardgame/10630/memoir-44>

Memoir 44 Overlord Rules: <https://www.daysofwonder.com/memoir44/en/other-expansions/overlord-rules/>

Scenario Detail: <https://www.daysofwonder.com/memoir44/en/editor/view/?id=5342>

Churchill

Event Code: B-Board-3 - \$ 2

Game Master: Rich Mendoza - 3 Players - Teen14

Churchill, designed by Mark Herman and published by GMT is ranked #53 among war games on BGG. Not a traditional wargame, Churchill is a three player excursion into power politics in which the players take on the roles of Churchill, Roosevelt and Stalin as they maneuver with and against each other to win the war and, just as importantly, win the peace, each trying to shape the post-war world to their own advantage. Beginners encouraged.

BGG game page: <https://boardgamegeek.com/boardgame/132018/churchill>

Extended example of play-strongly recommended if you're new to the game.:

<https://www.youtube.com/watch?v=Cb9RBFTnKvQ&t=365s>

GMT page - rules, etc. can be downloaded: <http://www.gmtgames.com/p-565-churchill-2nd-printing.aspx>

FUSE

Event Code: B-Board-4 - \$ 2

Game Master: Jim Dunaway - 5 Players - E10

Intruders have made their way onto your ship, and their goal is total destruction! More than twenty bombs have been detected onboard, and the countdown has begun. Your elite Bomb Defusal Team (BDT) has been called upon to neutralize the threat. Does your team have what it takes to work through the intricacies of the bombs and defuse them all in time? FUSE is a real-time co-operative game that employs 25 dice and 65 cards. Each game is set to a ten-minute timer, and players must work together in that ten minutes to defuse all of the bombs. Each bomb is represented by a card which needs a certain combination of dice in order to defuse it. A player will draw a number of dice equal to the number of players out of a bag and roll them. Players must then decide who will get which dice, but each player must take one and only one. It's a simple task: maximize the potential of your dice among all of the players. The problem is that you have only ten minutes, and there are more than twenty bombs on your ship. You don't have time to think through every option. You barely have time to yell at Grandma as she reaches for that red die you need. This game will self-destruct in ten minutes... Beginners encouraged.

Board Game Geek page: <https://boardgamegeek.com/boardgame/171273/fuse>

Publisher's web site: <http://www.renegadegamestudios.com/fuse>

Robo Rally – 2016

Event Code: B-Board-5 - \$ 2

Game Master: Andrew Littlefield - 6 Players E10

In Robo Rally, players move their robots through the course by speeding through corridors and dodging traps to reach each checkpoint first. Only the strongest robots survive! We will start with a short game of the 1-6 version and then decide if we want more 2016 or the older version or a mix of them Beginners encouraged.

Board Game Geek - 2016: <https://boardgamegeek.com/boardgame/216201/robo-rally-2016>

Board Game Geek - Original: <https://boardgamegeek.com/boardgame/18/roborally>

Manufacturer's Site: <http://avalonhill.wizards.com/games/robo-rally>

Betrayal at House on the Hill Widows Walk

Event Code: B-Board-7 - \$ 2

Game Master: Michael Rector - 6 Players Teen14

The house on the hill has a wicked reputation. Those who dare to darken its door often leave steeped in madness and despair, if they leave at all. Now the horror reaches new heights with Widow's Walk, the first-ever expansion for the critically acclaimed board game Betrayal at House on the Hill. Beginners encouraged.

Board game geek: <https://boardgamegeek.com/boardgameexpansion/198452/betrayal-house-hill-widows-walk>

Destination: Neptune Second Edition

Event Code: B-Board-8 - \$ 0

Game Master: Ian Brody - 4 Players - Teen14

The fun factor has been ratcheted up on this title significantly since it was released in 2014. Much more exciting & faster playing, the edition is sure to appeal to many more gamers! All players receive a prize! Beginners encouraged.

Grigling Games Home Page: www.griglinggames.com

Destination Neptune Second Edition Kickstarter Site

<https://www.kickstarter.com/projects/1459282182/destination-neptune-second-edition>

Clank!

Event Code: B-Board-9 - \$ 2

Game Master: Robin Toll - 4 Players - E10

Burgle your way to adventure in the deck-building board game Clank! Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. Be quick and be quiet. One false step and CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can enjoy your plunder only if you make it out of the depths alive! Beginners encouraged.

BoardGameGeek: <https://boardgamegeek.com/boardgame/201808/clank-deck-building-adventure>

Publisher: <http://www.direwolfdigital.com/clank/>

The Others: 7 Sins

Event Code: B-Board-10 - \$ 2

Game Master: James Parks - 4 Players - Teen14

The world stands on the brink of apocalypse, as the fanatics of the Hell Club have summoned the 7 Deadly Sins to lay waste to our reality. Slowly the Others have crept into our lives, corrupting society from within, taking over the city of Haven and its people. The paranormal agency FAITH has come to stop them. Beginners encouraged.

BGG LInk <https://boardgamegeek.com/boardgame/172047/others>

Scythe

Event Code: B-Board-11 - \$ 2

Game Master: Chito Bantug - 5 Players - Teen14

It is a time of unrest in 1920s Europa. The ashes from the first great war still darken the snow. The capitalistic city-state known simply as 'The Factory', which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries. Scythe is an engine-building game set in an alternate-history 1920s period. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. In Scythe, each player represents a character from one of five factions of Eastern Europe who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs.

board game geek page: <https://boardgamegeek.com/boardgame/169786/scythe>

game designer's web site: <https://stonemaiergames.com/games/scythe/>

download the rules: <https://app.box.com/s/rj3jrw0rab2uiz02up89kbant5g8ew1p>

The Sword of Rome: Conquest of Italy, 362-272 BC - Card Driven Wargame - Roman Theme

Event Code: B-Board-12 - \$ 2

Game Master: Steve Bachman - 5 Players - Teen14

Rome wasn't built in a day, nor was Italy conquered in a decade. Sword of Rome begins at a time when several factions - including a Roman Republic still in it's infancy - struggled for control of the Italian peninsula, domination of the western Mediterranean, and the right to vie for control of the known world. Each of these factions used their strengths to benefit their cause, whether it was the Greeks with their leaders and navies, the Gauls with their mobility and barbarism, the Etruscans with their wealth, the Samnites with their innate knowledge of the area, or the Romans with their ability to recruit reinforcements to the colonies they build. Battles were quick and often brutal, and the populace was easily swayed by battlefield successes. Using a card-driven system for the gameboard action, with each player using their own unique deck of cards utilizing their power's particular strengths, 100 years of history is played out until either a player is able to exert dominance over the region or 9 turns have been played. Can you utilize your siege craft, war elephants, local tribes, or improved tactics to cause your opponents to be forgotten with the sands of time? Beginners encouraged.

Game entry on Board Game Geek: <http://www.boardgamegeek.com/game/7480>

Publisher's website with rules and errata: <https://www.gmtgames.com/p-20-sword-of-rome.aspx>

Titan: Fantasy Monster Slugathon

Event Code: B-Board-13 - \$ 2

Game Master: Ralph Mabb - 6 Players - E10

This classic game of the Fantasy Monster Slug-a-thon is a standby from the The Avalon Hill Game Co of yore. The game still has a very devoted following, which is a tribute to the depth of the various strategies and approaches. The game is divided into two realms, the masterboard and the battleboards. On the masterboard, legions of mythical creatures roam about trying to recruit bigger and badder monsters and kill opposing legions in the process. When a combat occurs, the action moves to the corresponding battleboard type corresponding to the area the fight is taking place in. After lots of dice are tossed, the army that remains standing is returned to the masterboard with the spoils of war: points. The points are used to recruit Angels and Archangels and to augment the leader character of the player's army: The Titan. As the points increase, the Titans become ever more powerful; at game end, the titan is able to kill most other character with a single blow. But be careful: If the Titan dies, the player is out of the game. The last Titan standing is the ruler of all, and winner of the game. Beginners encouraged.

BGG link: <https://boardgamegeek.com/boardgame/103/titan>

Society of Ultimate Evil Terror the Card Game and Hitstory 101: The POTUS Punch-Out

Event Code: B-Board-14 - \$ 2

Game Master: Veronica Hamilton - 5 Players - E10

In S.U.E.T. the Card Game you play an Evil Genius competing to be the first to build a doomsday and blackmail the world. The first to do so wins the game and gains entry into the illustrious (??) organization. Beginners encouraged.

S.U.E.T the Card Game Website: www.suethcardgame.com

S.U.E.T Facebook Page: <https://www.facebook.com/suethcardgame>

Game Designers Web Site: www.thefirststall.com

Stop me if you've heard this one.... All of the former presidents of the United States walk into a bar.. Punch your way to victory as you manage a team of former Presidents in the bar brawl to end all bar brawls. See which President will be the last one standing in this unique board flipping game created by local game designer John LeMaire. Beginners encouraged.

First Stall Productions, LLC, Game Designers Website: www.thefirststall.com

First Stall Productions Facebook Page: <https://www.facebook.com/firststallproductions>

Wellington

Event Code: B-Board-15 - \$ 2

Game Master: Michael Rogozinski - 4 Players - Teen14

Napoleonic Peninsula war 1812-1815.

Adapted from the designer's "The Napoleonic Wars" covers the campaigns in Spain and Portugal between 1812 and 1814. Simplified diplomacy as the four players play in two teams (Spain & Britain vs France Nord & France Sud). Beginners encouraged.

BGG Link: <https://boardgamegeek.com/boardgame/11265/wellington>

Small World

Event Code: B-Board-16 - \$ 2

Game Master: Vincent Romeo - 5 Players - E10

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

Board Game Geek: <https://boardgamegeek.com/boardgame/40692/small-world>

Terraforming Mars

Event Code: B-Board-17 - \$ 2

Game Master: Mike Russman - 4 Players - E10

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things. Beginners encouraged.

Board Game Geek: <https://boardgamegeek.com/boardgame/167791/terraforming-mars>

Seelowe - SPI hexgame

Event Code: B-Board-18 - \$ 2

Game Master: Dage McNitt - 4 Players - Teen14

It is September 1940. The Royal Air Force has been decisively defeated and the Royal Navy is incapacitated. Operation Seelowe, the German invasion of Britain is about to begin... All materials provided. Beginners encouraged.

Axis & Allies: 1914 - Axis & Allies

Event Code: B-Board-19 - \$ 2

Game Master: Ben Bunday - 7 Players - Teen14

Come fight the War to End Wars in this good adaptation of the classic WW2 game to the meat grinder that we all know and love. The tournament rules (provided by GM) speed up the game by allowing any of the powers to be go into revolt and leave the game if their fortunes turn out badly enough. Other tweaks allow for faster non-combat movement which balances the game well since the Central Powers can move forces to the front faster, allowing them to sustain offensives better. This version has been playtested and makes for a good game. We played this version at a few SWA Game-a-thons with good reviews. Some knowledge of this rules system preferred. Some knowledge of this rules system preferred.

Axis & Allies: 1914 - Board Game Geek: <https://boardgamegeek.com/boardgame/133956/axis-allies-wwi-1914>

Publisher's Page: http://www.wizards.com/avalonhill/rules/A&A_1914_Rulebook_LR.pdf

Rules: https://images-cdn.fantasyflightgames.com/filer_public/c7/d6/c7d6cff6-7025-41f9-8538-bb0626feb4f4/eh01_rulebook.pdf

Castles of Burgundy

Event Code: B-Board-20 - \$ 2

Game Master: Eric Paperman - 4 Players - E10

As influential princes, the players devote their efforts to careful trading and building in order to lead their estates to prominence. Two dice set out the action options, but the players always make the final choices. Whether trading or livestock farming, city building or scientific research, many different paths lead to the prosperity and prominence of the players! Beginners encouraged.

Bgg: <http://boardgamegeek.com/boardgame/84876/the-castles-of-burgundy>

Miniatures

Blast from the past Battletech

Event Code: B-Minis-1 - \$ 2

Game Master: Stephen Watts - 10 Players - E10

The original mechs from 3025. Throw back to the 80's. Storm across the stars in the kings of the battlefield Battlemechs. Battlemaster, Marauder, Warhammer, Shadowhawk, Wolverines and a few more. Players will be divided into teams. Game will be scaled according to the number of players. Beginners encouraged.

Rescue at Vega - Federation Commander

Event Code: B-Minis-2 - \$ 2

Game Master: Thomas Compter - 6 Players - Teen14

"Arm the Photons! Klingon contact bearing one one two mark seven!" Federation scientists, secretly hidden on one of the planets of the Vega system have sent a distress call because their life support system suffered a catastrophic disaster. Your fleet is on the way to find them and rescue them. Unfortunately, the Klingons have taken an interest in the technology the scientists were researching, and are just now entering long distance sensor range. You don't know their exact intentions, but you have a hunch that they're not benign. You have the conn. Will you measure up to the famous commanders you learned about in the Academy? Now is your chance to find out. Federation Commander is the fast moving Miniatures game of starship combat in the Star Fleet Universe. Much effort has gone into streamlining the game. Color coded charts and ship cards reduce the mental overhead of remembering what goes where. Beginners encouraged.

BGG Link: <https://www.boardgamegeek.com/boardgameexpansion/41213/federation-commander-reference-rulebook>

Snoopy Flies Again! - Wings of Glory WW1

Event Code: B-Minis-3 - \$ 2

Game Master: Christopher Tosh - 6 Players - Teen14

The dastardly Red Baron is at it again. Our hero has had enough, and climbs into his Sopwith Camel to save the day! Beginners encouraged.

Board Game Geek page: <https://boardgamegeek.com/boardgame/119866/wings-glory-ww1-rules-and-accessories-pack>

Jurassic Reich - Home grown

Event Code: B-Minis-4 - \$ 2

Game Master: John Rigley - 5 Players - E10

The Germans have developed a new wonder weapon which could win them the ground war, if left unchecked. Your orders are to protect the Top Secret Base high in the mountains of Bavaria from any Allied attack. Make sure the skies remain unsafe for Allied air power! Beginners encouraged.

The Walking Dead: All out War! Demo - Mantic The Walking Dead

Event Code: B-Minis-5 - \$ 0

Game Master: Walter Wedenbine - 2 Players - E10

Based on The Walking Dead comic that spawned the Award-winning television series! You and your companions are survivors, who must fight off ravenous hordes of walkers, and worse, other survivors in a post-apocalyptic landscape. Beginners encouraged.

The Walking Dead Miniatures Game: <http://www.manticgames.com/games/the-walking-dead.html>

Squadron Strike: Axanar - Squadron Strike

Event Code: B-Minis-6 - \$ 0

Game Master: Ken Burnside - 8 Players - E10

Based off of the Prelude to Axanar fan film, this is Squadron Strike tuned to do the Federation and Klingon Empire, not as other games have done them, but as they've been shown on screen! The Four Years War: Star Trek Space Combat in 3D! This is a chance for you to play with the game designer, Ken Burnside of Ad Astra games. Beginners strongly encouraged. We will be using the AVID Assistant to streamline game play. Please bring your web-enabled smart phone or tablet if you have one.

Squadron Strike - Designers Page: <http://www.adastragames.com/squadron-strike/>

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

Squadron Strike - Board Game Geek: <https://boardgamegeek.com/boardgame/36903/squadron-strike>

Battleground: Fantasy Warfare Big Rumble - With a Twist! Battleground: Fantasy/Historical Warfare

Event Code: B-Minis-7 - \$ 2

Game Master: Marcus Giegerich - 16 Players - E10

Battles are fun. Big battles are even more fun. Now toss in the element that you don't know who your team mate(s) will be until you've assembled your army and you'll have the idea for this event. Battleground:

Fantasy/Historical Warfare is a minis war game without the minis, using cards instead. Materials can be provided if you don't bring your own. Players usually bring their own, but materials can be provided, not problem.

Beginners encouraged.

Official Your Move Games Site: <https://www.yourmovegames.com/>

Official Your Move Games Facebook Group: <https://www.facebook.com/Your-Move-Games-63187451797/>

Saturday Morning: 9am – 1pm (Slot C)

Role-Play Games

Crypt of the Scarlet Wolf pt 1 - 5E D&D (OSR Dungeon Crawl with new school rules)

Event Code: C-RPG-1 - \$ 2

Game Master: John Howard - 8 Players - Teen14

The foul sorceries of Kathel Nightclaw are now only legend among the few remaining families of the Hill Islands, as are the deeds of the Hill Island Inquisitors who destroyed the Nightclaw clan. Only Kathel's son, known as the Scarlet Wolf, survived the eradication of the clan. He led a powerful team of mercenaries for nearly a decade and amassed great power and wealth before meeting a violet death. Now, the halfling sage Estin Tallwood has discovered a tattered map and seeks adventurers to find the Crypt of the Scarlet Wolf. Part 1: The ancient crypt of the Scarlet Wolf is not likely to be a mere tomb. It was constructed deep inside another subterranean fortification, the now abandoned Dwarven stronghold Hadramkanth, now populated by who knows what beastly denizens, which first must be penetrated and the secret entrance to the crypt found. (Standalone adventure for level 3 characters) Part 2: Within his crypt, the mercenary known as the Scarlet Wolf is likely guarded by the evil magics of his sorceress mother, Kathel Nightclaw, but the risk will surely be worth it, for hopefully it holds not only a great treasure, but the key to finding the secret hoard of the Nightclaw Clan. (Standalone adventure for level 5 characters) Part 3: Clues found in the crypt of the Scarlet Wolf lead the adventurers to where they hope to find the secret hoard of Kathel Nightclaw, a once powerful and evil Sorceress. What surprises await those who seek such a mighty treasure? (Standalone adventure for level 8 characters) I'll have pregens and minis available. This will be a pretty deadly trio of dungeons. I'd love for players to make their own characters if there's a way I can preapprove them beforehand (and not waste game time). Everything will be 5E RAW. Some knowledge of this rules system preferred.

Love on the Mountain - Deadlands Reloaded - Savage Worlds

Event Code: C-RPG-2 - \$ 2

Game Master: Raymond Dumas - 8 Players - Teen14

True love is hard to find, and a father's love can be a difficult obstacle for a well meaning young suitor to contend with. The posse, fresh off their latest adventure and unwinding in a boom town bolstered by the free purse strings of prospectors, witnesses a tense encounter between the dapper Merle (the Suitor) and the grizzly Claude (her Father), which stops just short of violence. A despondent Merle explains to the posse that Claude is holding his daughter against her will up on his mountain. He pleads to their sense of romance to help him navigate the wilds of the mountain and reach Jo Ann... Players should have their own dice and pencil/pen, characters will be provided by the game master. Beginners encouraged.

Deadlands Reloaded - Game Setting Page: <https://www.peginc.com/product-category/deadlands-reloaded/>

Curse of Xanathon Part 1 - D&D B/X

Event Code: C-RPG-3 - \$ 2

Game Master: James Reilly - 7 Players - E10

Something is rotten in Rhoona. When the grotesque god, Cretia, casts his ugly shadow over the town, strange things start happening. Duke Stephen vanishes, dwarves are outlawed, taxes must be paid in beer. The entire town is in an uproar. You and your party are Rhoona's only hope. Part 1. Pregens provided (level 5-7) Beginners encouraged.

Adventure Maximus: Into the lands of Ex Machina! - Adventure Maximus

Event Code: C-RPG-4 - \$ 2

Game Master: Ben McFarland - 6 Players - Child

The people of Ex Machina need your help, will your adventure company answer their call from the pneumatic tubes and save the day? Beginners encouraged.

The Well in the Woods - Dungeons & Dragons 5th Edition

Event Code: C-RPG-5 - \$ 2

Game Master: Joe Masucci - 6 Players - E10

Granted the land for service in the Duke's army, a new tenant seeks to restore a vacant, dilapidated farm to productivity. The former soldier turned farmer's children discover an old well in the forest beyond his fields. When tax collectors come calling they find a farm restored and a family missing. The adventure takes place in the Duchy of Ghent. Duke Warwick puts out the call for brave adventurer's to solve the mystery of the missing subjects. Beginners encouraged.

D&D Adventurer's League - Dungeons and Dragons 5th Ed

Event Code: C-DDAL - \$ 2

Game Master: D&D Adventurer's League - 21 Players - E10

Enter a world of swords and sorcery, mystery and magic! The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons. You can create a character and bring that character to games anywhere D&D Adventurer's League is supported - at stores and conventions worldwide, online, or at home! We will be featuring many new modules. If you were not able to attend GenCon, this is one of your first opportunities to try those the new adventures. In this slot, we will be offering:

DDAL06-01 A Thousand Tiny Deaths

DDAL07-01 A City on the Edge, Part 1

DDAL07-02 Over the Edge, Part 1

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "C-DDAL" in this time slot. Registering on Warhorn helps us allocate GMs so the maximum number of players get their preferred adventure. Thank you. Pregenerated characters available, or bring your own previous Adventurer's League character. Beginners encouraged. Beginners encouraged.

Warhorn website: <https://warhorn.net/events/council-of-five-nations-2017-dnd>

Adventurer's League website: <http://dndadventurersleague.org/start-here/playing/>

Pathfinder Society Modules - Pathfinder RPG

Event Code: C-PATH - \$ 2

Game Master: Pathfinder Society Modules - 30 Players - E10

Come join the Upstate New York Pathfinder Society Lodge for three days of action, intrigue, and adventure in the world of Golarion as we celebrate The Year of Factions Favor! And join us for the new Starfinder Society Organized Play Campaign, set thousands of years in Golarion's future! We will be running Pathfinder and Starfinder games all weekend. In this slot, we will be offering:

PFS 5-04 The Stolen Heir

PFS 8-17 Refugees of the Weary Sky

PFS 8-18 Champion's Chalice, Part 1: Blazing Dangerous Trails

PFS 9-02 A Case of Missing Persons

SFS 1-01 The Commencement

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "C-PATH" in this time slot. Players should bring Pathfinder Society or Starfinder Society legal characters, unless otherwise specified. Pregenerated characters will be available for new players. Beginners encouraged. Beginners encouraged.

Warhorn scenario module registration site: : <https://warhorn.net/events/council-of-five-nations-xl-pfs>

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

Board Games

Castle Panic - Cooperative

Event Code: C-Board-1 - \$ 2

Game Master: Jim Dunaway - 5 Players - E10

The forest is filled with all sorts of monsters. They watched and waited as you built your castle and trained your soldiers, but now they've gathered their army and are marching out of the woods. Can you work with your friends to defend the castle against the horde, or will the monsters tear down your walls and destroy the precious castle towers? You will all win or lose together, but in the end only one player will be declared the Master Slayer!

Castle Panic is a cooperative, light strategy game for 1 to 6 players ages 10 and up. Players must work together to defend their castle, in the center of the board, from monsters that attack out of the forest at the edges of the board. Players trade cards, hit and slay monsters, and plan strategies together to keep their castle towers intact. Players must balance the survival of the group with their own desire to win. Beginners encouraged.

Board Game Geek page: <https://boardgamegeek.com/boardgame/163967/tiny-epic-galaxies>

Pandemic: Reign of Cthulhu - Pandemic series

Event Code: C-Board-2 - \$ 2

Game Master: George Burch - 4 Players - E10

Beings of ancient evil, known as Old Ones, are threatening to break out of their cosmic prison and awake into the world. Everything you know and love could be destroyed by chaos and madness. Can you and your fellow investigators manage to find and seal every portal in time? Hurry before you lose yourself to insanity. Beginners encouraged.

Game designer's site: <http://www.leacock.com/pandemic-reign-of-cthulhu/>

Board Game Geek page: <https://boardgamegeek.com/boardgame/192153/pandemic-reign-cthulhu>

Ticket to Ride: Rails and Sails - Ticket to Ride

Event Code: C-Board-3 - \$ 2

Game Master: Andrew Littlefield - 5 Players - E10

Ticket to Ride Rails & Sails is the new installment in this best-selling train adventure series. Players collect cards of various types (trains and ships) that enable them to claim railway and sea routes on a nicely illustrated double-sided board, featuring the world map on one side and the great lakes of North America on the other. Beginners encouraged.

Board Game Geek - 2016: <https://boardgamegeek.com/boardgame/202670/ticket-ride-rails-sails>

Publisher Site: <https://www.daysofwonder.com/tickettoride/en/rails-and-sails/>

Video Review: <https://www.youtube.com/watch?v=6gzumxcz82s>

Cuba Libre - GMT Games COIN (COunter-INSurgency)

Event Code: C-Board-4 - \$ 2

Game Master: Paul Bennett - 4 Players - E10

Cuba Libre takes 1 to 4 players into the Cuban Revolution. Castro's "26 July Movement" must expand from its bases in the Sierra Maestra mountains to fight its way to Havana. Meanwhile, anti-communist student groups, urban guerrillas, and expatriates try to de-stabilize the Batista regime from inside and out, while trying not to pave the way for a new dictatorship under Castro. Batista's Government must maintain steam to counter the twin insurgency, while managing two benefactors: its fragile US Alliance and its corrupting Syndicate skim. And in the midst of the turmoil, Meyer Lansky and his Syndicate bosses will jockey to keep their Cuban gangster paradise alive. A card-driven board game with asynchronous powers and goals. Beginners encouraged.

Cuba Libre - Board Game Geek: <https://boardgamegeek.com/boardgame/111799/cuba-libre>

GMT Games & Rulebook: <http://www.gmtgames.com/p-620-cuba-libre-3rd-printing.aspx>

Arkham Horror

Event Code: C-Board-6 - \$ 2

Game Master: Matthew Chambers - 8 Players - E10

It seems like every year at this time one of the Great Old Ones tries to wake and destroy the world. Will you be the ones to stop it? Arkham Horror is a co-operative game of eldritch horror. Beginners welcome and rules taught. Beginners encouraged.

Space Empires 4X - 4x in Space

Event Code: C-Board-7 - \$ 2

Game Master: Chito Bantug - 4 Players - E10

Space Empires 4X is a game in the finest tradition of 4X space games - eXplore, eXpand, eXploit, and eXterminate. This game is Rich in Theme. Carriers, fighters, mines, cloaking, dreadnoughts, merchant shipping, colonization, mining, terraforming, shipyards, black holes, warp points, non-player aliens, Doomsday Machines - everything an Epic Space Opera needs. Despite that, the rules are Incredibly Simple. Almost 20 years in the making, many elegant solutions have been developed to remove complexity and make the game intuitive. Beginners encouraged.

Beginners encouraged.

GMT Games page: <http://www.gmtgames.com/p-533-space-empires-3rd-printing.aspx>

Star Trek Ascendancy 4x in Space

Event Code: C-Board-8 - \$ 2

Game Master: Michael Rector - 3 Players - Teen14

Boldly go where no one has gone before. In Star Trek: Ascendancy, a board game of exploration, expansion and conflict between the United Federation of Planets, the Klingon Empire, and the Romulan Star Empire, you control the great civilizations of the Galaxy, striking out from your home worlds to expand your influence and grow your civilization. Beginners encouraged.

Board Game Geek: <https://boardgamegeek.com/boardgame/193949/star-trek-ascendancy>

Rules: <https://boardgamegeek.com/filepage/133847/star-trek-ascendancy-rulebook>

The Dragon & Flagon

Event Code: C-Board-9 - \$ 2

Game Master: Sean Kelly - 8 Players - E10

The Dragon & Flagon is a tavern world-renowned for its most magical drink, The Dragon. Legend has it that one sip of The Dragon can give a hero wondrous abilities beyond their wildest dreams, but with a tavern full of thirsty adventurers and only one flagon left, things are bound to go wrong. Prepare your magic and grab your weapon because there's only one true objective in this brawl, and it's not just a sip of The Dragon. Only one can win and emerge with the reputation as the greatest fighter ever seen within the walls of The Dragon & Flagon! Please be aware that the game is set in a bar fight and contains fantasy violence and mild themes of alcohol, if you are concerned for your young gamer. Beginners encouraged.

Board Game Geek page for The Dragon & Flagon: <https://boardgamegeek.com/boardgame/193840/dragon-flagon>

Gaming with Kids 1

Event Code: C-Board-10 - \$ 2

Game Master: Declan McGovern - 3 Players – Child - Kids

Come game with the McGovern family (John and Declan)! A variety of games for the ages 8+ crowd will be taught and played. Likely to make the table: Catan Jr, Takenoko, Castellan, Sushi Go!, Walk the Plank, Hey, that's my fish! Beginners encouraged.

Fire & Axe: A Viking Saga

Event Code: C-Board-11 - \$ 2

Game Master: Eric Paperman - 5 Players - E10

Trade, raid and settle the world of the Middle Ages. Cross seas to the edges of the world. Fight bravely under the banner of the Raven and proudly take your place in Valhalla! FIRE & AXE gives players a chance to take on the role of the Vikings during multiple voyages between 750 AD and 1020 AD. During the expeditions, players will trade with the locals, raid their treasures, establish settlements, or try to accomplish sagas. The amount of riches and notoriety will determine how great a mark your Jarl will have left on the Middle Ages. Beginners encouraged.

BGG: <http://www.boardgamegeek.com/boardgame/12495/fire-and-axe-a-viking-saga>

QMG: Victory or Death, The Peloponnesian War - Quartermaster General

Event Code: C-Board-12 - \$ 0

Game Master: Ian Brody - 4 Players - Teen14

Victory or Death, the Peloponnesian War uses the award-winning system to depict this 27-year long conflict in classical Greece. Learn from the designer! All players receive a prize! Beginners encouraged.

Griggling Games website: <http://www.grigglinggames.com/>

BGG Link: <https://boardgamegeek.com/boardgame/195227/quartermaster-general-victory-or-death-peloponnesi>

Quadropolis

Event Code: C-Board-13 - \$ 2

Game Master: Brian Gass - 4 Players - E10

Each player builds their own metropolis in Quadropolis, but they're competing with one another for the shops, parks, public services and other structures to be placed in them. Running the Classic or Expert game depending on players preferences. Will likely play twice. Beginners encouraged.

Board Game Geek: <https://www.boardgamegeek.com/boardgame/176396/quadropolis>

Puerto Rico

Event Code: C-Board-14 - \$ 2

Game Master: Paul McCarthy - 5 Players - Teen14

In Puerto Rico players assume the roles of colonial governors on the island of Puerto Rico. The aim of the game is to amass victory points by shipping goods to Europe or by constructing buildings. Each player uses a separate small board with spaces for city buildings, plantations, and resources. Shared between the players are three ships, a trading house, and a supply of resources and doubloons. Beginners encouraged. Beginners encouraged.

BGG Link: <https://boardgamegeek.com/boardgame/3076/puerto-rico>

Caverna: The Cave Farmers

Event Code: C-Board-15 - \$ 2

Game Master: Troy Ferris - 4 Players - E10

Caverna: The Cave Farmers is a worker-placement game at heart, with a focus on farming. In the game, you are the bearded leader of a small dwarf family that lives in a little cave in the mountains. You begin the game with a farmer and his spouse, and each member of the farming family represents an action that the player can take each turn. Together, you cultivate the forest in front of your cave and dig deeper into the mountain. You furnish the caves as dwellings for your offspring as well as working spaces for small enterprises. Beginners encouraged.

BGG Page: <http://www.boardgamegeek.com/boardgame/102794/caverna-cave-farmers>

Roll for the Galaxy (with expansions) - Roll for the Galaxy

Event Code: C-Board-16 - \$ 2

Game Master: Robin Toll - 5 Players - E10

Roll for the Galaxy is a dice game of building space empires for 2-5 players. Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins! This dice version of Race for the Galaxy takes players on a new journey through the Galaxy, but with the feel of the original game. Beginners encouraged.

BoardGameGeek: <https://boardgamegeek.com/boardgame/132531/roll-galaxy>

Publisher: <http://riograndegames.com/game/442-Roll-for-the-Galaxy>

Istanbul & Expansion

Event Code: C-Board-18 - \$ 2

Game Master: Christopher Roos - 5 Players - Teen14

An easy to learn euro game about traveling around a Turkish market with a group of assistants, picking up and delivering goods and trying to be the fastest player to collect the all-important rubies in order to win. Multiple plays can like be played in the allotted time period and we can incorporate expansion material based on player's comfort levels. Beginners encouraged! Beginners encouraged.

Board Game Geek Page: <https://boardgamegeek.com/boardgame/148949/istanbul>

Rules links for base game and expansions: <http://www.pegasus.de/verlag/service/regeln/englisch/>

Society of Ultimate Evil Terror the Card Game and Hitstory 101: The POTUS Punch-Out

Event Code: C-Board-19 - \$ 2

Game Master: Veronica Hamilton - 5 Players - E10

In S.U.E.T. the Card Game you play an Evil Genius competing to be the first to build a doomsday and blackmail the world. The first to do so wins the game and gains entry into the illustrious (??) organization. Beginners encouraged.

S.U.E.T the Card Game Website: www.suethcardgame.com

S.U.E.T Facebook Page: <https://www.facebook.com/suethcardgame>

Game Designers Web Site: www.thefirststall.com

Stop me if you've heard this one.... All of the former presidents of the United States walk into a bar.. Punch your way to victory as you manage a team of former Presidents in the bar brawl to end all bar brawls. See which President will be the last one standing in this unique board flipping game created by local game designer John LeMaire. Beginners encouraged.

First Stall Productions, LLC, Game Designers Website: www.thefirststall.com

First Stall Productions Facebook Page: <https://www.facebook.com/firststallproductions>

878 Vikings - Based upon Academy games 1775 and 1754 board games

Event Code: C-Board-20 - \$ 2

Game Master: Chuck Davis - 4 Players - E10

The year is 878. For the past 75 years, Viking raiding parties from Norway and Denmark have been terrorizing These armies now stand poised to thunder across England where they will settle and farm the fertile land they conquer. The divided English kingdoms are unprepared for this impending onslaught. The Vikings are coming! Beginners encouraged.

Board game geek link: <https://boardgamegeek.com/boardgame/204516/878-vikings-invasions-england>

Tzolk'in: The Mayan Calendar

Event Code: C-Board-21 - \$ 2

Game Master: Mike Russman - 3 Players - E10

Tzolk'in: The Mayan Calendar presents a new game mechanism: dynamic worker placement. Players representing different Mayan tribes place their workers on giant connected gears, and as the gears rotate they take the workers to different action spots. Beginners encouraged.

Board Game Geek: <https://boardgamegeek.com/boardgame/126163/tzolk-mayan-calendar>

Wellington

Event Code: C-Board-22 - \$ 2

Game Master: Michael Rogozinski - 4 Players - Teen14

Napoleonic Peninsula war 1812-1815.

Adapted from the designer's "The Napoleonic Wars" covers the campaigns in Spain and Portugal between 1812 and 1814. Simplified diplomacy as the four players play in two teams (Spain & Britain vs France Nord & France Sud). Beginners encouraged.

BGG LInk: <https://boardgamegeek.com/boardgame/11265/wellington>

Axis & Allies: 1942 2nd Edition

Event Code: C-Board-23 - \$ 2

Game Master: Ben Bunday - 6 Players - Teen14

This is the latest of the typical-scale version of the classic game, very well done and balanced. Beginners encouraged. Beginners encouraged.

Axis & Allies: 1942 2nd Edition - Board Game Geek: <https://boardgamegeek.com/thread/856304/axis-allies-1942-second-edition-2012>

Publisher's Page: <http://www.wizards.com/default.asp?x=ah/prod/2Espring1942>

Rules: http://www.wizards.com/avalonhill/rules/A&A1942_2ndEd_rlbk_NonSku_PDF.pdf

Miniatures

Sword of Honor"--Crete 1941: WWII Mediterranean Campaign Game Trench Wars (modified)

Event Code: C-Minis-1 - \$ 2

Game Master: Frank Luberti, Jr. - 4 Players - E10

May, 1941. German paratroopers battle Commonwealth forces for control of the strategic island of Crete. 25mm skirmish game using the Trench Wars rules modified for WWII. Part One of a two session campaign game.

Players may play in one or both games. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Game sponsored by the New York Wargamers Association and the Connecticut Game Club. Scenario inspired by the book "Sword of Honor" by Evelyn Waugh. SPECIAL NOTE: the start time for this event will be 11am. Beginners encouraged.

Operation Focus: Federated Suns vs. Word of Blake - Battletech Alpha Strike

Event Code: C-Minis-2 - \$ 2

Game Master: Andy Roy and Chris Nichols - 12 Players - Teen14

Word of Blake aircraft dominate the airspace of planet Acamar. Unless those aircraft can be put out of commission, the forces of the Federated Suns have no chance of a successful invasion to recapture the planet, seized during the horrific Word of Blake Jihad.

A sizeable Davion strike force has managed to penetrate the planet's orbital defenses to assault the Blakeists' largest airbase. Due to impeccable planning, the Federated Suns have managed to time their assault while most Word of Blake aircraft are on the ground being rearmed and refueled. If the aircraft can be destroyed before they take off, the Blakeists' hold on the planet will seriously weaken. The assault must be swift, for it is only a matter of time before sizeable Word of Blake patrols return to aid the base's defenders.

Join us for a large Battletech Alpha Strike game in which forces of the Federated Suns assault an enemy airbase in an attempt to destroy Word of Blake aircraft while they are vulnerable. The base defenses consisting of numerous heavy celestial omnimechs and gun turrets will attempt to stop the assault, and protect the valuable aircraft from destruction. Over 45 painted battlemechs, spectacular 3D terrain, dice, markers, and Alpha Strike mech data cards will all be provided. Game experience will be extremely helpful, but not entirely necessary. Alpha Strike's uncomplicated rules will be taught to all participants. We ask that players ages 14+ only, please. Beginners encouraged.

For some photos of the scenario being played, please follow this link: <http://imgur.com/a/6Diiw>

Also, for a PDF of Alpha Strike quick-start rules, follow this link: : <https://d15yciz5bluc83.cloudfront.net/wp-content/uploads/2015/09/AlphaStrikeQuick-Start-Rules.pdf>

Zeppelin Raid - Fistful of Lead

Event Code: C-Minis-3 - \$ 2

Game Master: Jennifer Paperman - 5 Players - Teen14

The Luftschiff Zeppelin Sword of Damocles has been captured by a group of Allied infiltrators, intent on taking its military secrets back to their base. The Germans have sent out their elite squadrons of pterodactyl riders to land forces on the Sword of Damocles and reclaim it before the Allies can get away. Beginners encouraged.

Squadron Strike: Beginner's Game - Squadron Strike

Event Code: C-Minis-4 - \$ 0

Game Master: Ken Burnside - 8 Players - E10

Learn the basics of Squadron Strike, a 3D space combat game with an extensive ship design engine, taught by the designer and local playtesters! All materials provided. We will be using the AVID Assistant to streamline game play. Please bring your web-enabled smart phone or tablet if you have one.

This is a chance for you to play with the game designer, Ken Burnside of Ad Astra games. Beginners strongly encouraged.

Squadron Strike - Designers Page: <http://www.adastragames.com/squadron-strike/>

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

Squadron Strike - Board Game Geek: <https://boardgamegeek.com/boardgame/36903/squadron-strike>

The Walking Dead: All out War! Demo - Mantic The Walking Dead

Event Code: C-Minis-5 - \$ 0

Game Master: Walter Wedenbine - 2 Players - E10

Based on The Walking Dead comic that spawned the Award-winning television series! You and your companions are survivors, who must fight off ravenous hordes of walkers, and worse, other survivors in a post-apocalyptic landscape. Beginners encouraged.

The Walking Dead Miniatures Game: <http://www.manticgames.com/games/the-walking-dead.html>

Bolt Action Tournament - Bolt Action

Event Code: C-Bolt - \$ 5

Game Master: Murphy and Whitchurch - 16 Players - Teen14

Bring your best 750pt Bolt Action list against the enemy to determine the second annual Council of Five Nations Bolt Action Champion! 750 pt lists using the Version 2 rules. Use up to 2 generic platoons or 1 theater selector per army list. Army lists must be submitted two weeks prior to the event to ensure enjoyable time for all participants. Please build the lists on Easy Army and email your lists to: jmurphsbox@gmail.com.

Please also note this tournament will span two event slots: Saturday 9am - 6pm.

Please see Facebook link for full details on army construction. Some knowledge of this rules system preferred.

Full tournament details on Facebook : <https://www.facebook.com/events/140862166513357>

Easy Army Builder: <http://boltaction.easyarmy.com/index.aspx>

Bolt Action Alliance Mission Pack - Tournament Scenarios: <http://www.wwpd.net/p/bolt-action.html>

Warrior Northeast Championships - Warrior

Event Code: C-Warrior - \$ 5

Game Master: Ewan McNay - 24 Players - E10

Usual format: 3 rounds starting at 9 a.m. promptly (!), one list, 1600 points.

As per recent practice, players are encouraged to reprise their lists from this year's Bronze Age theme at Historicon, but not compulsory; no list weightings, but the X-rule of single-element El units will be in play for Theme lists (only, but ask if you want to use it for a different list). We generally get an excellent turnout, and this year will mark the third year of the prestigious Northeast Warrior Trophy.

PLEASE NOTE: This event will run in all three time slots on Saturday.

25mm army and rules. Armies available for loan - contact the GM. Strong familiarity with these rules required.

Rulesystem website: <http://fourhorsemenenterprises.com/>

Online discussion about this tournament:

<http://www.fourhorsemenenterprises.com/forum/viewtopic.php?t=17628>

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

Role-Play Games

Assault on Singularity Base - Cypher System

Event Code: D-RPG-1 - \$ 2

Game Master: Neal Tanner - 12 Players - E10

The Grand Imperium is creating a weapon that can destroy entire star systems! Multiple teams, all in one massive operation. Each team has its own objectives and challenges, but communication and coordination between the teams will help win the day. Players should bring polyhedral dice and pencils. Beginners encouraged.

Publisher's website: <https://www.montecookgames.com/>

Game system website: <http://cypher-system.com/>

Pump Station 13 - World War Cthulhu, with some CoC, 6th.

Event Code: D-RPG-2 - \$ 2

Game Master: John Whitehead - 6 Players - Teen14

A disguised Commando unit is ordered to seize and hold a watering station from the Italian Army in the Libyan desert. Once they get there, and find that something is wrong. GM will provide Pre-gen characters and paper minis. Beginners encouraged.

Rest and Relaxation - Deadlands - Classic (25th Anniversary)

Event Code: D-RPG-3 - \$ 2

Game Master: Raymond Dumas - 6 Players - Teen14

What's better than a relaxing cruise up the Mississippi river on one of the finest riverboats afloat. The SS Bonnaville offers its guests the most luxurious accommodations, the finest cuisine and the best in high stakes gambling... and right up until the first body was found, everything seemed to be going well. Players should have their own dice and pencil/pen, characters will be provided by the game master. Some knowledge of this rules system preferred.

Deadlands Classic - Game Setting Home Page: <https://www.peginc.com/product-category/deadlands-classic/>

City of Mist: Downfall

Event Code: D-RPG-4 - \$ 2

Game Master: James Parks - 4 Players - Teen14

Superheroes aren't real. Supervillains, however... The City has become their playground and their battlefield. Will you fight them...or join them? Beginners encouraged.

Uses the story-driven Apocalypse game engine.: <https://www.cityofmist.co/>

Midgard: Madman at the Bridge - Pathfinder RPG

Event Code: D-RPG-5 - \$ 2

Game Master: Ben McFarland 6 Players Teen14

Someone's sabotaged the Puffing Bridge, can you stop them & restart the bridge before it explodes? Pregens provided! Players should bring dice and pencils. Some knowledge of this rules system preferred.

Crypt of the Scarlet Wolf pt 1 - 5E D&D (OSR Dungeon Crawl with new school rules)

Event Code: D-RPG-6 - \$ 2

Game Master: John Howard - 8 Players - Teen14

The foul sorceries of Kathel Nightclaw are now only legend among the few remaining families of the Hill Islands, as are the deeds of the Hill Island Inquisitors who destroyed the Nightclaw clan. Only Kathel's son, known as the Scarlet Wolf, survived the eradication of the clan. He led a powerful team of mercenaries for nearly a decade and amassed great power and wealth before meeting a violet death. Now, the halfling sage Estin Tallwood has discovered a tattered map and seeks adventurers to find the Crypt of the Scarlet Wolf. Part 1: The ancient crypt of the Scarlet Wolf is not likely to be a mere tomb. It was constructed deep inside another subterranean fortification, the now abandoned Dwarven stronghold Hadramkanth, now populated by who knows what beastly denizens, which first must be penetrated and the secret entrance to the crypt found. (Standalone adventure for level 3 characters) Part 2: Within his crypt, the mercenary known as the Scarlet Wolf is likely guarded by the evil magics of his sorceress mother, Kathel Nightclaw, but the risk will surely be worth it, for hopefully it holds not only a great treasure, but the key to finding the secret hoard of the Nightclaw Clan. (Standalone adventure for level 5 characters) Part 3: Clues found in the crypt of the Scarlet Wolf lead the adventurers to where they hope to find the secret hoard of Kathel Nightclaw, a once powerful and evil Sorceress. What surprises await those who seek such a mighty treasure? (Standalone adventure for level 8 characters) I'll have pregens and minis available. This will be a pretty deadly trio of dungeons. I'd love for players to make their own characters if there's a way I can preapprove them beforehand (and not waste game time). Everything will be 5E RAW. Some knowledge of this rules system preferred.

Runequest! Defeat the chaos beneath Sun County - Runequest III

Event Code: D-RPG-7 - \$ 2

Game Master: Andy Cowley - 6 Players - Teen14

Come and join me in the lands of Sun County. A mere two days ride south of Pavis in the River of Cradles valley. Find your fortune or find your doom fighting chaos that lurks beneath the ground. Come Sun Domer, come young storm bull warrior, come Lunar explorer. Adventure awaits! Players should bring pencil, eraser, note pad and dice. Beginners encouraged.

D&D Adventurer's League - Dungeons and Dragons 5th Ed

Event Code: D-DDAL - \$ 2

Game Master: D&D Adventurer's League - 21 Players - E10

Enter a world of swords and sorcery, mystery and magic! The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons. You can create a character and bring that character to games anywhere D&D Adventurer's League is supported - at stores and conventions worldwide, online, or at home! We will be featuring many new modules. If you were not able to attend GenCon, this is one of your first opportunities to try those the new adventures. In this slot, we will be offering:

A very special World Premiere...this will be playing first at only 1-2 sites around the country before anybody else gets to see it.

Confrontation at Candlekeep

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "D-DDAL" in this time slot. Registering on Warhorn helps us allocate GMs so the maximum number of players get their preferred adventure. Thank you. Pregenerated characters available, or bring your own previous Adventurer's League character. Beginners encouraged.

Beginners encouraged.

Warhorn website: <https://warhorn.net/events/council-of-five-nations-2017-dnd>

Adventurer's League website: <http://dndadventurersleague.org/start-here/playing/>

Pathfinder Society Modules - Pathfinder RPG

Event Code: D-PATH - \$ 2

Game Master: Pathfinder Society Modules - 30 Players - E10

Come join the Upstate New York Pathfinder Society Lodge for three days of action, intrigue, and adventure in the world of Golarion as we celebrate The Year of Factions Favor! And join us for the new Starfinder Society Organized Play Campaign, set thousands of years in Golarion's future! We will be running Pathfinder and Starfinder games all weekend. In this slot, we will be offering:

PFS 5-09 The Traitor's Lodge

PFS 8-16 House of Harmonious Wisdom

PFS 8-21 Champion's Chalice, Part 2: Agents of the Eye

PFS 9-03 On the Border of War

SFS 1-02 Fugitive on the Red Planet

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "D-PATH" in this time slot. Players should bring Pathfinder Society or Starfinder Society legal characters, unless otherwise specified. Pregenerated characters will be available for new players. Beginners encouraged. Beginners encouraged.

Warhorn scenario module registration site: : <https://warhorn.net/events/council-of-five-nations-xl-pfs>

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

Board Games

Flash Point: Fire Rescue - Cooperative

Event Code: D-Board-1 - \$ 2

Game Master: Jim Dunaway - 6 Players - E10

The call comes in... "911, what is your emergency?" On the other end is a panicked response of "FIRE!" Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. The team has only seconds to assess the situation and devise a plan of attack, then you spring into action like the trained professionals that you are. You must face your fears, never give up, and above all else work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger. You must succeed. You are the brave men and women of fire rescue; people are depending on you. This is what you do every day. Flash Point: Fire Rescue is a cooperative game of fire rescue. Beginners encouraged.

Board Game Geek page: <https://boardgamegeek.com/boardgame/100901/flash-point-fire-rescue>

Illuminati: Deluxe Edition

Event Code: D-Board-2 - \$ 2

Game Master: Paul Bennett - 6 Players - E10

Junk Mail controls the IRS! Trekkies control Eco-Guerrillas! The Bavarian Illuminati control Gamers! Illuminati is a classic Steve Jackson game of world domination. Each player takes on the role of a secret society attempting to spread its tendrils into special interest groups throughout the world. Beginners encouraged.

Board Game Geek: <https://boardgamegeek.com/boardgame/28/illuminati-deluxe-edition>

Krosmaster: Quest

Event Code: D-Board-3 - \$ 2

Game Master: Eric Alexopoulos - 5 Players - Teen14

Far, far away in the Krosmoz, the Demons of the Hours have grown bored watching time pass and jealous of the activity on the world of Twelve, home to adventurers seeking danger and fortune. To entertain themselves, the demons kidnap Krosmaster adventurers and force them to participate in cruel games. Their new favorite activity is to play out a small scale version of the adventures that take place on Twelve, using the kidnapped adventurers as actors. Each player controls a Krosmaster warrior with unique powers. The Krosmasters will gather resources, cast spells, build weapons and fight monsters throughout the quest. A truly epic journey awaits you, full of battles, travel and challenges. Beginners encouraged.

Codenames

Event Code: D-Board-4 - \$ 2

Game Master: Kathy Moon - 8 Players - E10

Only the leader knows which cards their team needs to guess...and they can only give them one clue per turn, along with the number of targets it relates to! Get it wrong, and the other team may gain an advantage! Beginners encouraged.

Gaming with Kids 2

Event Code: D-Board-5 - \$ 2

Game Master: Declan McGovern - 5 Players – Child - Kids

Come game with the McGovern family (John and Declan)! A variety of games for the ages 8+ crowd will be taught and played. Likely to make the table: King of Tokyo (with Expansions), Survive! Escape from Atlantis (with expansions), Colt Express (with expansions) Beginners encouraged.

Quartermaster General: 1914 - Quartermaster General

Event Code: D-Board-7 - \$ 0

Game Master: Ian Brody - 5 Players - Teen14

The next title in the critically acclaimed series, which appeals to wargamers & eurogamers alike. Learn to play from the designer! All players receive prizes! Beginners encouraged.

Grigling Games Home Page: <http://griglinggames.com>

Board Game Geek Page: <https://boardgamegeek.com/boardgame/208773/quartermaster-general-1914>

Mexican Train

Event Code: D-Board-8 - \$ 2

Game Master: Stacy Masucci - 6 Players - E10

Mexican Train is a game played with dominoes. The object of the game is for a player to play all the dominoes from his or her hand onto one or more "trains" emanating from a central hub or "station". Beginners encouraged.

Cthulhu Wars

Event Code: D-Board-9 - \$ 2

Game Master: Christopher Tosh - 4 Players - Teen14

Cthulhu Wars is a strategy boardgame in which the players take the part of alien races and gods taken from the Cthulhu mythos created by H. P. Lovecraft. Beginners encouraged.

Board Game Geek page: <https://www.boardgamegeek.com/boardgame/139976/cthulhu-wars>

Tokaido (with expansions)

Event Code: D-Board-10 - \$ 2

Game Master: Robin Toll - 5 Players - E10

In Tokaido, each player is a traveler crossing the "East sea road", one of the most magnificent roads of Japan. While traveling, you will meet people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and wild places but at the end of the day, when everyone has arrived at the end of the road you'll have to be the most initiated traveler, which means that you'll have to be the one who discovered the most interesting and varied things. All of the actions in Tokaido are very simple, and combined with a unique graphic design, Tokaido offers players a peaceful zen mood in its play. Beginners encouraged.

BoardGameGeek: <https://boardgamegeek.com/boardgame/123540/tokaido>

Publisher: <http://passportgamestudios.com/game/tokaido/>

Agricola Tournament

Event Code: D-Board-11 - \$ 2

Game Master: Michael Dixon - 9 Players - E10

Uwe Rosenberg's classic farm-building game, played in a Swiss-style tournament

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? Beginners encouraged.

Hero Quest - Classic Board Game - Hero Quest Board Game

Event Code: D-Board-12 - \$ 2

Game Master: Kevin Ferrone - 4 Players - E10

Hero Quest is a fantasy adventure game set deep within a hidden stone labyrinth. This maze of underground rooms and corridors is controlled by the evil sorcerer Zargon and his forces of Chaos. Four valiant heroes have been summoned by Mentor, the good and ancient sage, to do battle with Chaos. Theirs is the ultimate heroic challenge - descend into the treacherous world of the unknown and restore honor to the Empire. Destroy the evil forces of Chaos! Beginners encouraged.

BGG Link: <https://boardgamegeek.com/boardgame/699/heroquest>

Harry Potter Hogwarts Battle A Cooperative Deck Building Game

Event Code: D-Board-13 - \$ 2

Game Master: Veronica Hamilton - 4 Players - E10

Play as your favorite characters and defend the wizarding world from evil forces. Enhance your abilities as you build your deck with over 140 cards. Seven successive game adventures offer increasing difficulty as you battle Villains and unlock new abilities, secrets and challenges. Beginners encouraged.

TITAN - Avalon Hill's Titan

Event Code: D-Board-14 - \$ 2

Game Master: Nick Klercker - 12 Players - E10

This Monster Slugathon Fantasy Wargame still has a very devoted following, a tribute to its depth and various strategies. The game is divided into two realms, the masterboard and the battleboards. Legions of mythical creatures roam about the masterboard trying to recruit bigger and badder monsters and kill opposing legions in the process. When a combat occurs, the action moves to the corresponding terrain's battleboard where the fight takes place. Lots of dice are tossed, and the legion that wins is returned to the masterboard with the spoils of war: points. As the points increase, Titans become more powerful. But be careful, If a player's Titan dies, the player is out of the game. The last Titan standing is the winner of the game. Beginners encouraged.

BoardGameGeek: <http://www.boardgamegeek.com/boardgame/103/titan>

Tyrants of the Underdark

Event Code: D-Board-15 - \$ 2

Game Master: Mike Russman - 3 Players - E10

Each player leads a house of Drow in a section of the Underdark below the Sword Coast. The Drow house is represented by a deck of cards, with each card being a minion in that player's deck. Each minion belongs to one of five aspects of Drow society, and those aspects correspond to different strategies in the game, e.g., malice minions excel at assassinating opponents' troops, while ambition minions are best at recruiting additional minions and promoting minions to your "inner circle", which is a special zone that increases their value at the end of the game. Beginners encouraged.

Board Game Geek: <https://boardgamegeek.com/boardgame/189932/tyrants-underdark>

Classic Board Games

Event Code: D-Board-16 - \$ 2

Game Master: Chris Kelly - 5 Players – Child - Kids

Classic board games from the 1980s and before. Yes, Clue, Survive, and Payday were better back in the day. Come try these and other classics. Beginners encouraged.

Miniatures

Dragons over the Reich - Wings of Glory

Event Code: D-Minis-1 - \$ 2

Game Master: Peter Landry - 12 Players - Teen14

Nazi scientists were keen on providing Wonder Weapons for the Fuhrer. They had successfully cloned pteradactyl DNA but were trying for something more deadly. Some curious remains found in the mountains of Norway piqued their interest... Early in 1945 the Allies were not sure what was going on. Planes were returning from over Germany blackened, scorched and partially melted. Spies finally answered the question. A large bombing raid was sent to destroy the breeding and research facility deep in the heart of Germany. Fly ME 109Ks and FW-190s defending the Fatherland or Mustangs and Thunderbolts escorting B-24s. Besides fighting the enemy planes you will have to deal with the Nazi scientist's creations, Dragons! Beginners encouraged.

Racing for the Sun - Pulp Alley

Event Code: D-Minis-3 - \$ 2

Game Master: Jennifer Paperman - 4 Players - Teen14

Attention: This is the Captain of the Luftschiiff Zeppelin Sword of Damocles, on its maiden voyage from Europe to America. We have learned there is a vampire on board. I will lead the crew and passengers to find and destroy it. I have also turned around the airship, heading back east. Should we fail to destroy this terror, it is my fervent hope that the rising sun will succeed. Beginners encouraged.

Hanghai Raiders and the search for THE PEKING MAN

Event Code: D-Minis-4 - \$ 2

Game Master: Mike Paine - 9 Players - E10

You and your team must discover who has taken THE PEKING MAN and smuggle the crate out of Hanghai yourself and deliver it to your national museum. Excitement, danger and adventure await you! Kids are welcome and adults that can play like kids are welcome too! Beginners encouraged.

Raiding The Countryside, England 1645 - Osprey's Pikeman's Lament

Event Code: D-Minis-5 - \$ 2

Game Master: Stephen Keyer and Mike Mike Tracy - 4 Players - Mature18

The English Civil War is raging throughout the country. Lord Charles sends some of his best troops to raid, plunder and burn a Pro-Royalist village. However, little do Parliament forces know what lurks in this sleepy little village that has been untouched by the war. This is a skirmish level game. Beginners encouraged.

Deadzone! Campaign-in-a-day - Deadzone

Event Code: D-Minis-6 - \$ 2

Game Master: Walter Wedenbine - 8 Players - Teen14

In the future, unthinkable powerful mega-corporations own and govern entire planets outright, protecting their interests with vast, private armies. Now, an even greater danger is sweeping the galaxy. Through several skirmishes, your task force will gain experience and face ever-mounting threats. For new players, please bring yourselves! For those that are more established, please bring your forces, as well as rulebooks, and extra terrain to make sure we have enough for everyone! Beginners encouraged.

Please note that there will be up to 3 games in this session about 90 minutes each. This may run into the start of the next session

Mantic Deadzone: Skirmishes on Forsaken Worlds: <https://warpathuniverse.com/deadzone/>

Squadron Strike: Exile's Stars - Squadron Strike

Event Code: D-Minis-7 - \$ 0

Game Master: Ken Burnside - 8 Players - E10

In a universe where humans are outnumbered refugees, and in a precarious political situation, survey ships have gone missing. Your task force has been sent to find out what happened! Space Combat with the Space Operatic Content Dialed Up to 11! This is a chance for you to play with the game designer, Ken Burnside of Ad Astra games. We will be using the AVID Assistant to streamline game play. Please bring your web-enabled smart phone or tablet if you have one. Beginners strongly encouraged.

Squadron Strike - Designers Page: <http://www.adastragames.com/squadron-strike/>

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

Squadron Strike - Board Game Geek: <https://boardgamegeek.com/boardgame/36903/squadron-strike>

"Tunes of Glory"--Libya 1941: WWII Mediterranean Campaign Game Trench Wars (modified)

Event Code: D-Minis-8 - \$ 2

Game Master: Frank Luberti, Jr. - 6 Players - E10

June, 1941. Germans, Italians and British battle for control of the North African desert. Can you stop the Afrika Korps and their Italian allies? Come play and find out. 25mm skirmish game using the Trench Wars rules modified for WWII. Part Two of a two session campaign game. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Game sponsored by the New York Wargamers Association and the Connecticut Game Club. Scenario inspired by the film "Tunes of Glory" featuring Alec Guinness and John Mills. Beginners encouraged.

Card Games

Dresden Files Card Game - Cooperative Card Game

Event Code: D-Card-1 - \$ 2

Game Master: Shana Horn - 5 Players - E10

In The Dresden Files Cooperative Card Game, players work together to solve cases from the bestselling Dresden Files novels in the ultimate what-if scenario. Play Harry, Murphy, Susan, Michael, Ra, Molly, Mouse, and the Alphas in the seven of the novels or take on "Side Jobs" in a random scenario generator based on the short story collection of the same name. Beginners encouraged.

The Evil Hat Website: <http://www.evilhat.com/home/dresden-files-cooperative-card-game/>

YouTube the rules: <https://youtu.be/WU5i7A9qggQ>

Board game geek: <https://boardgamegeek.com/boardgame/187273/dresden-files-cooperative-card-game>

Saturday Night: 7pm – 11pm+ (Slot E)

Role-Play Games

Devil in the White City Part 2

Event Code: E-RPG-1 - \$ 2

Game Master: Ben Ossenfort - 6 Players - Mature18

Does not require the playing of part 1. As members of the FBI's elite BAU you only get called in for the worst of the worst. Chicago 1993- murder is nothing new in the windy city but when several grisly and unexplained ones take place the local PD need a little helping hand. Beginners encouraged.

Fiasco!

Event Code: E-RPG-2 - \$ 2

Game Master: Michael Thomas - 4 Players - Teen14

Fiasco is inspired by cinematic tales of small time capers gone disastrously wrong - inspired by films like Blood Simple, Fargo, The Way of the Gun, Burn After Reading, and A Simple Plan. You'll play ordinary people with powerful ambition and poor impulse control. There will be big dreams and flawed execution. It won't go well for them, to put it mildly, and in the end it will probably all go south in a glorious heap of jealousy, murder, and recrimination. Lives and reputations will be lost, painful wisdom will be gained, and if you are really lucky, your guy just might end up back where he started. Beginners encouraged.

Game Designer: <http://www.bullypulpitgames.com/games/fiasco/>

Wil Wheaton and Table Top play Fiasco: <https://www.youtube.com/watch?v=WXJxQ0NbFt>

Classic D&D Module B4

Event Code: E-RPG-3 - \$ 2

Game Master: Chris Kelly - 5 Players - E10 - Kids

Time to dig out the classic Red and Blue box sets and enjoy a classic run by a rusty DM. Beginners encouraged.

Call of Cthulu - "Fractal Gods" - Call of Cthulhu - Basic Role Playing System

Event Code: E-RPG-4 - \$ 2

Game Master: Edward Zyvith - 5 Players - Teen14

Ancient horrors in a modern setting! Amongst a group of "investigators", one receives unsettling news of the death of a close friend's 17-year old computer hacker son. Deemed a suicide, not all are convinced. The investigators offer to help their friend get to the bottom of things. Players are welcome to bring pre-generated characters, dice, etc., if they wish. Characters must be "modern day" in theme. Pre-generated characters will also be supplied. Beginners encouraged.

Crypt of the Scarlet Wolf pt 2 - 5E D&D (OSR Dungeon Crawl with new school rules)

Event Code: E-RPG-5 - \$ 2

Game Master: John Howard - 8 Players - Teen14

The foul sorceries of Kathel Nightclaw are now only legend among the few remaining families of the Hill Islands, as are the deeds of the Hill Island Inquisitors who destroyed the Nightclaw clan. Only Kathel's son, known as the Scarlet Wolf, survived the eradication of the clan. He led a powerful team of mercenaries for nearly a decade and amassed great power and wealth before meeting a violet death. Now, the halfling sage Estin Tallwood has discovered a tattered map and seeks adventurers to find the Crypt of the Scarlet Wolf. Part 1: The ancient crypt of the Scarlet Wolf is not likely to be a mere tomb. It was constructed deep inside another subterranean fortification, the now abandoned Dwarven stronghold Hadramkanth, now populated by who knows what beastly denizens, which first must be penetrated and the secret entrance to the crypt found. (Standalone adventure for level 3 characters) Part 2: Within his crypt, the mercenary known as the Scarlet Wolf is likely guarded by the evil magics of his sorceress mother, Kathel Nightclaw, but the risk will surely be worth it, for hopefully it holds not only a great treasure, but the key to finding the secret hoard of the Nightclaw Clan. (Standalone adventure for level 5 characters) Part 3: Clues found in the crypt of the Scarlet Wolf lead the adventurers to where they hope to find the secret hoard of Kathel Nightclaw, a once powerful and evil Sorceress. What surprises await those who seek such a mighty treasure? (Standalone adventure for level 8 characters) I'll have pregens and minis available. This will be a pretty deadly trio of dungeons. I'd love for players to make their own characters if there's a way I can preapprove them beforehand (and not waste game time). Everything will be 5E RAW. Some knowledge of this rules system preferred.

Mistborn Adventure Game - D6

Event Code: E-RPG-6 - \$ 2

Game Master: Shawn Phillips - 5 Players - E10

It should be an easy heist. Break into a stuffy-old-nobles house and swap out some letters and start trouble. You'll get paid, you're client will be happy. All you got to do is break in during their party. And get past their guards. Did I mention they can see through the thickest fog? Fly and see the future? It's a good thing so can you. Based on Brandon Sanderson's series "Mistborn" Metal gives you strength as you navigate through the political and physical aspects of a successful heist. It'll take patients, strategy, some careful planning and some lucky dice rolls to complete your mission. Beginners encouraged.

D&D Adventurer's League - Dungeons and Dragons 5th Ed

Event Code: E-DDAL - \$ 2

Game Master: D&D Adventurer's League - 21 Players - E10

Enter a world of swords and sorcery, mystery and magic! The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons. You can create a character and bring that character to games anywhere D&D Adventurer's League is supported - at stores and conventions worldwide, online, or at home! We will be featuring many new modules. If you were not able to attend GenCon, this is one of your first opportunities to try those the new adventures. In this slot, we will be offering:

DDAL06-02 The Redemption of Kelvin

DDAL07-01 A City on the Edge, Part 2

DDAL07-02 Over the Edge, Part 2

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "E-DDAL" in this time slot. Registering on Warhorn helps us allocate GMs so the maximum number of players get their preferred adventure. Thank you. Pregenerated characters available, or bring your own previous Adventurer's League character. Beginners encouraged.

Beginners encouraged.

Warhorn website: <https://warhorn.net/events/council-of-five-nations-2017-dnd>

Adventurer's League website: <http://dndadventurersleague.org/start-here/playing/>

Pathfinder Society Modules - Pathfinder RPG

Event Code: E-PATH - \$ 2

Game Master: Pathfinder Society Modules - 30 Players - E10

Come join the Upstate New York Pathfinder Society Lodge for three days of action, intrigue, and adventure in the world of Golarion as we celebrate The Year of Factions Favor! And join us for the new Starfinder Society Organized Play Campaign, set thousands of years in Golarion's future! We will be running Pathfinder and Starfinder games all weekend. In this slot, we will be offering:

PFS 9-00 Assault on Absalom - Core Campaign (levels 1-11)

PFS 9-00 Assault on Absalom - (levels 1-4)

PFS 9-00 Assault on Absalom - (levels 3-6)

PFS 9-00 Assault on Absalom - (levels 5-8)

PFS 9-00 Assault on Absalom - (levels 7-11)

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "E-PATH" in this time slot. Players should bring Pathfinder Society or Starfinder Society legal characters, unless otherwise specified. Pregenerated characters will be available for new players. Beginners encouraged. Beginners encouraged.

Warhorn scenario module registration site: : <https://warhorn.net/events/council-of-five-nations-xl-pfs>

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

Board Games

Napoleonic Wars - Card Driven Wargame

Event Code: E-Board-1 - \$ 2

Game Master: Eric Alexopoulos - 5 Players - Teen14

The Napoleonic Wars, 1805 - 1815, brings you a fast-paced, tension-filled, card-driven wargame using a point-to-point movement system that pushes the envelope in a new direction for this pivotal period of history. Having a simple-to-learn strategic system and short rulebook, The Napoleonic Wars, can be played in an evening as the cards and Diplomatic Track make for tough decision-making in the face of everchanging enemy threats. Set in 1805 Europe, you must weigh the strategic dilemmas facing the two alliances in mortal conflict. Napoleon's France enjoys a superb army, central position, superior leadership, and a useful, if not powerful, ally in Spain. However, she faces three foes. Napoleon must beware of Britain's seapower and wealth, Austria's threatening position, and Russia's reinforcing hordes. In the wings, Prussia, Turkey, and Sweden teeter on the brink of war, begging inducements to join either side. Even lowly Denmark's fleet can upset the balance of power. When fleets or armies collide, battle-related cards may be played and then dice are rolled to resolve the battle and inflict casualties. Even the most brilliant maneuver faces the chance of floundering. So play The Napoleonic Wars now, and put the strategist in you to the test. Your options are only limited by your vision, a meddlesome enemy's cards, and the hand of fate. Beginners encouraged. Beginners encouraged. Beginners encouraged.

The Napoleonic Wars: <https://boardgamegeek.com/boardgame/3409/napoleonic-wars>

Scythe

Event Code: E-Board-2 - \$ 2

Game Master: Eric Paperman - 5 Players - Teen14

It is a time of unrest in 1920s Europa. The ashes from the first great war still darken the snow. The capitalistic city-state known simply as 'The Factory' which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries..... Beginners encouraged.

BGG: <https://boardgamegeek.com/boardgame/169786/scythe>

designer's web site: <http://stonemaiergames.com/games/scythe/>

Aladdin's Dragons

Event Code: E-Board-3 - \$ 2

Game Master: Jeannie Compter - 5 Players - E10

In ancient and long forgotten times heroes were lured to Eastern lands by tales of bountiful treasure and powerful magic. The treasure was found, not lying about, but in dangerous caves guarded by fierce dragons. Those strong enough to gather the dragon's treasures had to compete among themselves for privileges that would smooth the way to the Caliph's palace. On reaching the palace, the heroes found their way blocked by powerful guards. Here they could pass the guards only with the right influence or, failing that, generous bribes. Within the palace walls, the heroes bartered their hard won treasures for magical artifacts in a contest to see who could acquire the most artifacts and gain the praise of the Caliph. Beginners encouraged.

BGG Link: <https://www.boardgamegeek.com/boardgame/492/aladdins-dragons>

Quartermaster General - Quartermaster General

Event Code: E-Board-5 - \$ 0

Game Master: Ian Brody - 6 Players - Teen14

All of World War 2 in 90 minutes! Looking for experienced players if possible. We'll be playing with both expansions on the big carpet. Some knowledge of this rules system preferred.

Grigling Games site: <http://www.griglinggames.com/>

BGG Link: <https://boardgamegeek.com/boardgame/159473/quartermaster-general>

Power Grid

Event Code: E-Board-6 - \$ 2

Game Master: Brian Gass - 6 Players - E10

The objective of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities. Available Maps: USA/Germany (Original), Russia/Japan, or France/Italy. Players will get to choose. Beginners encouraged.

Board Game Geek: <https://www.boardgamegeek.com/boardgame/2651/power-grid>

BGG: France/Italy Map Page: <https://www.boardgamegeek.com/boardgameexpansion/19319/power-grid-franceitaly>

BGG: Russia/Japan Map Page:

<https://www.boardgamegeek.com/geeksearch.php?action=search&objecttype=boardgame&q=power%20grid%20russia%20japa>

Imperial Settlers

Event Code: E-Board-7 - \$ 2

Game Master: Troy Ferris - 5 Players - E10

Imperial Settlers is a card game that lets players lead one of the available factions and build empires by placing buildings, then sending workers to those buildings to acquire new resources and abilities. The game is played over five rounds during which players take various actions in order to explore new lands, build buildings, trade resources, conquer enemies, and thus score victory points. Beginners encouraged.

BGG Link: <https://www.boardgamegeek.com/boardgame/154203/imperial-settlers>

Mexican Train

Event Code: E-Board-8 - \$ 2

Game Master: Stacy Masucci - 5 Players - E10

Mexican Train is a game played with dominoes. The object of the game is for a player to play all the dominoes from his or her hand onto one or more "trains" emanating from the "station". Beginners encouraged.

Eldritch Horror

Event Code: E-Board-9 - \$ 2

Game Master: Rob Rodger - 6 Players - E10

Across the globe, ancient evil is stirring. Now, you and your trusted circle of colleagues must travel around the world, working against all odds to hold back the approaching horror. Foul monsters, brutal encounters, and obscure mysteries will take you to your limit and beyond. All the while, you and your fellow investigators must unravel the otherworldly mysteries scattered around the globe in order to push back the gathering mayhem that threatens to overwhelm humanity. The end draws near! Do you have the courage to prevent global destruction? Beginners encouraged.

Board Game Geek page: <https://boardgamegeek.com/boardgame/146021/eldritch-horror>

Fantasy Flight Game's Web Page: <https://www.fantasyflightgames.com/en/products/eldritch-horror/>

Rules PDF: https://images-cdn.fantasyflightgames.com/filer_public/c7/d6/c7d6cff6-7025-41f9-8538-bb0626feb4f4/eh01_rulebook.pdf

Fate of the Elder Gods

Event Code: E-Board-10 - \$ 2

Game Master: Michael Dixon - 4 Players - Teen14

Brand new by the designers of Arkham Horror! Cultists must deal with occult investigators while competing to be first to summon an ancient god, and herald the fall of mankind! Beginners encouraged.

BGG Link: <https://boardgamegeek.com/boardgame/198609/fate-elder-gods>

1830 Railways and Robber Barons: short bank

Event Code: E-Board-11 - \$ 2

Game Master: J. MIRANTI - 6 Players - Teen14

It is the dawn of the "Age of Railroading" in America. You're a wealthy investor and speculator betting that the new technology will revolutionize transport. Commerce will no longer depend on rutted roads and slow canals. Instead, it will ride the rails on swift, powerful "Iron Horses." 1830 is an acclaimed railroad investment and building game covering the years 1830 to present. You and your fellow players become the stockholders of America's first railroad corporations. Since the largest shareholder becomes president, you compete for control of the strongest firms. As president, generate revenue by building track and buying and operating trains-regardless of shareholders' needs. Meanwhile, you pay heed to the volatile stock market. You strive to invest in flourishing companies in order to earn healthy dividends. You try to buy stock in corporations that are rising in value, collect strong, and sell before the stock values drop. Beginners encouraged.

Boardgame Geek: <https://boardgamegeek.com/boardgame/421/1830-railways-robber-barons>

Rules: https://www.mayfairgames.com/files/supportfiles/mfg1830-rules-v1_0.pdf

Republic of Rome - Power Politics - Roman Theme

Event Code: E-Board-12 - \$ 2

Game Master: Steve Bachman - 6 Players - Teen14

A historical continuation picking up when Sword of Rome leaves off, Republic of Rome is a game that captures the feel of intrigue and power politics in the Roman Senate during the more than 250 years of the Republic. Starting at the beginning of the 1st Punic War (264 BC), each player controls a faction, comprised of members from the leading Senatorial families, attempting to increase their strength and influence to the point where it dominates the government. Opposing these self-serving goals are the needs of the State and external threats against it, represented by the game itself. The players and their factions must cooperate as needed to properly prosecute the many wars against Rome's hostile neighbors, as well as see to the contentment of the populace. Failure to do so will bring about the fall of Rome and the end of the Republic, and a loss for all players. Will defending your principles keep you out of the loop of power? Will a lack of conscience bring about the fall of Rome? Can you walk that fine line to victory while keeping the other factions from doing the same? We will be using Avalon Hill edition with the Living Rules v2.16 available at the BoardGameGeek link above (titled RoRRulebookV216.pdf). Players should familiarize themselves with the rules beforehand. The scenario played - Early, Middle, or Late Republic - will be determined by the GM based on the experience levels and preferences of the players in the game. Like Diplomacy, Republic of Rome is often cutthroat and may include backstabs and double-crosses - players are asked to leave their personal relations at the door to avoid damaging any real world relationships. Beginners encouraged.

Game entry on Board Game Geek: <http://www.boardgamegeek.com/game/1513>

Living Rules v2.16: <http://www.boardgamegeek.com/filepage/24013/rorrulebookv216pdf>

Exodus: Proxima Centauri (with Expansion)

Event Code: E-Board-13 - \$ 2

Game Master: Joseph Orlando - 6 Players - E10

In Exodus: Proxima Centauri, the six factions fight for dominance in an epic empire-building game, striving to build a new human empire on the ashes of the Centaurian civilization. Each player will build his own space fleet of customized ships and conquer new planets, fight the Centaurian Resistance and the other players, negotiate and vote for political decisions, research Centaurian technologies, and much more. Beginners encouraged.

Terraforming Mars

Event Code: E-Board-14 - \$ 2

Game Master: Mike Russman - 4 Players - E10

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things. Beginners encouraged.

Board Game Geek: <https://boardgamegeek.com/boardgame/167791/terraforming-mars>

TITAN

Event Code: E-Board-15 - \$ 2

Game Master: Mycroft Sowitzal - 12 Players - E10

This Monster Slugathon Fantasy Wargame still has a very devoted following, a tribute to its depth and various strategies. The game is divided into two realms, the masterboard and the battleboards. Legions of mythical creatures roam about the masterboard trying to recruit bigger and badder monsters and kill opposing legions in the process. When a combat occurs, the action moves to the corresponding terrain's battleboard where the fight takes place. Lots of dice are tossed, and the legion that wins is returned to the masterboard with the spoils of war: points. As the points increase, Titans become more powerful. But be careful, If a player's Titan dies, the player is out of the game. The last Titan standing is the winner of the game. Beginners encouraged.

BoardGameGeek: <http://www.boardgamegeek.com/boardgame/103/titan>

Arkham Horror

Event Code: E-Board-16 - \$ 2

Game Master: Matthew Chambers - 8 Players - E10

It seems like every year at this time one of the Great Old Ones tries to wake and destroy the world. Will you be the ones to stop it? Arkham Horror is a co-operative game of eldritch horror. Beginners welcome and rules taught. Beginners encouraged.

51 State - Master Set + Expansions

Event Code: E-Board-17 - \$2

Game Master: Arthur Wright - 5 Players – Teen14

In this game you are a faction in a post apocalyptic world organizing control of various groups for power. This game may run more than once in a 4 hour block. Will have 51st State Master set plus all expansions.

BGG Link: <https://boardgamegeek.com/boardgame/192458/51st-state-master-set>

You tube how to play link: <https://www.youtube.com/watch?v=tePeV10twKM&t=414s>

Society of Ultimate Evil Terror the Card Game and Hitstory 101: The POTUS Punch-Out

Event Code: E-Board-18 - \$ 2

Game Master: John Lemaire - 5 Players - E10

In S.U.E.T. the Card Game you play an Evil Genius competing to be the first to build a doomsday and blackmail the world. The first to do so wins the game and gains entry into the illustrious (??) organization. Beginners encouraged.

S.U.E.T the Card Game Website: www.suetthecardgame.com

S.U.E.T Facebook Page: <https://www.facebook.com/suetthecardgame>

Game Designers Web Site: www.thefirststall.com

Stop me if you've heard this one.... All of the former presidents of the United States walk into a bar.. Punch your way to victory as you manage a team of former Presidents in the bar brawl to end all bar brawls. See which President will be the last one standing in this unique board flipping game created by local game designer John LeMaire. Beginners encouraged.

First Stall Productions, LLC, Game Designers Website: www.thefirststall.com

First Stall Productions Facebook Page: <https://www.facebook.com/firststallproductions>

Miniatures

Pontarii Spectacle: Battle for the Bridge - Red Sand Blue Sky

Event Code: E-Minis-1 - \$ 2

Game Master: Peter Huston - 8 Players - Teen14

At the height of Imperial Rome, the rich and powerful would vie for prestige and influence by holding lavish gladiatorial battles to awe and impress the crowds. And when they did slaves would fight and die These were the Roman Gladiatorial Games, arguably the cruelest spectator sport in history.

This game will feature a match between Retarius (pl. Retarii), lightly armored gladiators armed with a net and trident, fighting against Secutor (pl Secutores), a more heavily armored gladiator with a shield, sword, and helmet and special training to fight against the feared net and trident men.

In the center of the arena shall be a Pontarii, a bridge, which the retarii shall defend against the secutores who seek to take it. From the top of the bridge, the retarii may defend by using their trident, hurling or casting their net, or throwing stones that have been piled there for this purpose.

The victors shall attain the Rudis, the wooden sword that symbolizes that they have now earned their freedom and are slave no longer, while the loser shall be killed for the entertainment of the spectators, unless of course they die in battle. Beginners encouraged.

YouTube Video: Retarii vs Sucutores on the Pontarii: <https://www.youtube.com/watch?v=BcZ73uaLACQ>

YouTube Video: Retarii vs Sucutores #2: <https://www.youtube.com/watch?v=KY2QwsnhDEo>

Roman stone carving: Retarii vs Sucutores:

https://www.researchgate.net/profile/Alfonso_Manas/publication/304339108/figure/fig30/AS:377896041500674@1467108845447/Figure-31-Pontarii-Retarius-against-two-secutores-The-secutor-on-the-right-has-seized.jpg

Mobile Soldier 0079--The Mecha Combat in the World of Gundam - Mobile Soldier in Action (modified)

Event Code: E-Minis-2 - \$ 2

Game Master: Bill Ashbaugh - 12 Players - E10

Jump in your 60 foot high mobile suit and fight one of the battles of the One Year War in the world of First Gundam! Pilot as the dastardly Zeon invaders/liberators or the heroic Federation defenders/oppressors, or perhaps you have your own agenda like Char Aznable. The rules will be a modified version of Mobile Soldier 1.1 rules used the past few years, but requires less dice rolled at once for attacks and less defense to roll and to record on your suit display. All needed to play will be provided except your imagination. Beginners encouraged.

BGG page: <https://boardgamegeek.com/boardgame/42398/mobile-soldier-action>

30 September, 1917 - Wings of Glory

Event Code: E-Minis-3 - \$ 2

Game Master: Peter Landry - 12 Players - Teen14

100 years ago on this day the Germans flew a bombing mission aimed at striking London. Some turned back, some were diverted to secondary targets, some were chased away but 4 made it to drop their bombs on London. Fly a bomber with evil intent to destroy London or fly a motley assortment of Home Defense aircraft defending Old Blighty. Beginners encouraged.

Night Moves (Pre-Dawn Moves?) - Battlefront WWII (modified)

Event Code: E-Minis-4 - \$ 2

Game Master: Austin Hogan - 4 Players - E10

1943 Eastern Front Wehrmacht ad hoc recon group vs Russian emplacements, with concealed movement and Night to Dawn spotting; each turn representing an hour. There are different victory conditions for each side, so the explanations of objectives are given at the table. The German players must be aggressive while the Russian players must be cautious until the time to strike has arrived. Beginners encouraged.

Silent Death - In space no one can hear you scream - Silent Death

Event Code: E-Minis-5 - \$ 2

Game Master: Stephen Watts 10 Players E10

1988 Iron crown enterprises two sided space battle. Everything is provided. Beginners welcome. Event will be scaled based on the number of players Beginners encouraged.

Brawl for Hanghai - Home Crafted

Event Code: E-Minis-6 \$ 2

Game Master: Mike Paine - 9 Players - E10

It's 1920s Hanghai China United States and British Marines stand guard in Hanghai, protecting the International Settlement in the city. Marines remained posted through the outbreak of hostilities guarding against the various warlord armies that roamed the city and later the Japanese. Can you protect the city or will you take it for your own? Beginners encouraged.

Squadron Strike: Star Fleet - The Sphere of Death! - Squadron Strike

Event Code: E-Minis-7 - \$ 0

Game Master: Ken Burnside - 8 Players - E10

You've played SFB, you know the Tourney Cruisers. You've played the Circle of Death scenario, before it got banned... What happens when a Circle of Death is moved into 3D? It becomes a sphere... Come play the Squadron Strike Sphere of Death, using the SS adaptation of some of the SFU TCs. You have a target. Someone else is targeting you. When you destroy your target, you inherit theirs. Only shots done to your target, or to people targeting you, score damage! We will be using the AVID Assistant to streamline game play. Please bring your web-enabled smart phone or tablet if you have one. Beginners strongly encouraged.

Squadron Strike - Designers Page: <http://www.adastragames.com/squadron-strike/>

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

Squadron Strike - Board Game Geek: <https://boardgamegeek.com/boardgame/36903/squadron-strike>

Sunday Morning: 9am – 1pm (Slot F)

Role-Play Games

Curse of Xanathon Part 2 - D&D B/X

Event Code: F-RPG-1 - \$ 2

Game Master: James Reilly - 7 Players - E10

Something is rotten in Rhoona. When the grotesque god, Cretia, casts his ugly shadow over the town, strange things start happening. Duke Stephen vanishes, dwarves are outlawed, taxes must be paid in beer. The entire town is in an uproar. You and your party are Rhoona's only hope. Pregens provided (level 5-7) Beginners encouraged.

Dungeons and Donuts - AD+D (mostly)

Event Code: F-RPG-2 - \$ 2

Game Master: John McGovern - 6 Players - Teen14

A grand adventuring party entered the dungeon. Unfortunately, they also met their fate in the dungeon. A horrible mistake by the wizard's apprentice in labeling his spell components has left everyone important dead or in another plane. You are the hirelings left behind. Can you escape the dungeon now that the actual heroes have shuffled their mortal coil? Come die in unusual ways (unless you amuse the GM) in this adventure inspired by Nodwick, a mound of dead bards, Perf, and a half watched Youtube of the Hickman Breakfast. (Sense of humor necessary. Characters may almost certainly die but players will not be eliminated.) Beginners encouraged.

Egg Hunt (or Murder Hobos, Inc.) - 5E Dungeons and Dragons

Event Code: F-RPG-3 - \$ 2

Game Master: Dan Masucci - 6 Players - Mature18

The corrupt Lord Cockswayne Longworth catches wind of something valuable that has arrived in the city. He doesn't know what it is, but he knows that he wants it. Longworth hires a group of unscrupulous villains to find out what it is, where it went, and to bring it to him. He's willing to pay handsomely wants assurances that there will be no witnesses left behind. Bring an EVIL Level 1 character that has no problem doing the dirty work of a wicked noble. Player's Handbook, Character, villainous miniature, dice, and pencil. Some knowledge of this rules system preferred.

Crypt of the Scarlet Wolf pt 3 - 5E D&D (OSR Dungeon Crawl with new school rules)

Event Code: F-RPG-4 - \$ 2

Game Master: John Howard - 8 Players - Teen14

The foul sorceries of Kathel Nightclaw are now only legend among the few remaining families of the Hill Islands, as are the deeds of the Hill Island Inquisitors who destroyed the Nightclaw clan. Only Kathel's son, known as the Scarlet Wolf, survived the eradication of the clan. He led a powerful team of mercenaries for nearly a decade and amassed great power and wealth before meeting a violent death. Now, the halfling sage Estin Tallwood has discovered a tattered map and seeks adventurers to find the Crypt of the Scarlet Wolf. Part 1: The ancient crypt of the Scarlet Wolf is not likely to be a mere tomb. It was constructed deep inside another subterranean fortification, the now abandoned Dwarven stronghold Hadramkanth, now populated by who knows what beastly denizens, which first must be penetrated and the secret entrance to the crypt found. (Standalone adventure for level 3 characters) Part 2: Within his crypt, the mercenary known as the Scarlet Wolf is likely guarded by the evil magics of his sorceress mother, Kathel Nightclaw, but the risk will surely be worth it, for hopefully it holds not only a great treasure, but the key to finding the secret hoard of the Nightclaw Clan. (Standalone adventure for level 5 characters) Part 3: Clues found in the crypt of the Scarlet Wolf lead the adventurers to where they hope to find the secret hoard of Kathel Nightclaw, a once powerful and evil Sorceress. What surprises await those who seek such a mighty treasure? (Standalone adventure for level 8 characters) I'll have pregens and minis available. This will be a pretty deadly trio of dungeons. I'd love for players to make their own characters if there's a way I can preapprove them beforehand (and not waste game time). Everything will be 5E RAW. Some knowledge of this rules system preferred.

D&D Adventurer's League - Dungeons and Dragons 5th Ed

Event Code: F-DDAL - \$ 2

Game Master: D&D Adventurer's League - 14 Players - E10

Enter a world of swords and sorcery, mystery and magic! The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons. You can create a character and bring that character to games anywhere D&D Adventurer's League is supported - at stores and conventions worldwide, online, or at home! We will be featuring many new modules. If you were not able to attend GenCon, this is one of your first opportunities to try those the new adventures. In this slot, we will be offering:

DDAL07-01 A City on the Edge, Part 1

DDAL07-02 Over the Edge, Part 1

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "F-DDAL" in this time slot. Registering on Warhorn helps us allocate GMs so the maximum number of players get their preferred adventure. Thank you. Pregenerated characters available, or bring your own previous Adventurer's League character. Beginners encouraged. Beginners encouraged.

Warhorn website: <https://warhorn.net/events/council-of-five-nations-2017-dnd>

Adventurer's League website: <http://dndadventurersleague.org/start-here/playing/>

Pathfinder Society Modules - Pathfinder RPG

Event Code: F-PATH - \$ 2

Game Master: Pathfinder Society Modules - 30 Players - E10

Come join the Upstate New York Pathfinder Society Lodge for three days of action, intrigue, and adventure in the world of Golarion as we celebrate The Year of Factions Favor! And join us for the new Starfinder Society Organized Play Campaign, set thousands of years in Golarion's future! We will be running Pathfinder and Starfinder games all weekend. In this slot, we will be offering:

PFS 5-19 The Horn of Aroden

PFS 8-07 From the Tome of Righteous Repose

PFS 8-20 Torrent's Last Will

PFS 9-01 The Cost of Enlightenment

SFS 1-03 Yesteryear's Truth

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "F-PATH" in this time slot. Players should bring Pathfinder Society or Starfinder Society legal characters, unless otherwise specified. Pregenerated characters will be available for new players. Beginners encouraged. Beginners encouraged.

Warhorn scenario module registration site: : <https://warhorn.net/events/council-of-five-nations-xl-pfs>

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

Board Games

Nevermore/Specters of Nevermore expansion

Event Code: F-Board-1 - \$ 2

Game Master: Jim Dunaway - 5 Players - E10

Nevermore: Pass with care... Many are the paths to power: brute force, subtle deception, cunning trickery. You hold the cards...but you can't keep them all. What will you decide to collect for personal gain? And what are you willing to give up in order to destroy? The Ravens are gathering, many of whom used to be rivals. Will you rise to power or simply be...nevermore. Nevermore is a casual-style, card-drafting game in which you quickly build your hand each round, collecting cards you want and poisoning your opponent's hand by passing along cards you think they can't use. Whoever holds the most of a given suit, gains the power of that suit to attack, heal, acquire Light or Shadow magicks and score victory points. Will you transform all your rivals into ravens or can they regain their human form in time to score enough victory to win? Specters of Nevermore expansion: Summon the Never Were. The lure of untold mystic power consumes you. Delving ever deeper into your fascination with Plutonian shores, you have summoned into service the eerie and powerful specters of Poe's gothic horror characters. Armed with the powers of the "Never Were", you intend to reign supreme, forevermore. Specters of Nevermore, an expansion for the casual card-drafting game Nevermore, introduces twelve unique player characters based on the literary characters in Poe's works: Dr. Tarr and Prof. Fether, The Imp of the Perverse, Dupin, Lenore and more. Each offers cool abilities for players, one for their human form and a second for their raven form, should they be turned into such. Characters are chosen in a draft, allowing players to select a character best suited to their play style. Beginners encouraged.

Nevermore Board Game Geek page: <https://boardgamegeek.com/boardgame/173047/nevermore>

Specters of Nevermore expansion Board Game Geek page:

<https://boardgamegeek.com/boardgameexpansion/197962/specters-nevermore>

Firefly

Firefly: The Game

Event Code: F-Board-2 - \$ 2

Game Master: David Bostwick -4 Players - Teen14

Firefly with all expansions. Beginners encouraged.

Board Game Geek entry: <https://boardgamegeek.com/boardgame/138161/firefly-game>

Star wars Imperial Assault

Event Code: F-Board-3 - \$ 2

Game Master: Michael Rector - 5 Players - Teen14

Imperial Assault puts you in the midst of the Galactic Civil War between the Rebel Alliance and the Galactic Empire after the destruction of the Death Star over Yavin 4. In this game, you and your friends can participate in two separate games. The campaign game pits the limitless troops and resources of the Galactic Empire against a crack team of elite Rebel operatives as they strive to break the Empire's hold on the galaxy, while the skirmish game invites you and a friend to muster strike teams and battle head-to-head over conflicting objectives.

Beginners encouraged.

Board game geek: <https://boardgamegeek.com/boardgame/164153/star-wars-imperial-assault>

Kodama/Lotus

Event Code: F-Board-4 - \$ 2

Game Master: Kathy Moon - 4 Players - E10

Relax with a pair of games about growing trees and flowers, under an hour each. Beginners encouraged.

Hyperborea

Event Code: F-Board-5 - \$ 2

Game Master: Eric Paperman - 6 Players - Teen14

Set in a mythical land of the same name, Hyperborea is a light civilization game for 2 to 6 players that takes 20-25 minutes per player. The game begins at the time when the magic barrier protecting access to the mythical continent of Hyperborea suddenly falls. The game's main mechanism, which can be described as "bag-building", involves you building a pool of "civilicubes". Each cube represents specializations for your kingdom: war, trade, movement, building, knowledge, growth. Grey cubes represent corruption and waste, and players will acquire them by developing new technologies. Each turn, players draw three random cubes from their bags, then use them to activate knowledge (technologies) they own. Beginners encouraged.

BGG: <http://boardgamegeek.com/boardgame/119788/hyperborea>

Lords of Waterdeep

Event Code: F-Board-6 - \$ 2

Game Master: Ben Ossenfort - 5 Players - E10

Join me as I manage my Sunday morning hangover and play some Lords of Water Deep - will be using the Skull Port expansion because it's lame without it. Bring a good sense of humor - no hyper competitive gamers allowed - there is no prize for winning.... Some knowledge of this rules system preferred.

Here I Stand - Card Driven boardgame

Event Code: F-Board-7 - \$ 2

Game Master: Paul McCarthy - 6 Players - Teen14

Wars of the Reformation. England, France, Ottomans and Hapsburgs compete for political control while Pope and Lutheran vie for religious followers. We will start at turn 1 and try to play the entire 9 turn game. Beginners encouraged.

Founding Fathers

Event Code: F-Board-8 - \$ 2

Game Master: Christopher Roos - 6 Players - Teen14

Each player controls a group of Founding Fathers and the group is responsible for guiding the United States from it's infancy through the outbreak of the Civil War. However, this is not a cooperative affair as you will need to exercise diplomacy, deal making, cajoling and outright lying to ensure that your Statesmen accumulate the lions share of the credit for the countries success. This game is a descendant of Republic of Rome with a simpler rule set designed to fit the time period of the game. The game is broken into 3 eras and the game will start in Era A with Washington as the President. The length of the game is highly dependent on the pace of play and we can modify the game end based on players schedules. Beginners are encouraged and will be taught. Beginners encouraged.

Board Game Geek Page: <https://boardgamegeek.com/boardgame/35423/founding-fathers>

Rule Book: <https://drive.google.com/file/d/0B5BuAdeWY42FQ1lxZEEtN2Y3a0E/view>

Rules Files and FAQ: <https://groups.yahoo.com/neo/groups/FoundingFathersGame/files>

Concordia

Event Code: F-Board-9 - \$ 2

Game Master: Michael Dixon - 5 Players - Teen14

Highly rated on BGG, Concordia is a peaceful strategy game. Players travel the Empire, building cities and producing the goods that make Rome great. Beginners encouraged.

BGG Link: <https://boardgamegeek.com/boardgame/124361/concordia>

Society of Ultimate Evil Terror the Card Game and Hitstory 101: The POTUS Punch-Out

Event Code: F-Board-11 - \$ 2

Game Master: John Lemaire - 5 Players - E10

In S.U.E.T. the Card Game you play an Evil Genius competing to be the first to build a doomsday and blackmail the world. The first to do so wins the game and gains entry into the illustrious (??) organization. Beginners encouraged.

S.U.E.T the Card Game Website: www.suetthecardgame.com

S.U.E.T Facebook Page: <https://www.facebook.com/suetthecardgame>

Game Designers Web Site: www.thefirststall.com

Stop me if you've heard this one.... All of the former presidents of the United States walk into a bar.. Punch your way to victory as you manage a team of former Presidents in the bar brawl to end all bar brawls. See which President will be the last one standing in this unique board flipping game created by local game designer John LeMaire. Beginners encouraged.

First Stall Productions, LLC, Game Designers Website: www.thefirststall.com

First Stall Productions Facebook Page: <https://www.facebook.com/firststallproductions>

Terraforming Mars

Event Code: F-Board-12 - \$ 2

Game Master: Bill Dickerson - 5 Players - Teen14

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things. Beginners encouraged.

BG Link: <https://boardgamegeek.com/boardgame/167791/terraforming-mars>

Star Wars Rebellion

Event Code: F-Board-13 - \$ 2

Game Master: Chuck Davis - 4 Players - E10

Experience the Galactic Civil War like never before. In Rebellion, you control the entire Galactic Empire or the fledgling Rebel Alliance. You must command starships, account for troop movements, and rally systems to your cause. Given the differences between the Empire and Rebel Alliance, each side has different win conditions, and you'll need to adjust your play style depending on who you represent. Beginners encouraged.

Board game geek link: <https://boardgamegeek.com/boardgame/187645/star-wars-rebellion>

Fortress America

Event Code: F-Board-14 - \$ 2

Game Master: Mike Russman - 3 Players - E10

Fortress America, originally part of Milton Bradley's Gamemaster series, 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. Beginners encouraged.

Board Game Geek: <https://boardgamegeek.com/boardgame/99/fortress-america>

Axis & Allies: 50th Anniversary Edition

Event Code: F-Board-15 - \$ 2

Game Master: Ben Bunday - 6 Players - Teen14

Come re-fight WWII in Axis & Allies 50th Anniversary edition, which is what most consider to be the best version of this venerable game series. We will play the 1941 setup. PLEASE NOTE: this is a two-session game, although if players only want to play 1 session, the game can continue as long as 2 players remain (one nice feature of A&A). Some knowledge of this rules system preferred. Beginners encouraged.

Axis & Allies: 50th Anniversary Edition - Board Game Geek:

<https://boardgamegeek.com/boardgame/35052/axis-allies-anniversary-edition>

Publisher's Page: <http://www.wizards.com/default.asp?x=ah/prod/axisanniv>

Rules: http://www.wizards.com/AvalonHill/rules/AxAl-AnEd_Rules.pdf

Kids Games

Event Code: F-Board-16 - \$ 2

Game Master: Chris Kelly - 5 Players – Child - Kids

The Kelly Clan will be bringing the usual assortment of board and card games. Beginners encouraged.

Card Game 2-Fer - Diamonds / 6 Nimmt

Event Code: F-Board-17 - \$ 2

Game Master: Jeannie Compter- 6 Players - E10

Two fast playing Card Games in this slot! First is Diamonds: A trick-taking game where sometimes it's better to NOT follow suit if you can. Part of Double Exposure's Envoy Program. Then there's 6 Nimmt, which has 2-6 players collecting cards and trying gain the fewest points possible. Beginners encouraged.

BGG Link to : <https://www.boardgamegeek.com/boardgame/152162/diamonds>

BGG Link to 6 Nimmt: <https://www.boardgamegeek.com/boardgame/432/6-nimmt>

Miniatures

Return of the Hanghai Dragon - Home Crafted

Event Code: F-Minis-1 - \$ 2

Game Master: Mike Paine - 9 Players - E10

Return of the Hanghai Dragon 28mm 1920's China pulp Don't miss thrill after thrill of blazing action as you and your companions try to amass a fortune in silver and artifacts before the Hanghai Dragon reanimates. Excitement and adventure await you! Kids are welcome and adults that can play like kids are welcome too. Beginners encouraged.

Commodore Rogers' Cruise - June 1812 - Form on the Admiral's Wake

Event Code: F-Minis-2 - \$ 2

Game Master: Robert Mulligan Jr. - 10 Players - E10

The US Navy sailed out into the Atlantic, from New York City, intending to intercept the Jamaica convoy. Silver Dollars and Golden Crucifixes ... Since the Royal Navy was unaware that the war had started, what could go wrong? Rules are "Form on the Admiral's Wake" by Brian DeWitt. Easy to learn and quick to play, they give a surprisingly realistic period outcome. Beginners encouraged.

Epic Minigeddon - NetEA: a fan-maintained version of GW's Epic Armageddon

Event Code: F-Minis-3 - \$ 2

Game Master: James Damour - 4 Players - E10

Learn to play Epic Armageddon (a game of mass combat set in the Warhammer 40,000 universe) using scaled down battles on half a table. I'll be using the NetEA rules, as modified by the Minigeddon rules. Beginners are not only welcome, they are **STRONGLY** encouraged to attend. I will not only explain the rules, but identify some winning tactics, provide the terrain your army will battle over, and supply a variety of painted armies to you to select from. Experienced players can bring their own 1000 point army based on the NetEA lists, with the Minigeddon restrictions and changes. I have a Badmoonz Ork Warband, An Evilsunz Ork Warband that went Feral, an Armageddon Steel Legion with Titan support, a Minervan Tank Legion, a battleforce from an Eldar Craftworld, the shattered remnants of a Tyranid Swarm, and two different Space Marine chapters. Email me at SWA.Epic.Fan /at/ gmail.com to reserve an army for a slot! Beginners encouraged. Beginners encouraged.

What is NetEA (Net Epic Armageddon)?: <http://www.net-armageddon.org/>

NetEA Tournament Pack (including army lists): <http://www.tp.net-armageddon.org/>

Minigeddon changes to NetEA rules: <https://sites.google.com/site/epicarmageddonlondon/minigeddon>

Star Wars X-Wing Miniatures - Phoenix Squadron Strikes! - X-Wing Miniatures

Event Code: F-Minis-4 - \$ 2

Game Master: Christopher Tosh - 4 Players - Teen14

The Ghost and Phoenix Squadron attack the Empire's forces. Will the rebels prevail? Beginners encouraged.

Boardgame Geek Page: <https://boardgamegeek.com/boardgame/103885/star-wars-x-wing-miniatures-game>

Squadron Strike: Traveller -- The Battle of Colcis IV - Squadron Strike

Event Code: F-Minis-5 - \$ 0

Game Master: Ken Burnside - 8 Players - E10

In the latter phases of the Fifth Frontier War, as the Zhodani push towards Regina was blunted and the Imperial forces pushed back, there were several smaller actions, and objectives of opportunity. Cholcis Station was one of these, where the Zhodani expected support from the Aslan feir...who may have cut their own deal with the Imperials in sector 268. Traveller Space Combat, in 3D, with the added twist of uncertain allies! We will be using the AVID Assistant to streamline game play. Please bring your web-enabled smart phone or tablet if you have one. Beginners strongly encouraged.

Squadron Strike - Designers Page: <http://www.adastragames.com/squadron-strike/>

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

Squadron Strike - Board Game Geek: <https://boardgamegeek.com/boardgame/36903/squadron-strike>

Sunday Afternoon: 3pm – 7pm+ (Slot G)

Role-Play Games

Runequest! Defeat the chaos beneath Sun County - Runequest III

Event Code: G-RPG-1 - \$ 2

Game Master: Andy Cowley - 6 Players - Teen14

Come and join me in the lands of Sun County. A mere two days ride south of Pavis in the River of Cradles valley. Find your fortune or find your doom fighting chaos that lurks beneath the ground. Come Sun Domer, come young storm bull warrior, come Lunar explorer. Adventure awaits! Players should bring pencil, eraser, note pad and dice. Beginners encouraged.

Arkham Vacation - Cathulhu - Call of Cthulhu for Paws and Claws

Event Code: G-RPG-2 - \$ 2

Game Master: Karen Seiz - 6 Players - E10

The Cats of Arkham have been working hard, saving ComfyLap, returning Stringman, aiding Yiths, foiling Nyarlathotep....surely they deserve some downtime, rest and relaxation...time to smell the catnip....a vacation....in Arkham..... pens / pencils, dice, sense of humor and playfulness. Beginners encouraged.

D&D Adventurer's League - Dungeons and Dragons 5th Ed

Event Code: G-DDAL - \$ 2

Game Master: D&D Adventurer's League - 14 Players - E10

Enter a world of swords and sorcery, mystery and magic! The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons. You can create a character and bring that character to games anywhere D&D Adventurer's League is supported - at stores and conventions worldwide, online, or at home! We will be featuring many new modules. If you were not able to attend GenCon, this is one of your first opportunities to try those the new adventures. In this slot, we will be offering:

DDAL07-01 A City on the Edge, Part 2

DDAL07-02 Over the Edge, Part 2

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "G-DDAL" in this time slot. Registering on Warhorn helps us allocate GMs so the maximum number of players get their preferred adventure. Thank you. Pregenerated characters available, or bring your own previous Adventurer's League character. Beginners encouraged.

Warhorn website: <https://warhorn.net/events/council-of-five-nations-2017-dnd>

Adventurer's League website: <http://dndadventurersleague.org/start-here/playing/>

Pathfinder Society Modules - Pathfinder RPG

Event Code: G-PATH - \$ 2

Game Master: Pathfinder Society Modules - 30 Players - E10

Come join the Upstate New York Pathfinder Society Lodge for three days of action, intrigue, and adventure in the world of Golarion as we celebrate The Year of Factions Favor! And join us for the new Starfinder Society Organized Play Campaign, set thousands of years in Golarion's future! We will be running Pathfinder and Starfinder games all weekend. In this slot, we will be offering:

PFS 5-21 The Merchant's Wake

PFS 8-15 Hrethnar's Throne

PFS 8-22 Wrath of the Fleshwarped Queen

PFS 8-23 Graves of Crytalmaw Pass

SFS 1-00 Claim to Salvation

Please use the Warhorn link below to reserve a spot in the module of your choice for this time slot. You will still want to pre-register with the SWA for event "G-PATH" in this time slot. Players should bring Pathfinder Society or Starfinder Society legal characters, unless otherwise specified. Pregenerated characters will be available for new players. Beginners encouraged. Beginners encouraged.

Warhorn scenario module registration site: : <https://warhorn.net/events/council-of-five-nations-xl-pfs>

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

Board Games

Pyramid Arcade - Looney Labs Pyramids

Event Code: G-Board-1 - \$ 2

Game Master: Kathy Moon - 6 Players - E10

The Pyramid Arcade box is twenty-two games in one, each featuring colorful stacking pyramid-shaped pieces! We'll play as many as there's interest in and time for. Beginners encouraged.

Imhotep (with expansions)

Event Code: G-Board-2 - \$ 2

Game Master: Robin Toll - 4 Players - E10

In Imhotep, the players become builders in Egypt who want to emulate the first and best-known architect there, namely Imhotep. Over six rounds, they move wooden stones by boat to create five seminal monuments, and on a turn, a player chooses one of four actions: Procure new stones, load stones on a boat, bring a boat to a monument, or play an action card. While this sounds easy, naturally the other players constantly thwart your building plans by carrying out plans of their own. Only those with the best timing, and the stones to back up their plans, will prove to be Egypt's best builder. Beginners encouraged.

BoardGameGeek:

<https://boardgamegeek.com/geeksearch.php?action=search&objecttype=boardgame&q=imhotep>

Publisher: <http://www.thamesandkosmos.com/index.php/product/category/games/imhotep>

New Angeles

Event Code: G-Board-3 - \$ 2

Game Master: Rob Rodger - 6 Players - E10

The largest, richest, and most diverse city on Earth, New Angeles is home to the Space Elevator that rises along its buckyweave tether and connects us to Luna and its invaluable Helium-3 deposits. It is here, in New Angeles, that you'll find the global headquarters for the worlds' most powerful megacorps: Haas-Bioroid, Globalsec, Jinteki, Melange Mining, NBN, and the Weyland Consortium. And it is here, in this shining beacon of human achievement and advancement, that these powerful megacorps enjoy a uniquely fertile breeding ground for their projects and their rivalries. In New Angeles, you gain control of one of these megacorporations, then you use your wealth and influence to create more wealth and more influence. To do this, you cut deals and forge temporary alliances. You leverage your credits and assets to gain financial superiority over your corporate rivals. All the while, you also need to keep an eye toward the masses, striking deals with the other corps as necessary in order to keep a lid on crime, disease, and unrest. If you want to maximize your profit, you need to keep New Angeles open for business! Beginners encouraged.

Board Game Geek page: <https://boardgamegeek.com/boardgame/205716/new-angeles>

Fantasy Flight Game's Web Page: <https://www.fantasyflightgames.com/en/new-angeles/>

Learn to Play PDF: https://images-cdn.fantasyflightgames.com/filer_public/ae/bb/aebb1411-1b59-4bb2-a5c3-142e313a972b/ad03_rulebookcompressed.pdf

Time of Crisis - Deckbuilding Wargame - Roman Theme

Event Code: G-Board-4 - \$ 2

Game Master: Steve Bachman - 4 Players - Teen14

A historical follow up to Republic of Rome, in Time of Crisis players take the reins of Roman dynasties, gathering and wielding influence among the senate, military, and people of Rome to ensure that their legacies are remembered by history instead of being lost to the mists of time. Starting from control of one province and a few low-value cards, you are challenged to establish your base of power during this fragile period of Roman history. You must build your armies, take control of valuable provinces, develop your support, and defend yourself against barbarian incursions, inopportune events, and the machinations of your political opponents. Beginners encouraged.

Isle of Skye

Event Code: G-Board-5 - \$ 2

Game Master: Michael Thomas - 4 Players - E10

A tile-laying game in which, 2-5 players are chieftains of famous clans and want to build their kingdoms to score as many points as possible. Beginners encouraged.

BGG Link: <https://boardgamegeek.com/boardgame/176494/isle-skye-chieftain-king>

Circus Maximus

Event Code: G-Board-6 - \$ 2

Game Master: Vincent Romeo - 12 Players – Teen14

Violent and bloody, Circus Maximus details the chariot races that occurred in ancient Rome. Beginners encouraged.

Board Game Geek: <https://boardgamegeek.com/boardgame/244/circus-maximus>

Star Wars: Rebellion

Event Code: G-Board-7 - \$ 2

Game Master: Mike Russman - 3 Players - E10

In Rebellion, you control the entire Galactic Empire or the fledgling Rebel Alliance. You must command starships, account for troop movements, and rally systems to your cause. Given the differences between the Empire and Rebel Alliance, each side has different win conditions, and you'll need to adjust your play style depending on who you represent. Beginners encouraged.

Board Game Geek: <https://boardgamegeek.com/boardgame/187645/star-wars-rebellion>

Miniatures

Boxer Rebellion 15mm - The Men Who Would Be Kings

Event Code: G-Minis-1 - \$ 2

Game Master: Peter Huston - 5 Players - Teen14

It is 1900 and the nation of China is in chaos! A fanatical, anti-foreign, anti-Christian secret society called the Boxers seeks to drive out foreign influence from their land. Missionaries, diplomats, Christian converts, and others are in danger and being slaughtered by the group.

In response, several nations of Europe, as well as the Americans and Japanese, have sent troops to put down the uprising and ensure the safety of their citizens. While all seeking to put down the uprising, they also at times, vied with each other to achieve their goals and did not cooperate well (although outright military conflict between the allies did not take place.) The arrival of foreign troops has been resisted by regular Chinese military forces.

Players shall each take on a military force from either Great Britain, the USA, Japan, Russia, or France. Each force will consist of a general, two infantry units, a cavalry unit, and an artillery unit. They will seek to put down the Chinese forces while striving to obtain their own victory conditions as they enter Chinese controlled territory. Along the way they will encounter Boxers and other Chinese forces. Beginners encouraged.

The Men Who Would be Kings - Osprey Publishing: <https://ospreypublishing.com/the-men-who-would-be-kings>

Night City Lockdown - Homebrew Cyberpunk

Event Code: G-Minis-2 - \$ 2

Game Master: David Cuatt - 6 Players

E10

Takeda Corporation wants to expand into a rundown neighborhood that the Heretics street gang currently controls. This dispute can only be resolved through firepower, a lot of it. 28mm figures, a table full of professionally made urban terrain and easy to learn rules. Beginners encouraged.

Multiple Fluxx

Event Code: G-Card-1 - \$ 2

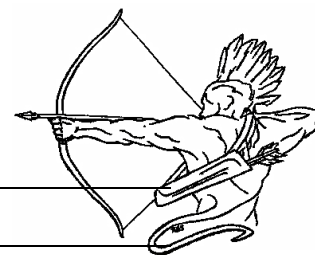
Game Master: Shana Horn - 20 Players - E10

Playing multiple Fluxx decks, winner decides, including at least Cthulhu, Zombie, and Firefly. Depending upon the number of players we may have multiple games going at once. free to come and join at any time. Beginners encouraged.

The Main Web Site: <http://www.fluxxgames.com/#fluxx5>

Council of Five Nations XL

Pre-Registration Form



Name: _____

Address: _____

City / State / ZIP: _____

Phone Number: (_____) _____

Email: _____

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

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 start running game at future SWA events. Please add me to the GM contact list.

Event Choices (please use event codes)

Time Slot	First Choice	2nd Choice	3rd Choice
(A) Fri 2pm-6pm	_____	_____	_____
(B) Fri 7pm-11pm+	_____	_____	_____
(C) Sat 9am-1pm	_____	_____	_____
(D) Sat 2pm-6pm	_____	_____	_____
(E) Sat 7pm-11pm+	_____	_____	_____
(F) Sun 9am-1pm	_____	_____	_____
(G) Sun 3pm-7pm+	_____	_____	_____

Payment Enclosed

All payments must be In U.S. funds. Please make out checks to "Schenectady Wargamers Association". Please do not send cash in the mail.

Entire Weekend: (\$30) Standard (\$15) Full-Time Student (Free) Age 9 or less
 Or...

Friday Only: (\$12) Standard (\$6) Full-Time Student (Free) Age 9 or less

Saturday Only: (\$17) Standard (\$9) Full-Time Student (Free) Age 9 or less

Sunday Only: (\$12) Standard (\$6) Full-Time Student (Free) Age 9 or less

 Or...

Game Master: I am running an event appearing in this booklet (Free - pay only for your individual events)

PLUS: Total Enclosed for individual event fees: \$ _____

Total Enclosed: \$ _____

Please send your pre-registrations to:
 Council of Five Nations XXXIX
 c/o Eric Paperman
 1291 Windemere Ct
 Schenectady, NY 12309