

NUKE-CON 2023



POWER TO THE MEEPLE!

SEPTEMBER 22-24, 2023

I'd like to welcome back returning attendees and new alike.

I'll admit, this year appears to have flown by. It just doesn't feel like a whole year has passed since we walked out of the Mid-America Center last September. Regardless, the staff, our volunteers, GMs, guests of honor, vendors, and exhibitors are here to make another memorable weekend.

To all of you, I say thank you. Everyone, enjoy your weekend of games.

Josh Stortz
Nuke-Con 2023 Convention Coordinator

General Convention Rules 2023

Nuke-Con attendees are overwhelmingly well-mannered people bent only on enjoying the weekend. Over the years, however, we have learned that clear expectations create better events. With that in mind, anyone who attends, volunteers, or exhibits agrees to the following policies and rules.

- Nuke-Con attendees must wear their convention badges in a visible place to participate in any convention activities. A damaged badge may be exchanged for a new one for a \$1.00 fee. Lost badges cannot be replaced; the participant must re-register at the on-site price.
- Because we are in a public place, we ask convention participants to be considerate of those around them and refrain from using inappropriate language.
- Alcohol and weapons are not permitted in the convention areas.
- Smoking is not allowed in any convention area. Violators will be asked to leave.
- Follow the GMs lead; avoid arguing with the GM or other players over rules.
- Any scheduled event at a given time and table or room is considered reserved for that event. If you are occupying that space, you must yield it to that event.
- Open Gaming tables are available on a first-come-first-served basis, but if you don't have a game in progress, please consider giving up the table to people wanting to start one.
- Please do not abuse our hotels or convention facilities. This includes putting signs on walls. Locations to put public information are provided. Please contact the staff to for those locations.
- Costumes are most welcome, but please show good taste. Costume props may be allowed at the discretion of the convention staff. Props must be made in such a way that they cannot be mistaken for genuine weapons.
- Neither the Nuke-Con staff nor the Venue assumes responsibility or liability for the supervising of the participants. If the participant is a minor, supervision is the responsibility of the parent or guardian. Both minor and guardian must be registered for the convention.
- Nuke-Con prohibits discrimination in all convention programs and activities, excepting that events may be designated For Adults Only.
- Nuke-Con reserves the right to refuse service or revoke membership at its discretion, or to eject disruptive individuals from the convention without refund. Harassment of any kind is grounds for ejection. This includes physical or verbal threats; unwelcoming or annoying attention; stalking, pushing, shoving or use of physical force; behavior or language which in any way creates a disturbance that is disruptive, dangerous, lewd or generally offensive; sexually explicit or offensive language or conduct; profanity, obscene gestures or racial, religious or ethnic slurs. If people tell you NO, your business with them is done. If you continue to attempt to have contact with those people, you may be removed from the premises and your membership revoked.

Additional Information on Harassment

If you feel you have been harassed, please find the nearest Nuke-Con staff member. Staff will be identified by pink vests or neon pink t-shirts that say "Staff". They will assist you in reporting an incident. We cannot address anything that we are not made aware of and we need whatever detail can be provided, such as names, badge numbers, or other descriptive information. If you feel that your personal safety or safety of others is in jeopardy, please call 911. The non-emergency number is the Council Bluffs Police Department is (712) 328-4701.

As a member, if you see someone harassed, we encourage you to speak up and say something.
Harassment can also be reported by email at: harassment@nuke-con.com.

**Thank you for your cooperation and understanding.
Now Go Have Fun!**

Nuke-Con 2023

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Our heartfelt thanks go to
the staff who planned the
convention this year.

You see their work
all around you.

When you stop someone in a
pink vest to ask a question,
don't forget to tell them what
a great job they've done!

Nuke-Con, 13960 Frederick Circle, Omaha, NE 68138
www.nuke-con.com

Nuke-Con is a non-profit organization dedicated to promoting the positive social, educational and recreational aspects in all types of the gaming hobbies. Any use of copyrighted or trademarked names, titles or materials is not meant as a challenge to the rights of the owners. All copyrights and trademarks are the property of their respective owners.

Features

Artemis Spaceship Bridge Simulator

With Artemis, players become the officers. All playing levels allowed, available to play Friday 5pm-10pm, Saturday 9am-10pm, and Sunday 9am-3pm. The Bridge is in Room H. Brought to you by Richard Norton.

Charity - Nuke-Con Supports Extra Life

There are small warriors fighting for their lives every day. Extra Life is the effort of people who enjoy games to raise money to help. See page 33 for information about how you can support Extra Life this year at Nuke-Con.

Game Library by the Board Game Wagon

Hundreds of different board games and card games are here for you to borrow during the convention. The entire library is located in the main ballroom.

Gamer Garage Sale

Game and fantasy paraphernalia, lovingly used but no longer needed. That's what you'll find at the Gamer Garage Sale. It's a silent auction format: you browse through things your fellow gamers have offered for sale, then you write your bid on the sheet, and at the end of the day Saturday you'll know whether yours is the winning bid. Some items will be marked for proceeds going to Extra Life.

Organized Play

Nuke-Con thanks the people from The Adventurer's League and Omaha Pathfinder and Starfinder Society for organizing and staffing these campaign events. The Table of Contents has the locations for summary schedules and complete descriptions of the campaign modules.

Game Master Rewards

Our convention runs on its games, which are run by their gamemasters. To thank the GMs for their work and acknowledge their vital role, Nuke-Con offers the following:

- For at least 8 hours of game time, Nuke-Con will reimburse half the cost of the GM's membership badge.
 - For at least 12 hours of game time, we will reimburse the entire cost of the GM's membership badge.
- Reimbursement will be sent to the GM after the convention. You can find full details at Registration or on the Nuke-Con website.

The Reactor Regiment - Nuke-Con Volunteers

Nuke-Con is recruiting! If you have some time to help during the weekend, check in at Registration. If you want to get in on the planning for 2024, you can lend a hand with budgeting, scheduling, crafting news releases, designing flyers, recruiting games – and these are only a few of the many tasks it takes to make the Weekend great. Got an idea? We want to hear it! We have a position in the Reactor Regiment for you!

Nuke-Con Board of Directors Election

The Nuke-Con Board of Directors is charged with general oversight and financial responsibility for the organization. It approves and supports the core Convention staff each year.

The Board of Directors consists of three to seven members, two of which are elected by the general Nuke-Con community. The elected members serve staggered two-year terms.

Voting will be held onsite during the convention only. There will be no absentee ballots.

Each member is allowed to cast a vote. Your ballot can be picked up at the registration desk. Once you have filled in your ballot, please return to the registration desk to cast your vote.

To ensure a single vote per member, you will receive a sticker and then have your badge stamped.

Voting Hours: Friday 2pm – 10pm, Saturday 9am – 10pm, Sunday 9am – Noon

Tabulation: To happen during the annual Board Meeting on Sunday at 1pm.

Election Results: Announced after the annual Board Meeting.



Guests

Fredd Gorham, Artist *Special Guest of Honor*

Fredd has worked as a freelance illustrator for 25+ years for many comicbook and game companies. As a part of Shocktrauma Studios, he has helped work on such Marvel/DC Comics titles as SwampThing, X-Men, Avengers, Superman, and many others. In the game industry, he's worked on game modules for Steve Jackson Games, GURPS, Palladium, Fantasy Flight Games and others.



Recently, Fredd began working for LucasArts/Disney on the Star Wars franchise as well as for Topps Cards Star Wars sketchcards series.

In 2012, Fredd started Steel Angel Studios with his wife Linda to promote and sell his artwork in prints, books and other items of interest.

For the past 17 years, Fredd has hosted The Artist Jam at Krypton Comics in order to gather artists and like-minded individuals together into a creative community. The Artist Jam has been featured in the Omaha World-Herald, The Comics Journal and The Comics Beat. The Artist Jam occurs every third Saturday of the month from 12noon till 6pm and it is free to all ages. For more information, go to <http://www.kryptoncomicsomaha.com/#artistjam>

Marcus Ross, Game Designer *Guest of Honor*

Marcus has a background in computer programming, but his true passion is for board games. His interest began as a child obsessed with Monopoly and ballooned from there, expanding his collection to a wide range of games including German style board games.

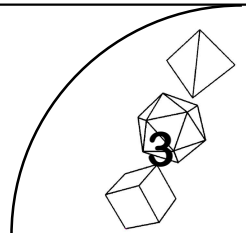


99% of the time, if you see a tweet from [@waterbeargames](https://twitter.com/waterbeargames) or [@discountsalmon](https://twitter.com/discountsalmon), it's Marcus. He is responsible for most of the promotions, operating the business side of Water Bear Games, and getting our games into stores, as well as brainstorming ideas for new games with his vast knowledge of all things tabletop.

Board of Directors 2023

Michael McIntyre, Chair
Leslie Van Briesen, Treasurer
Josh Stortz, Secretary

Norajane McIntyre
Steve Dawes



Programming Information

The Program information is listed for you in the following format:

EVENT TITLE

Game System

Game Master:
Table: (see your map) Players: #
Player Skill: (see below) Run Time: # hours
Character Levels: (see below) Type: (see below)
Brief Description of the event.

Player Level: will be listed as:

Novice – new to the game

Skilled – some experience with the system or similar games

Experienced – knowledgeable of the system specified and gaming in general

Character Level: helps you determine whether you need to bring your own characters or the Game Master will supply *Pregenerated* characters.

Type Of Event: defines whether the event is a card game, RPG, computer game, board game, or something else. It may also help you find the event on the event schedule in the center of your program.

Friday 2:00 pm

ALPHA STRIKE: POWER PLAY

BattleTech: Alpha Strike Boxed Set

Game Master: Phil Lewis
Table: B33 Players: 4
Player Skill: Novice Run Time: 3
Character Levels: Type: Dice
From beyond known space came the Clans... high-tech barbarians bringing war and destruction to the Inner Sphere. A ragtag group of mercenaries attempts to hold a Federated Commonwealth stronghold against the feared Falcon Guards.

BONFIRE W/ TREES & CREATURES EXPANSION

Bonfire

Game Master: Ann Journey
Table: B62 Players: 4
Player Skill: All Run Time: 3
Character Levels: n/a Type: Board
The Feld Friday Marathon is a local convention tradition in which we play several games from designer Stefan Feld - play one or play them all! Up first is Bonfire, in which players will re-ignite the sacred bonfires using their clan of gnomes and a clever action selection mechanism.

CCC-QUAKE-01- RED WAR: THAYAN PEACE KEEPER

D&D 5th Edition Adventurers League

Game Master: Ali Dawoodi
Table: B20 Players: 7
Player Skill: Novice Run Time: 4
Character Levels: Levels 1-4 Type: RPG
See full descriptions of campaign events on pages 24 and 25.

D&D LEARN TO PLAY- DDAL 05-01 TREASURE OF THE BROKEN HOARD (2 HRS)

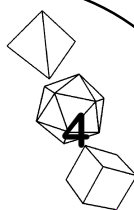
D&D 5th Edition Adventurers League

Game Master: Wayne Fuller
Table: B21 Players: 7
Player Skill: Novice Run Time: 4
Character Levels: Levels 1 and 2 Type: RPG
See full descriptions of campaign events on pages 24 and 25.

DDAL-DRW-12 TO WALK THE COLD DARK

D&D 5th Edition Adventurers League

Game Master: Christopher O'Neill
Table: B04 Players: 7
Player Skill: Skilled Run Time: 4
Character Levels: Levels 5-10 Type: RPG
See full descriptions of campaign events on pages 24 and 25.



Friday 2:00 pm Continued

DDAL-DRW-INT-01, BIG PROBLEMS

D&D 5th Edition Adventurers League

Game Master: Meagan Wilson
Table: B23 Players: 7
Player Skill: Novice Run Time: 2
Character Levels: Levels 1-4 Type: RPG
See full descriptions of campaign events on pages 24 and 25.

GLACIAL RIFT OF THE FROST GIANT JARL

AD&D 1st Edition

Game Master: Ryann Quinn
Table: B26 Players: 9
Player Skill: All Run Time: 4
Character Levels: Pregen 9th level Type: RPG
Come experience a classic D&D module with classic D&D rules (or rules very similar, anyway.) After enduring raids from the ruthless Frost Giant Jarl, your lord has located their fell stronghold. Your task is to deliver a reprisal to these foes of humankind! It's your party... against the giants!

INTO THE DOOMVAULT-THE ABYSSAL PRISONS

D&D 5th Edition Adventurers League

Game Master: James Bowen
Table: B03 Players: 7
Player Skill: Skilled Run Time: 4
Character Levels: Levels 5-10 Type: RPG
See full descriptions of campaign events on pages 24 and 25.

SCOUT

Scout

Game Master: Warren Zdan
Table: B08 Players: 4
Player Skill: All Run Time: 1
Character Levels: Type: Board
Come learn this clever hand-shedding game nominated for 2022's Spiel des Jahres

THE LORD OF THE RINGS ADVENTURE BOOK GAME

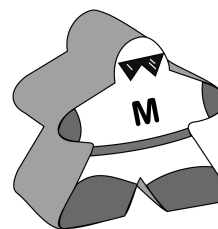
The Lord of the Rings Adventure Book Game

Game Master: Marcus Ross
Table: B57 Players: 3
Player Skill: All Run Time: 3
Character Levels: Type: Board
Sauron's shadow has fallen across Middle-earth, and the One Ring must be destroyed. In order to complete their daunting quest, players need to work together to help cherished Lord of the Rings characters journey from The Shire to the fires of Mordor, all while avoiding the Eye of Sauron.
This third entry into Ravensburger's "adventure book" line is broken into eight "chapters" that are experienced over eight different board game "pages". Each new chapter provides puzzles and challenges that players need to overcome to advance the story. The game allows for flexible play for solo or co-operative family gaming, so players can choose their style of adventure, and each chapter takes approximately twenty minutes to play.

WHO SMELT IT

Homebrewed board/strategy game

Game Master: Zach Butler
Table: B17 Players: 6
Player Skill: Novice Run Time: 1
Character Levels: N/A Type: Board
Everyone knows the old saying of "Who ever smelt it, dealt it!" This is a game where you are racing to get away from the dreaded fart cloud. Race against your opponent locking rooms and activating powerups to avoid being the one who smelt it.



AQUATICA

Aquatica

Game Master: Warren Zdan

Table: B07

Player Skill: All

Character Levels:

Come try a game from the Dice Tower Essentials line about advancing your underwater kingdom using engine-building.

Players: 3

Run Time: 2

Type: Board

CANVAS

Canvas

Game Master: Stephanie Murphy

Table: B08

Player Skill: Novice

Character Levels:

Create unique works of art!

In Canvas you are a painter competing in a prestigious art festival. Collect transparent cards and layer them to create paintings. Depending on which cards you choose and the order in which you place them, you will reveal or cover icons to earn ribbons.

Players: 5

Run Time: 1

Type: Board

SAVERNAKE FOREST

Savernake Forest

Game Master: Katy Themm

Table: B18

Player Skill: Novice

Character Levels:

Savernake Forest is a 2-4 player game where players help the animals gather food for the winter. Players build their own section of the forest by placing cards representing paths and animals. To get the highest score, players must ensure that each animal can collect its favorite food.

Players: 5

Run Time: 1

Type: Board

SHADOWHUNTERS

Hunter: the Reckoning 5th Edition

Game Master: Brandon Winter

Table: B09

Player Skill: Novice

Character Levels: Pregen ~or~

Standard Generated and GM Reviewed

There are definitely things that go bump in the night, lots of them. And if you knew how many, you probably wouldn't get much sleep either. You can continue to enjoy the comfort of ignorance, or you can join us & bump back at the shadows and shine a light on the monsters hiding there. Hunter 5e WoD

Players: 6

Run Time: 3

Type: RPG

STAR WARS DECKBUILDING GAME

Star Wars: The Deckbuilding Game

Game Master: Adam Vraspir

Table: B63

Player Skill: All

Character Levels:

A head-to-head game, the galaxy-spanning war between the Galactic Empire and the Rebel Alliance comes alive. In this easy-to-learn game, you and your opponent choose a side, playing as the Empire or Rebels, and you strengthen your starting decks and work to destroy each other's bases.

Players: 2

Run Time: 1

Type: Board

THE AWFUL GREEN THINGS FROM OUTER SPACE, IN 3D!

The Awful Green Things from Outer Space

Game Master: William Guldmond

Table: B27

Player Skill: Novice

Character Levels: Not Applicable

In this wacky two-player game, one player controls the Awful Green Things. They grow and multiply every turn – especially if they can gobble up a crew member! The other player commands the crew, frantically trying weapon after weapon to find something that kills the monsters.

Players: 6

Run Time: 3

Type: Board



THE BATTLEFIELD

Homebrew Cardgame

Game Master: Zach Butler

Table: B17

Player Skill: Novice

Character Levels: N/A

Build your battlefield and best your enemies in this strategy card game. You will fight your way through minefields and artillery to make it to the enemy lines. Do you have what it takes to outsmart and out maneuver your opponent?

Players: 6

Run Time: 1

Type: Card

UNMATCHED

Unmatched

Game Master: Kenneth Turner

Table: B46

Player Skill: All

Character Levels:

A miniatures dueling game featuring fighters of all kinds - from the page to the screen to the stuff of legends. Each hero has a unique deck of cards that fits their fighting style. You can mix and match fighters from any Unmatched set. But remember, in the end, there can only be one winner.

Players: 4

Run Time: 2

Type: Board

Friday 4:00 pm

HOPLOMACHUS: REMASTERED

Hoplomachus: Remastered

Game Master: Kieren Medley

Table: B30

Player Skill: All

Character Levels:

Hoplomachus: Remastered is a gladiatorial combat game set in mythic first century AD. Play as one of seven factions in an easy-to-learn, difficult-to-master ruleset of squad-based tactics, holding your own in an arena against warriors and beasts from other worlds.

Players: 2

Run Time: 2

Type: Strategy

METAL MEN WITH MUSKETS (1/72 NAPOLEONICS)

Other: Miniatures

Game Master: Matt Johnson

Table: B34, B16

Player Skill: Novice

Character Levels:

Napoleonic wargaming (1/72 miniatures): Dave Newport's two-page Napoleonic Convention Rules--easy to learn--easy to play. Lead a brigade to glory!

Players: 6

Run Time: 3

Type: Miniatures

PFS BOUNTY #1: THE WHITEFANG WYRM (LEVEL 1)

Pathfinder 2nd Edition

Game Master: Dan Good

Table: B15

Player Skill: Novice

Character Levels: 1

See full descriptions of campaign events on pages 24 and 25.

Players: 6

Run Time: 2

Type: RPG

PACO ŠAKO (PEACE CHESS)

Paco Šako

Game Master: Bill Pitcher

Table: B64

Player Skill: All

Character Levels:

Paco Sako ("Peace Chess") is a non-violent form of chess with the goal to "embrace" the other player's king. Paco Sako is played on a chess board, with chess pieces. The difference is Black and white pieces merged into a union instead of one piece taking the other, until release by another piece.

Players: 6

Run Time: 1

Type: Strategy

SFS BOUNTY #10 THOSE WHO WERE TAKEN [LEVEL 4]

Starfinder

Game Master: Gary Bush

Table: B12

Player Skill: Novice

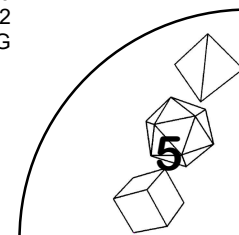
Character Levels: 4

See full descriptions of campaign events on pages 24 and 25.

Players: 6

Run Time: 2

Type: RPG



BLOOM**Bloom**

Game Master: Katy Themm

Table: B18

Player Skill: All

Character Levels:

A roll-and-write dice game where players collect flowers. On your turn, roll the dice and choose a color. Circle that number of matching flowers on your board. Collect all of a certain color or a "mixed dozen" for more points.

Players: 5

Run Time: 1

Type: Dice

CASTLES OF BURGUNDY SPECIAL EDITION***The Castles of Burgundy: Special Edition***

Game Master: Ann Journey

Table: B49

Player Skill: All

Character Levels: n/a

The Feld Friday Marathon is a local convention tradition in which we play several games from designer Stefan Feld - play one or play them all! Up 2nd is Castles of Burgundy, in which players cleverly use dice to build a duchy. This session will feature the stunning new Special Edition of the game!

Players: 3

Run Time: 3

Type: Dice

CODENAMES**Codenames**

Game Master: Stephanie Murphy

Table: B08

Player Skill: Novice

Character Levels:

Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their Codenames. The teams compete to see who can make contact with all of their agents first. Spymasters give 1-word clues to help their team, avoiding the other team and the assassin!

Players: 8

Run Time: 1

Type: Card

MOBILE MARKETS***Mobile Markets: A Smartphone Inc. Game***

Game Master: Warren Zdan

Table: B17

Player Skill: All

Character Levels:

Come and play a card game based on the popular Dice Tower Essentials game, Smartphone, Inc. that uses a novel action-selection mechanic to power an engine-building economic game.

Players: 3

Run Time: 2

Type: Board

THE WOLVES***The Wolves***

Game Master: Kenneth Turner

Table: B46

Player Skill: All

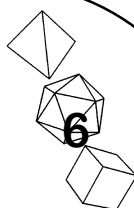
Character Levels:

It's survival of the fittest as you compete to build the largest, most dominant pack by claiming territory, recruiting lone wolves, and hunting prey. But be careful not to expand too recklessly into terrain where your rivals thrive: they may lure members of your pack away!

Players: 4

Run Time: 2

Type: Board

**AVATAR LEGENDS****Avatar Legends**

Game Master: Dave Rosser

Table: B28

Player Skill: Novice

Character Levels: beginner/pregen

Avatar Legends

Players: 6

Run Time: 4

Type: RPG

BETWEEN TWO CASTLES OF MAD KING LUDWIG***Between Two Castles of Mad King Ludwig***

Game Master: Brian Cooper-Ohm

Table: B26

Player Skill: All

Character Levels:

Between Two Castles is a drafting game that combines the best parts of two already great games (Between to Cities; Castles of Mad King Ludwig). Decisions are strategic, yet also simple. If we have overflow, consider still joining; two people can partner in one seat to discuss and share decisions.

Players: 7

Run Time: 2

Type: Board

CAR WARS 6E***Car Wars 6th Ed.***

Game Master: Erik Luken

Table: B33,B32

Player Skill: All

Character Levels:

Players choose their vehicle — complete with weapons, armor, power plants, suspension, and even body style — then they take them out on the road, either to come home as "aces" or to crash and burn. This is a low level learn to play event.

Players: 4

Run Time: 3

Type: Miniatures

COLLEGE FOOTBALL***Bowl Bound***

Game Master: Ray Parrish

Table: B07

Player Skill: Novice

Character Levels:

Like football? Then try play Bowl Bound by Avalon Hill. Play as some of the greatest or near great teams.

Players: 8

Run Time: 3

Type: Dice

DC DECK-BUILDING GAME: INJUSTICE***DC Deck-Building Game: Injustice***

Game Master: Adam Vraspir

Table: B63

Player Skill: All

Character Levels:

\$5 entry fee will be donated to Extra-Life. Cash or Card at the table. 1st place will take home a set of 2 layered premium upgrade health trackers for Injustice. A stand-alone set that pits players up directly against each other.

Players: 4

Run Time: 2

Type: Board

ESCAPE ROOM***Escape Room***

Game Master: Cat Souliere

Table: B31

Player Skill: Novice

Character Levels:

Escape Room at a Con! You have one hour to survive. All the parts are there to succeed. Can you solve the problem, enter the code, and live?

It's set for two hours to allow for explanation time and for going over time so even if you die, you can still finish it out.

Players: 6

Run Time: 2

Type: Board

FLY FIGHT WIN: MIG ALLEY***Fly Fight Win: Warbirds***

Game Master: Phil Lewis

Table: B48

Player Skill: Novice

Character Levels:

Sabres and Shooting Stars battle MiGs over Korea.

Players: 4

Run Time: 2

Type: Wargame

GOONIES MEET THE GHOSTBUSTERS***Savage Worlds***

Game Master: Steven Thum

Table: B39,B41

Player Skill: Novice

Character Levels:

Goonies meets the Ghostbusters: Play a Goonie or Ghostbuster trying to stop the Ghost of One-Eyed Willy! Can you save the Goondocks from the ghostly crew?

Players: 8

Run Time: 4

Type: RPG

HOPLOMACHUS: REMASTERED

Hoplomachus: Remastered

Game Master: Kieren Medley
 Table: B30
 Player Skill: All
 Character Levels:
 Hoplomachus: Remastered is a gladiatorial combat game set in mythic first century AD. Play as one of seven factions in an easy-to-learn, difficult-to-master ruleset of squad-based tactics, holding your own in an arena against warriors and beasts from other worlds.

Players: 2
 Run Time: 2
 Type: Board

KAMB - PREPARE THE FEAST!

Kobolds Ate My Baby!

Game Master: Norajane McIntyre
 Table: B25
 Player Skill: Novice
 Character Levels: Pregar
 For kobolds in the service of King Torg (ALL HAIL KING TORG!) their life will undoubtedly be silly, brutal, and short. Shout "All Hail King Torg" on your way to ignominious death!

Players: 6
 Run Time: 4
 Type: RPG

KEMET: BLOOD AND SAND

Kemet: Blood and Sand

Game Master: Daniel Galarza
 Table: B19
 Player Skill: Novice, Skilled
 Character Levels:
 The epic "Dudes on a Map" game Kemet has a second edition, Blood and Sand! With lavish miniatures, tight gameplay, battles with no dice, and a deceptively short play time, players will brawl for permanent points for battle or temporary points through area control!

Players: 3
 Run Time: 1
 Type: Strategy

LEARN TO PLAY BATTLETECH

BattleTech

Game Master: Blair Van Briesen
 Table: B45
 Player Skill: Novice
 Character Levels:
 Learn to play Battletech tabletop or return to the battles of the past. We will teach you the basics to a game that has been around for 30 years.

Players: 8
 Run Time: 2
 Type: Other

METAL WORLD: A BIG PROBLEM

METAL WORLD

Game Master: Nick Zachariasen
 Table: B51
 Player Skill: Novice
 Character Levels:
 A scientist thinks he's found a way to cure cancer. However, he's not able to go out into the field to retrieve the substances he needs to make his would-be cure. That's where you come in. Will you help achieve a scientific miracle or will you just end up with... A Big Problem?

Players: 8
 Run Time: 4
 Type: RPG

SFS 5-99 BATTLE FOR THE BULWARK (LEVEL 1-2)

Starfinder

Game Master: OJ Pickert
 Table: B15
 Player Skill: Novice
 Character Levels: 1 - 2
 See full descriptions of campaign events on pages 24 and 25.

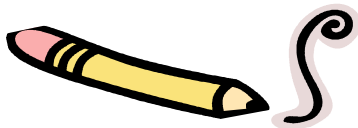
Players: 6
 Run Time: 5
 Type: RPG

SFS 5-99 BATTLE FOR THE BULWARK (LEVEL 1-8)

Starfinder

Game Master: Darrel Curry
 Table: B35
 Player Skill: Experienced
 Character Levels: 1 - 8
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG



SFS 5-99 BATTLE FOR THE BULWARK (LEVEL 3-4)

Starfinder

Game Master: Ethan Ostdiek
 Table: B14
 Player Skill: Skilled
 Character Levels: 3 - 4
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG

SFS 5-99 BATTLE FOR THE BULWARK (LEVEL 5-6)

Starfinder

Game Master: Matthew Vertz
 Table: B11
 Player Skill: Experienced
 Character Levels: 5 - 6
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG

SFS 5-99 BATTLE FOR THE BULWARK (LEVEL 7-8)

Starfinder

Game Master: Aaron Cox
 Table: B12
 Player Skill: Experienced
 Character Levels: 7 - 8
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG

SABOTEUR

Saboteur

Game Master: Mark Wooge
 Table: B65
 Player Skill: Novice
 Character Levels:
 You are dwarves digging for gold in the depths of a mine when suddenly, the pick-axe breaks, and the lantern goes out. The saboteur has struck again! But who is the saboteur and will he (or they!) stop you from reaching the treasure? If you succeed gold awaits you.

Players: 10
 Run Time: 1
 Type: Card

TELL: A STORYTELLING RPG

Tell

Game Master: Adam Templeton
 Table: B37
 Player Skill: All
 Character Levels:
 Tell is a cooperative, story-crafting RPG for 2 to 6 players. From sci-fi to fantasy, horror to film noir, anything can happen! You'll build a character, experience the adventure of a traditional tabletop RPG, and tell a complete story, start-to-finish, in the same runtime as your favorite movie!

Players: 5
 Run Time: 2
 Type: RPG

THE AWFUL GREEN THINGS FROM OUTER SPACE, IN 3D!

The Awful Green Things from Outer Space

Game Master: William Guldemond
 Table: B27
 Player Skill: Novice
 Character Levels: Not Applicable
 In this wacky two-player game, one player controls the Awful Green Things. They grow and multiply every turn – especially if they can gobble up a crew member! The other player commands the crew, frantically trying weapon after weapon to find something that kills the monsters.

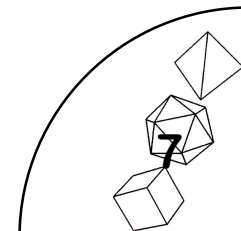
Players: 6
 Run Time: 3
 Type: Board

TICKET TO RIDE JR.

Ticket to Ride: First Journey (Europe)

Game Master: Leia Young
 Table: B10
 Player Skill: Novice
 Character Levels:
 GM Leia is taking you on a train ride all over the US! Whether you have played before or it's your first time, everyone will have a great time!

Players: 3
 Run Time: 1
 Type: Board



(SUPER) HEROES AT LAST!

Comic Crawl Classics

Game Master: Robert Reppert
 Table: B09
 Player Skill: Novice
 Character Levels: 1st Level
 Gadzooks Batman! There's a DCC compatible supers game! That's right Robin, tell your friends they now have the chance to become a super hero if the fates align. Just released come join this simple superhero adv. compatible with DCC. Pregens will be provided or pick up the .pdf and make your own Lv 1

Players: 6
 Run Time: 4
 Type: RPG

ANNO 1800

Anno 1800

Game Master: Warren Zdan
 Table: B17
 Player Skill: All
 Character Levels:
 Learn Martin Wallace's game about building industry in the old world while expanding the new world. You'll need to fulfill your citizens' demands by expanding into the appropriate industries, or trading with the other players when that isn't feasible.

Players: 3
 Run Time: 3
 Type: Board

CCC-CIC-15 DEN OF THE DEAD WITCH

D&D 5th Edition Adventurers League

Game Master: N. Reinert
 Table: B04
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

Players: 7
 Run Time: 4
 Type: RPG

D&D LEARN TO PLAY - MISCHIEF AT THE FESTIVAL (2HRS)

D&D 5th Edition Adventurers League

Game Master: Ali Dawoodi
 Table: B20
 Player Skill: Skilled
 Character Levels: Level 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 7
 Run Time: 4
 Type: RPG

DDAL 001- A WINDOW TO THE PAST TIER 2

D&D 5th Edition Adventurers League

Game Master: John Fulmer
 Table: B24
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

DDAL-DRW-13 NIGHT THIEVES

D&D 5th Edition Adventurers League

Game Master: James Bowen
 Table: B03
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 7
 Run Time: 4
 Type: RPG

DDAL-DRW-14 THE CITY THAT SHOULD NOT BE

D&D 5th Edition Adventurers League

Game Master: Randall Harris
 Table: B06
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 7
 Run Time: 4
 Type: RPG

DDALDRW-INT-02 WATCHER OF THE TROLLCLAWS

D&D 5th Edition Adventurers League

Game Master: Meagan Wilson
 Table: B23
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 2
 Type: RPG

INTO THE DOOMVAULT-THE ABYSSAL PRISONS

D&D 5th Edition Adventurers League

Game Master: Austin Haffke
 Table: B05
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 7
 Run Time: 4
 Type: RPG

INTO THE DOOMVAULT-THE BLOOD PENS

D&D 5th Edition Adventurers League

Game Master: Josh Sauter
 Table: B21
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 7
 Run Time: 4
 Type: RPG

RA

Ra

Game Master: Marcus Ross
 Table: B57
 Player Skill: All
 Character Levels:
 Ra is an auction and set-collection game with an Ancient Egyptian theme. Each turn players are able to purchase lots of tiles with their bidding tiles (suns). Once a player has used up his or her suns, the other players continue until they do likewise, which may set up a situation with a single uncontested player bidding on tiles before the end of the round occurs. The game offers a short learning curve, and experienced players find it both fast-moving and a quick play.

Players: 4
 Run Time: 2
 Type: Board

RED7

Red7

Game Master: Katy Themm
 Table: B46
 Player Skill: All
 Character Levels:
 The rules are simple: the highest card wins! If you're not winning the current game at the end of your turn, you're out! Each card has different rules for winning the current round, so play carefully! The last person standing wins the round.

Players: 4
 Run Time: 1
 Type: Board

REMNANTS OF THE SWORD

Mind's Eye Theatre LARP

Game Master: Gabe Villagomez
 Table: I02,I05,I04,I01,I03
 Player Skill: Novice
 Character Levels: Pregon
 Remnants of the Sword: Presented by Omaha Underworld. This is a live action role-playing event designed for anyone interested in participating in a Theatre style LARP (no boffer weapons here). You will be able to play a vampire or a werewolf with Pre-Generated characters. Rules will be taught.

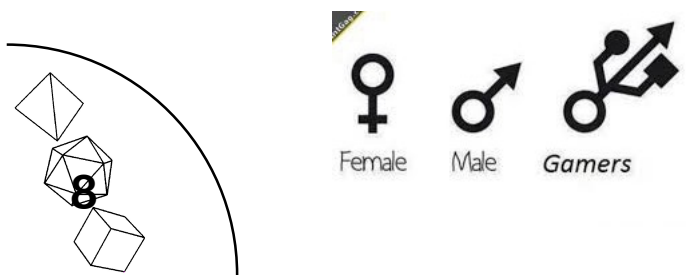
Players: 30
 Run Time: 5
 Type: LARP

SHOWDOWN AT CANYON DIABLO

Savage Worlds: Deadlands

Game Master: Ryann Quinn
 Table: B38
 Player Skill: All
 Character Levels: Pregon
 Your posse has been hired to bring in the Shaw Gang, a trio of train robbers who've been menacing Arizona for years. You've tracked them to the dead-end rail town of Canyon Diablo. It's a rough, lawless place, and the Shaws have friends there. Y'all could be in for a showdown, partner.

Players: 5
 Run Time: 4
 Type: RPG



STAR WARS X-WING MINIATURES: LEARN TO PLAY

Star Wars: X-Wing Miniatures Game

Game Master: Adam Steffes, Christopher Gaddie, Shane Dostal
 Table: B19,B18 Players: 8
 Player Skill: All Run Time: 2
 Character Levels: Standard loadout cards. / pre-built squads Type: Other
 Learn the basics of playing Star Wars X-wing miniatures. Out maneuver your opponents and shoot your way to victory. Introduction matches will be regular dogfighting. If enough people return for later events, we may teach objective play.

VAULT 402 - END OF EDEN

World of Darkness

Game Master: Brandon Winter
 Table: B29 Players: 6
 Player Skill: All Run Time: 3
 Character Levels: Pregen ~or~ Type: RPG
 Standard Generated and GM Reviewed
 The end times are here, but it's not so bad. You made it to your vault before the bombs were dropped. However, the vault Overseer did not. Now it's up to you to keep your people alive, until it's safe to feel the sun again. If you manage to survive how will you help your people thrive?

WE'RE DOOMED!

We're Doomed!

Game Master: Stephanie Murphy
 Table: B08 Players: 10
 Player Skill: Novice Run Time: 1
 Character Levels: Type: Board
 The world is coming to an end. You, the most powerful leaders, have only 15 minutes to build an escape rocket and leave this doomed planet. With limited time to build the rocket, it might not be big enough for everyone. You'll have to work together. In the end, only the most influential survive.

BETWEEN TWO CASTLES OF MAD KING LUDWIG

Between Two Castles of Mad King Ludwig

Game Master: Brian Cooper-Ohm
 Table: B26 Players: 7
 Player Skill: All Run Time: 2
 Character Levels: Type: Board
 Between Two Castles is a drafting game that combines the best parts of two already great games (Between to Cities; Castles of Mad King Ludwig). Decisions are strategic, yet also simple. If we have overflow, consider still joining; two people can partner in one seat to discuss and share decisions.

CLUE

Clue

Game Master: Leia Young
 Table: B10 Players: 5
 Player Skill: Novice Run Time: 1
 Character Levels: Type: Board
 GM Leia will take you on a mystery, a who dunnit full of suspects, clues & endless fun!

FANDOM TRASH (CONCEPTUAL PLAY-TEST)

Other: Card Game

Game Master: Adam Templeton
 Table: B50 Players: 5
 Player Skill: Novice Run Time: 1
 Character Levels: Type: Card
 Can you trigger an entire fandom with one sentence?
 Players try to bewilder the Fan by writing sentences about things the Fan loves. But beware: You could be the Fan next!
 Are you glad Firefly was cancelled? Is Spock your favorite Jedi?
 Then come help us play-test this new card game concept!

FLY FIGHT WIN: RACE OF ACES

Fly Fight Win: Warbirds

Game Master: Phil Lewis
 Table: B48 Players: 4
 Player Skill: Novice Run Time: 2
 Character Levels: Type: Miniatures
 Who will become the new Ace of Aces? Pilots grow increasingly reckless to best Eddie Rickenbacker's 26 kills and take home the prize bottle of bourbon from America's reigning Ace of Aces.

HAMBURG

Hamburg

Game Master: Ann Journey
 Table: B49 Players: 4
 Player Skill: All Run Time: 3
 Character Levels: n/a Type: Board
 The Feld Friday Marathon is a local convention tradition in which we play several games from designer Stefan Feld - play one or play them all! Up last is Hamburg, an engaging and brilliant multi-use card game!

POINT SALAD TOURNAMENT

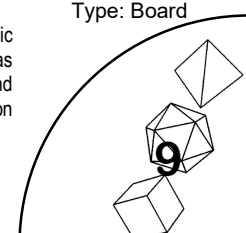
Point Salad

Game Master: Becky Alexander
 Table: B34 Players: 12
 Player Skill: Novice Run Time: 2
 Character Levels: Type: Board
 Play in three rounds of Point Salad! This is for a whole bag of lettuce folks! Who doesn't love salad!

RALLYMAN GT

Rallyman: GT

Game Master: Kenneth Turner
 Table: B46 Players: 5
 Player Skill: All Run Time: 2
 Character Levels: Type: Board
 Roll and Move is a game with a simple yet exciting dice mechanic that invites players to push their luck and navigate the terrain as best they can. Will you take a risk and squeeze every last second out of the track, or will you play it cool and avoid spinning out on hard corners.



Friday 9:00 pm

FILLER

Filler

Game Master: Katy Themm
 Table: B18
 Player Skill: All
 Character Levels:
 Players employ multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker.

Players: 6
 Run Time: 1
 Type: Card

Saturday 9:00 am

CHOMP!

Chomp!

Game Master: Stephanie Murphy
 Table: B08
 Player Skill: Novice
 Character Levels: NA
 Plunge into a fast-paced undersea world where life is survival of the quickest. Identify the lowest creature on the food chain and slap it before the other players scarf it down. Big fish chomp little fish and everyone chomps plankton. Collect all the cards and you're the ruler of the deep blue sea!

Players: 6
 Run Time: 1
 Type: Board

Friday 10:00 pm

CAPTAIN SONAR

Captain Sonar

Game Master: Warren Zdan
 Table: B07
 Player Skill: All
 Character Levels:
 Experience a frantic, real-time game of dueling submarine crews in which two teams take on asymmetric roles to try and track down and sink the opposing submarine, while avoiding detection themselves.

Players: 7
 Run Time: 2
 Type: Board

D&D LEARN TO PLAY - PUDDING FAIRE

D&D 5th Edition Adventurers League

Game Master: Ali Dawoodi
 Table: B20
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

NEW YORK SLICE

New York Slice

Game Master: Kenneth Turner
 Table: B46
 Player Skill: All
 Character Levels:
 You've just been given a shot at being the head chef at the prestigious New York Slice pizza parlor. Each player slices pizzas into portions, giving your opponents first choice, with you getting the leftovers. Do you eat those slices now or build up your pizza collection for end game points?

Players: 5
 Run Time: 1
 Type: Board

DDAL 001- A WINDOW TO THE PAST TIER 3

D&D 5th Edition Adventurers League

Game Master: John Fulmer
 Table: B06
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

DDAL-DRW-13 NIGHT THIEVES

D&D 5th Edition Adventurers League

Game Master: N. Reinert
 Table: B04
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

POWER RANGERS: DECK-BUILDING GAME

Power Rangers: Deck-Building Game

Game Master: Adam Vraspir
 Table: B63
 Player Skill: All
 Character Levels:
 This game pits 1-2 heroes against 1-2 villains. In this asymmetrical game, the hero and villain sides play a bit differently, but in the end, they both have the same goal: Crush your enemies! The first side to reduce their opponent's hit points to 0 wins.

Players: 4
 Run Time: 1
 Type: Board

DDAL-DRW-14 THE CITY THAT SHOULD NOT BE

D&D 5th Edition Adventurers League

Game Master: James Bowen
 Table: B03
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

Friday 11:00 pm

VAULT 402 - END OF EDEN

World of Darkness

Game Master: Brandon Winter
 Table: B29
 Player Skill: All
 Character Levels: Pregen or Standard Generated and GM Reviewed
 The end times are here, but it's not so bad. You made it to your vault before the bombs were dropped. However, the vault Overseer did not. Now it's up to you to keep your people alive, until it's safe to feel the sun again. If you manage to survive how will you help your people thrive?

Players: 6
 Run Time: 3

DDAL-DRW-17 EXPEDITION TO THE SUPREME FORGE

D&D 5th Edition Adventurers League

Game Master: Randall Harris
 Table: B24
 Player Skill: Experienced
 Character Levels: Levels 11-16
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

DDAL-DRW-INT-03-RED DAY FOR ELVENTREE

D&D 5th Edition Adventurers League

Game Master: Meagan Wilson
 Table: B23
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

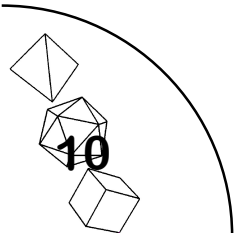
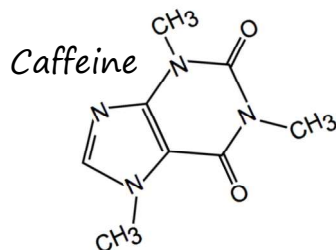
Players: 3
 Run Time: 2
 Type: RPG

DDHC-WDH-03 BLUE ALLEY

D&D 5th Edition Adventurers League

Game Master: Josh Sauter
 Table: B21
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG



DYSON DUNGEON DELVE, A ZERO LEVEL GAUNTLET

Shadowdark

Game Master: Dave Rosser
 Table: B28
 Player Skill: Novice
 Character Levels: 0 level
 Dyson's Dungeon Delve, a zero level gauntlet. Whichever characters survive advance to 1st level and can be brought to other of my Shadowdark events.

Players: 10
 Run Time: 4
 Type: RPG

FLY FIGHT WIN: RED TAILS

Fly Fight Win: Warbirds

Game Master: Phil Lewis
 Table: B48
 Player Skill: Novice
 Character Levels:
 Cab the Tuskegee Airmen fend of Axis fighters to escort damaged bombers home? The Germans are rumored to have a new type of fighter plane faster than anything else in the sky.

Players: 4
 Run Time: 2
 Type: Miniatures

JUST DESSERTS

Just Desserts

Game Master: Katy Themm
 Table: B09
 Player Skill: All
 Character Levels:
 Just Desserts is a card game where players take turns serving guests. Each guest has different taste preferences and dislikes. Players can serve guests by discarding dessert cards that satisfy their cravings. Players can also draw more dessert cards or discard unwanted cards. The best baker wins!

Players: 5
 Run Time: 1
 Type: Card

LETTER JAM

Letter Jam

Game Master: Warren Zdan
 Table: B07
 Player Skill: All
 Character Levels:
 Play a cooperative, deduction word game where you need to come up with words to help the other players deduce their mystery letters while they're doing the same for you.

Players: 5
 Run Time: 1
 Type: Board

MORNING CONSTITUTIONAL

Other

Game Master: Norajane McIntyre
 Table:
 Player Skill: Novice
 Character Levels: n/a
 Get your bones and blood moving! The Morning Constitutional is a 30 minutes (more or less) walk (or run, if that suits you better) around the neighborhood. Distance and pace are dictated by the participants! We'll meet near Convention Registration. I'll have my silly hat on.

Players: 100
 Run Time: 1
 Type: Other

NEW YORK SLICE

New York Slice

Game Master: Kenneth Turner
 Table: B46
 Player Skill: All
 Character Levels:
 You've just been given a shot at being the head chef at the prestigious New York Slice pizza parlor. Each player slices pizzas into portions, giving your opponents first choice, with you getting the leftovers. Do you eat those slices now or build up your pizza collection for end game points?

Players: 5
 Run Time: 1
 Type: Board



PFS 1-06 LOST ON THE SPIRIT ROAD (LEVEL 1-4)

Pathfinder 2nd Edition

Game Master: Ryan King
 Table: B15
 Player Skill: Novice
 Character Levels: 1 - 4
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 4
 Type: RPG

PFS BOUNTY #15 TREASURE OFF THE COAST (LVL 1)

Pathfinder 2nd Edition

Game Master: Dan Good
 Table: B35
 Player Skill: Novice
 Character Levels: 1
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 2
 Type: RPG

PFS QUEST #14 THE SWORDLORD'S CHALLENGE (LEVEL 1-4)

Pathfinder 2nd Edition

Game Master: John Brinkman
 Table: B11
 Player Skill: Novice
 Character Levels: 1 - 4
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 2
 Type: RPG

PACO ŠAKO (PEACE CHESS)

Paco Šako

Game Master: Bill Pitcher
 Table: B64
 Player Skill: All
 Character Levels:
 Paco Sako ("Peace Chess") is a non-violent form of chess with the goal to "embrace" the other player's king. Paco Sako is played on a chess board, with chess pieces. The difference is Black and white pieces merged into a union instead of one piece taking the other, until release by another piece.

Players: 6
 Run Time: 1
 Type: Strategy

SFS 1-19 TO CONQUER THE DRAGON (LEVEL 5-8)

Starfinder

Game Master: Aaron Cox
 Table: B14
 Player Skill: Experienced
 Character Levels: 5 - 8
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 4
 Type: RPG

SFS BOUNTY #8 LOST DRAGON'S LEGACY (LEVEL 1)

Starfinder

Game Master: Matthew Vertz
 Table: B12
 Player Skill: Novice
 Character Levels: 1
 See full descriptions of campaign events on pages 24 and 25.

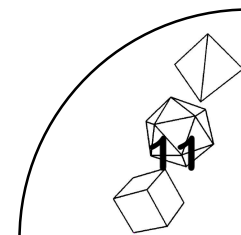
Players: 6
 Run Time: 2
 Type: RPG

SUMMONER ARENA

Zephyr Core – Shaping Magic

Game Master: Scott Nelson
 Table: B25
 Player Skill: Novice
 Character Levels: Pregen
 Zephyr Shaping Magic; Welcome to the Summoners Guild tryouts. You will play a summoning wizard in a battle royal against other hopefuls to get one of the primer membership slots for the Summoners Guild. PREGEN characters, just bring your own dice.

Players: 6
 Run Time: 4
 Type: RPG



(SUPER) HEROES AT LAST!**Comic Crawl Classics**

Game Master: Robert Reppert

Table: B09

Player Skill: Novice

Character Levels: 1st Level

Gadzooks Batman! There's a DCC compatible supers game! That's right Robin, tell your friends they now have the chance to become a super hero if the fates align. Just released come join this simple superhero adv. compatible with DCC. Pregens will be provided or pick up the .pdf and make your own Lv 1

Players: 6

Run Time: 4

Type: RPG

CAR WARS 6E**Car Wars 6th Ed.**

Game Master: Erik Luken

Table: B30,B31

Player Skill: All

Character Levels:

Players choose their vehicle — complete with weapons, armor, power plants, suspension, and even body style — then they take them out on the road, either to come home as "aces" or to crash and burn. This is a low level learn to play event.

Players: 4

Run Time: 3

Type: Miniatures

DOGS OF WAR**Dogs of War**

Game Master: Warren Zdan

Table: B08

Player Skill: All

Character Levels:

You wouldn't guess it by the name or the box art, but this is a surprisingly good stock market game designed by Paolo Mori. Players take the roles of mercenaries trying to advance the prestige of various Italian renaissance houses.

Players: 4

Run Time: 2

Type: Board

ICONS: THE ASSEMBLED EDITION**Icons Assembled Edition**

Game Master: Fred Wong

Table: B50

Player Skill: All

Character Levels: Pregen

Heroes assemble! Icons is an easy-to-learn, rules-light superhero RPG for beginning players and seasoned pros alike to enjoy. Players will select a character from the DC or Marvel Universe and participate in an adventure spanning the multiverse against a variety of campy and dangerous villains.

Players: 6

Run Time: 2

Type: RPG

INTRO TO GASLANDS**Gaslands: Post-Apocalyptic Vehicular Combat**

Game Master: James Peach

Table: B38

Player Skill: All

Character Levels:

Gaslands is a tabletop wargame of car-on-car destruction in a post-apocalyptic wasteland. Players form a racing team, and compete for money and fame, scrapping in between races for the resources they need for the next race.

Players: 6

Run Time: 2

Type: Wargame

LETTER GO**Letter Go!**

Game Master: Marcus Ross

Table: B57

Player Skill: All

Character Levels:

Each round, players write words on their whiteboards using the available letter cards, but they score points only for the cards they are able to claim before their opponents - and words score only if the player follows the ever-changing rules.

The player who scores the most points at the end of five rounds wins.

Players: 5

Run Time: 2

Type: Card

MINI PAINTING DROP IN SESSION**Painting**

Game Master: RJ Redden

Table: B40

Player Skill: All

Character Levels:

Time to paint! For painters of any level. I will help whomever wants to learn how to paint. If you already paint, then come meet some fellow painters! Sessions will be 10 - 5 on Sat and Sun. Some minis provided, or BYO minis or terrain. Let's get rid of the pile of shame together!

Players: 16

Run Time: 1

Type: Other

MOONRAKERS: DECKBUILDING AND NEGOTIATION**Moonrakers**

Game Master: Daniel Galarza

Table: B45

Player Skill: All

Character Levels:

Combine deckbuilding and negotiation in this unique game. Minimal downtime, high player engagement and fun strategy. Ask other players for help on mission contracts...but how will you split the rewards?

Players: 4

Run Time: 3

Type: Card

NIGHTMARE CATHEDRAL**Nightmare Cathedral**

Game Master: Ann Journey

Table: B65

Player Skill: All

Character Levels: n/a

In Nightmare Cathedral, victory is gained by controlling the map, managing resources, following objectives, and combat. Throughout the game, a haunting Cathedral will grow in the center of the board, enabling players the ability to control the physical manifestations of nightmares!

Players: 3

Run Time: 3

Type: Board

PACO ŠAKO (PEACE CHESS)**Paco Šako**

Game Master: Bill Pitcher

Table: B64

Player Skill: All

Character Levels:

Paco Sako ("Peace Chess") is a non-violent form of chess with the goal to "embrace" the other player's king. Paco Sako is played on a chess board, with chess pieces. The difference is Black and white pieces merged into a union instead of one piece taking the other, until release by another piece.

Players: 6

Run Time: 1

Type: Board

RED DRAGON INN PRE-TOURNAMENT**Red Dragon Inn**

Game Master: Adam Vraspir

Table: B63

Player Skill: All

Character Levels:

Come refresh or learn to play Red Dragon Inn for the tournament later. Pre-tournament is no cost and the tournament will have an entry free with prizes.

Fantasy adventurers head to the pub for a night of drinking, gambling, and fights.

Players: 8

Run Time: 2

Type: Card

SHADOWS OF BRIMSTONE - GATES OF VALHALLA**Shadows of Brimstone**

Game Master: Steve Dawes

Table: I01

Player Skill: All

Character Levels:

It is the age of Vikings; raiding, pillaging, sailing the seas and exploring new lands. For a hundred years an Endless Winter of supernatural storms have ravaged the Norse Lands. But the storm has receded, revealing a land overrun by mythic creatures and danger. Time to explore and drive them out!

Players: 4

Run Time: 3

Type: Board



THE BATTLETECH GRINDER!!!

Battletech

Game Master: Clint Beaver
 Table: B32,B33
 Player Skill: Novice
 Character Levels:
 It's big stompy robot goodness! A game for all levels of Battletech experience . . . IT'S THE GRINDER!!! Everyone will start with a random low level mech. Each time you die, you go up a level and you get a larger mech. Repeat ad nauseum. Who will get the most/best kills? Who lasts the longest?

Players: 20
 Run Time: 8
 Type: Miniatures

THE WOLVES

The Wolves

Game Master: Kenneth Turner
 Table: B46
 Player Skill: All
 Character Levels:
 It's survival of the fittest as you compete to build the largest, most dominant pack by claiming territory, recruiting lone wolves, and hunting prey. But be careful not to expand too recklessly into terrain where your rivals thrive: they may lure members of your pack away!

Players: 4
 Run Time: 2
 Type: Board

WARRIORS OF ATOZ

Mutant Crawl Classics

Game Master: Ryann Quinn
 Table: B26
 Player Skill: All
 Character Levels: Pregen 3rd level
 When your jungle home is suddenly flooded with refugees, they all tell the same tale: Conquering warlords wielding magic boomsticks are destroying whole villages and enslaving the inhabitants in the name of a surviving Ancient One, the mighty ATOZ. Can your group put a stop to it?

Players: 6
 Run Time: 4
 Type: RPG

Saturday 11:00 am

CAFE CHAOS

Cafe Chaos

Game Master: Leia Young
 Table: B10
 Player Skill: Novice
 Character Levels:
 GM Leia will test your culinary skills in this hilarious card game full of foodies, toppings, and food critics!

Players: 7
 Run Time: 1
 Type: Card

DE BELLIS ANTIQUITATIS (DBA 2.2, 15MM MINIATURES)

De Bellis Antiquitatis (DBA)

Game Master: Matt Johnson
 Table: B34,B16
 Player Skill: Novice
 Character Levels:
 De Bellis Antiquitatis (DBA 2.2, 15mm miniatures) is a miniatures game with armies from 3000BC through 1500AD. It is easy to learn and fast playing. A complete game takes 45-90 minutes. Novices are welcome! If you are interested in history, Ancient through Medieval, stop by!

Players: 6
 Run Time: 3
 Type: Miniatures

FALLEN LAND: A POST APOCALYPTIC BOARD GAME

Fallen Land: A Post Apocalyptic Board Game – 2nd Edition

Game Master: Bill Pitcher
 Table: B44
 Player Skill: All
 Character Levels:
 Fallen Land is a 1-6 player game set in the ruinous aftermath of post-apocalyptic America. You are the leader of a faction of survivors vying for supremacy in the Council 12 Towns. Assemble and equip your party, then set out to explore the wastes, gain prestige, and build up your town.

Players: 5
 Run Time: 2
 Type: Board

FLY FIGHT WIN: BRIDGES OF TOKO-RI

Fly Fight Win: Warbirds

Game Master: Phil Lewis
 Table: B07
 Player Skill: Novice
 Character Levels:
 Fighter-bombers from the USS Kearsarge attempt to slow supply lines from China. F4U Corsairs and their F9F Panther escorts are on the lookout for MiGs.

Players: 4
 Run Time: 2
 Type: Miniatures

PFS BOUNTY #18 FROM FAMILY LOST (LEVEL 3)

Pathfinder 2nd Edition

Game Master: Dan Good
 Table: B35
 Player Skill: Novice
 Character Levels: 3
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 2
 Type: RPG

PFS QUEST #1 THE SANDSTONE SECRET (LEVEL 1-4)

Pathfinder 2nd Edition

Game Master: John Brinkman
 Table: B11
 Player Skill: Novice
 Character Levels: 1 - 4
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 2
 Type: RPG

SFS BOUNTY #9 BURNING AMBITIONS (LEVEL 4)

Starfinder

Game Master: Matthew Vertz
 Table: B12
 Player Skill: Skilled
 Character Levels: 4
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 2
 Type: RPG

STAR WARS X-WING MINIATURES: LEARN TO PLAY

Star Wars: X-Wing Miniatures Game

Game Master: Adam Steffes, Christopher Gaddie, Shane Dostal
 Table: B19,B18
 Player Skill: All
 Character Levels: Standard loadout cards. / pre-built squads
 Type: Other
 Learn the basics of playing Star Wars X-wing miniatures. Out maneuver your opponents and shoot your way to victory. Introduction matches will be regular dogfighting. If enough people return for later events, we may teach objective play.

Players: 8
 Run Time: 2

TALES OF THE ARABIAN NIGHTS

Tales of the Arabian Nights

Game Master: William Guldemond
 Table: B48
 Player Skill: Novice
 Character Levels: Not Applicable
 In this storytelling game, you enter the lands of the Arabian Nights alongside Sindbad, Ali Baba, and the other legendary heroes. Travel the world! Encounter imprisoned princesses, powerful 'efreets, evil viziers, and such marvels as the Magnetic Mountain and the fabled Elephant's Graveyard!

Players: 5
 Run Time: 3
 Type: Board

THE BATTLEFIELD

Homebrew Cardgame

Game Master: Zach Butler
 Table: B17
 Player Skill: Novice
 Character Levels: N/A
 Build your battlefield and best your enemies in this strategy card game. You will fight your way through minefields and artillery to make it to the enemy lines. Do you have what it takes to outsmart and out maneuver your opponent?

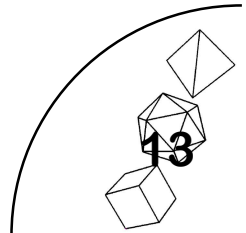
Players: 6
 Run Time: 1
 Type: Card

THE GREAT HEARTLAND HAULING CO.

he Great Heartland Hauling Co.

Game Master: Katy Themm
 Table: B27
 Player Skill: All
 Character Levels:
 The Great Heartland Hauling Co. is a card game where players take on the role of truck drivers hauling goods around America's Heartland. Players must manage their resources carefully and take risks to be the best trucker on the road in this pick-up-and-deliver game.

Players: 4
 Run Time: 1
 Type: Board



CANVAS

Canvas

Game Master: Stephanie Murphy
 Table: B08
 Player Skill: Novice
 Character Levels:
 Create unique works of art!
 In Canvas you are a painter competing in a prestigious art festival. Collect transparent cards and layer them to create paintings. Depending on which cards you choose and the order in which you place them, you will reveal or cover icons to earn ribbons.

Players: 5
 Run Time: 1
 Type: Board

DERBYTECH

BattleTech

Game Master: Josh Haggin
 Table: B49
 Player Skill: Novice
 Character Levels:
 Enjoy a game of Classic Battletech, with a twist. Roller Derby style. An arena will be setup with a track containing varying terrain. The objective, get around the track as many units as many times as possible. Pre-generated teams will be available. Or create your own for 8,000BV. No Jumpers

Players: 10
 Run Time: 4
 Type: Other

Saturday 1:00 pm

ARK NOVA

Ark Nova

Game Master: Warren Zdan
 Table: B18
 Player Skill: All
 Character Levels:
 Come play the hot game of zoo management. Combining some of the best mechanics of several other recent games into a great experience.

Players: 3
 Run Time: 4
 Type: Strategy

CAFE CHAOS

Cafe Chaos

Game Master: Leia Young
 Table: B10
 Player Skill: Novice
 Character Levels:
 GM Leia will test your culinary skills in this hilarious card game full of foodies, toppings, and food critics!

Players: 7
 Run Time: 1
 Type: Card

COLLEGE FOOTBALL

Bowl Bound

Game Master: Ray Parrish
 Table: B07
 Player Skill: Novice
 Character Levels:
 Play some of the Great college football teams using Avalon Hill's Bowl Bound.

Players: 8
 Run Time: 3
 Type: Dice

DOUGHNUT DRIVE-THRU

Doughnut Drive-Thru

Game Master: Katy Themm
 Table: B08
 Player Skill: All
 Character Levels:
 In this simple worker placement game, players take turns serving doughnuts and gaining boons to help them in future turns. Players roll dice to determine if the doughnut is up to standards. The first player to earn enough money to open their own bakery is the winner.

Players: 4
 Run Time: 1
 Type: Board

ESCAPE ROOM

Escape Room

Game Master: Cat Souliere
 Table: B31
 Player Skill: Novice
 Character Levels:
 Escape Room at a Con! You have one hour to survive. All the parts are there to succeed. Can you solve the problem, enter the code, and live?
 It's set for two hours to allow for explanation time and for going over time so even if you die, you can still finish it out.

Players: 6
 Run Time: 2
 Type: Puzzle

GAME OF GNOMES

A Game of Gnomes

Game Master: Ann Journey
 Table: B61
 Player Skill: All
 Character Levels: n/a
 You are a gnome — small in stature but large in heart. Your craving for adventure is matched only by your desire for treasure and your love of mushrooms. You will satisfy both of these desires by exploring an engaging 3D map using a clever time track system.

Players: 3
 Run Time: 3
 Type: Board

INTRO TO GASLANDS

Gaslands: Post-Apocalyptic Vehicular Combat

Game Master: James Peach
 Table: B38
 Player Skill: All
 Character Levels:
 Gaslands is a tabletop wargame of car-on-car destruction in a post-apocalyptic wasteland. Players form a racing team, and compete for money and fame, scrapping in between races for the resources they need for the next race.

Players: 6
 Run Time: 2
 Type: Wargame

PFS 4-17 TRAPPING THE HAG'S CLAW (LEVEL 7-10)

Pathfinder 2nd Edition

Game Master: Wally Waltner
 Table: B14
 Player Skill: Experienced
 Character Levels: 7 - 10
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG

PACO ŠAKO (PEACE CHESS)

Paco Šako

Game Master: Bill Pitcher
 Table: B64
 Player Skill: All
 Character Levels:
 Paco Sako ("Peace Chess") is a non-violent form of chess with the goal to "embrace" the other player's king. Paco Sako is played on a chess board, with chess pieces. The difference is Black and white pieces merged into a union instead of one piece taking the other, until release by another piece.

Players: 6
 Run Time: 1
 Type: Board

RETURN TO DARK TOWER

Return to Dark Tower

Game Master: Lance Klindt
 Table: B27
 Player Skill: Novice
 Character Levels:
 A "sequel" to the 1981 grail game, Return to Dark Tower is a game for 1-4 players who take the role of heroes. Together, they gather resources, cleanse buildings, defeat monsters, and undertake quests to build up their strength and discern what foe ultimately awaits them.

Players: 3
 Run Time: 3
 Type: Board

SFS 3-10 LIVE ADVENTURE EXTREME! (LEVEL 5-8)

Starfinder

Game Master: Ethan Ostdiek
 Table: B15
 Player Skill: Experienced
 Character Levels: 5 - 8
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG

SFS 6-02 DRIFT SCARS (LEVEL 3-6)

Starfinder

Game Master: Darrel Curry
 Table: B11
 Player Skill: Skilled
 Character Levels: 3 - 6
 See full descriptions of campaign events on pages 24 and 25.

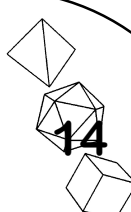
Players: 6
 Run Time: 5
 Type: RPG

SFS INTRO: YEAR OF FORTUNE'S FALL (LEVEL 1-4)

Starfinder

Game Master: Matthew Vertz
 Table: B12
 Player Skill: Novice
 Character Levels: 1 - 4
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG



Thank You to the Sponsors, Vendors, Volunteers, Game-Runners, and Everyone Else Who Helps Put on Nuke-Con

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Sudzy Kudzu Co

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Tabletop Adventures

The Game Shoppe

VZ3D Works

Wally Waltner

Warren Zdan

Wayne Fuller

What the Cat Made

William Guldemon

Zach Butler

All of our GMs

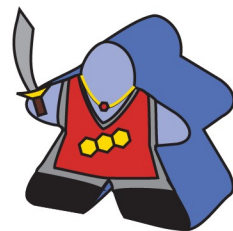
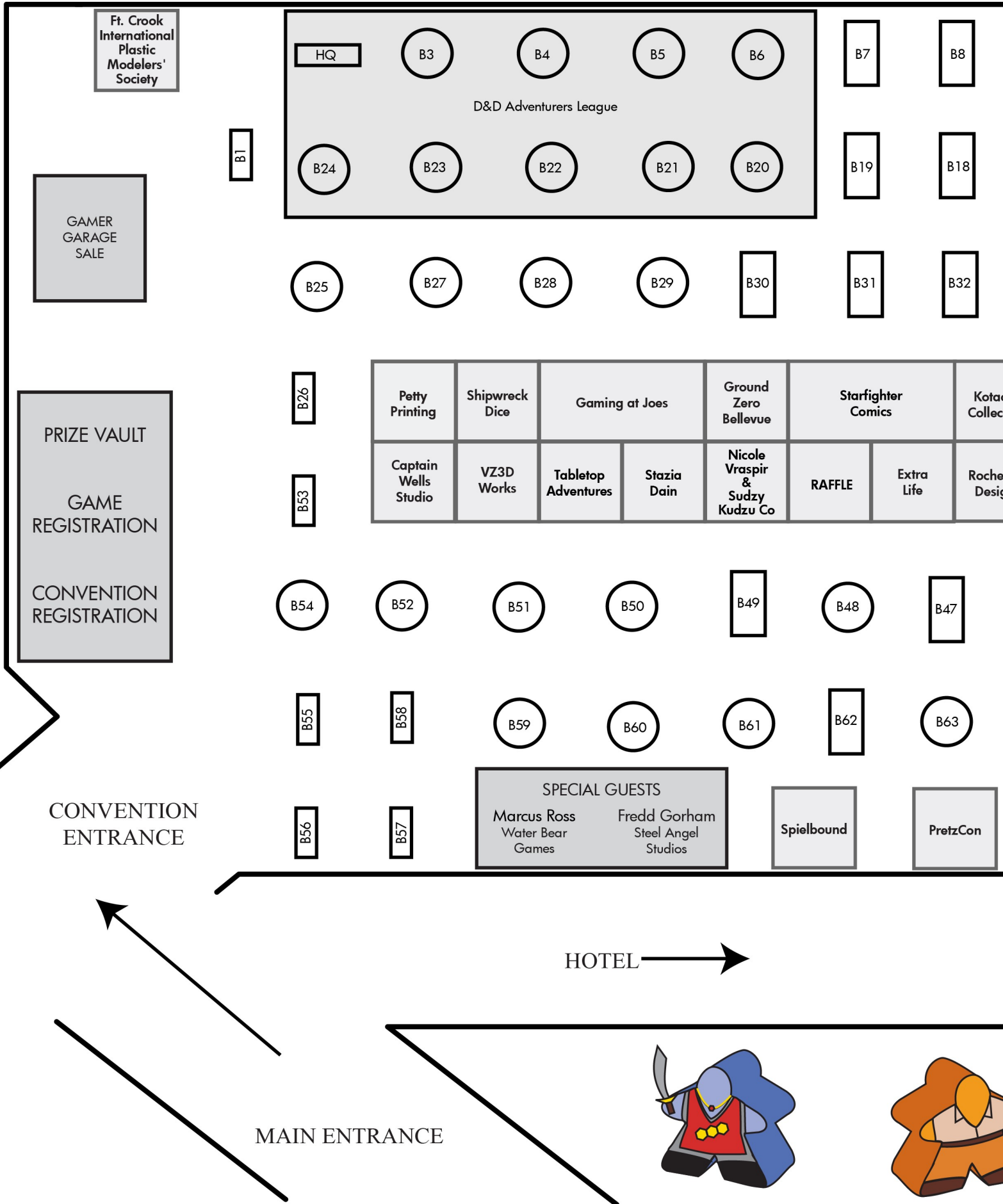
All of our Volunteers



NUKE-CON 2023



Power to the Meeple!





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Omaha Pathfinder and Starfinder Society

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House
of Afros,
Capes
& Curly

BOARD GAME LIBRARY
presented by
Board Game Wagon

Artemis
Spaceship Bridge Simulator

ARTEMIS
Spaceship Bridge Simulator

Room H

- I1 I2 I3
 - I4 I5 I6
- Room I



NOT NUKE-CON
SPACE

ROOM H & I

HOTEL →



Don't forget to check for new events! See the Registration Desk

Special Events

Nuke-Con Annual Meeting

Annual meeting of the Nuke-Con Board of Directors. This is a public meeting and anybody interested is welcome.
Sunday 1pm

The Lord of the Rings Adventure Book Game with Guest of Honor Marcuss Ross

Sauron's shadow has fallen across Middle-earth, and the One Ring must be destroyed. In order to complete their daunting quest, players need to work together to help cherished Lord of the Rings characters journey from The Shire to the fires of Mordor, all while avoiding the Eye of Sauron. Friday 2pm, Saturday 1pm, and Sunday 9am.

Morning Constitutional

Get ready for a game-filled day by walking with The GodMom! 30 minutes or so, at a pace to be determined by the group, on a route circling the Mid-America Center. Meet near the doors of the Ballroom near the Reg Desk.
Saturday AND Sunday 9am.

Game Design Panel Discussion

Have you ever wondered how your favorite game was created? Join us for a discussion/Q&A about Game Design. Panelists include Gaming Guest of Honor, Marcus Ross (Water Bear Games), Erik Luken (Arkayn Game Designs), Joe Roche (Gaming at Joe's), Steve Dawes (House of BTS) and Sarah Young (MB Counselor).
Saturday 7pm in Room I.

Remnants of the Sword

Presented by Omaha Underworld. This is a live action role-playing event designed for anyone interested in participating in a Theatre style LARP (no boffer weapons here). You will be able to play a vampire or a werewolf with Pre-Generated characters. Rules will be taught. Friday 7pm in Room I.

Extended Drop-In Events

Artemis Spaceship Bridge Simulator

Artemis is a cooperative spaceship bridge simulation game, where 2 to 7 players become the crew of a spaceship that you can fly from the comfort of your living room. Each ship can accommodate 5 bridge officers plus the Captain. Some ships can carry one or more fighter pilots aboard as well. Running Friday 5pm-10pm, Saturday 9am-10pm, and Sunday 9am-3pm. A game typically runs about 30-60 minutes, depending on gamer experience and difficulty level selected. Room H.

Mini Painting

Time to paint! For painters of any level. I will help whomever wants to learn how to paint. If you already paint, then come meet some fellow painters! Sessions will be 10 - 5 on Sat and Sun. Some minis provided, or BYO minis or terrain. Let's get rid of the pile of shame together!

Various Kids Games Throughout the Weekend

Check out events that are run by Katy Themm, Nicole and Lucas Vraspir, and Leia Young. All ages welcome!

Tournaments

Red Dragon Inn Tournament

\$5 entry fee will be donated to Extra-Life. Cash or Card at the table.

All participants will keep the custom character play mat played in game. Winner will pick 2 mats from unused characters. Runner up will pick 1 mat from unused characters. Check out the pre-tournament for a refresher. The tournament starts Saturday 6pm.

Point Salad Tournament

Join us for HYPER competitive Point Salad tournament! Don't know how to play, don't worry about it. I'll teach ya 5 minutes beforehand or stop by The Game Shoppe booth and we'll get you up to speed. Play in three rounds of Point Salad! This is for a whole bag of lettuce folks! Who doesn't love salad! Friday 8pm.

Paco Šako, Free Tournament

Paco Sako ("Peace Chess") is a non-violent form of chess with the goal to "embrace" the other player's king. This will be a 3 round tournament, winner is best of 3 games. Time controls will be 10 minute per player. The winner will receive a copy of Paco Sako. Saturday 3pm.



SAVE DR. LUCKY

Save Doctor Lucky (Cheapass Games)

Game Master: Mark Wooge
 Table: B65
 Player Skill: Novice
 Character Levels:
 April 14, 1912. A cold night in the Atlantic. An errant iceberg, a titanic cruise ship (Titanic, get it?), and one very lucky old man. In Save Doctor Lucky, players are passengers on a sinking ship. You have one goal: to save Doctor Lucky's life while someone else is watching. Players rush from deck

SMASH UP

Smash Up

Game Master: Fred Wong
 Table: B45
 Player Skill: All
 Character Levels: Pregon
 Smash Up is the totally righteous Shufflebuilding game from Alderac Entertainment Group. Players choose two factions, such pirates, robots, and ninjas, and then combine their gnarly decks into a big time force to be reckoned with! Players will draw from the core set, Disney, and Marvel expansions.

TELL: A STORYTELLING RPG

Tell

Game Master: Adam Templeton
 Table: B37
 Player Skill: All
 Character Levels:
 Tell is a cooperative, story-crafting RPG for 2 to 6 players. From sci-fi to fantasy, horror to film noir, anything can happen! You'll build a character, experience the adventure of a traditional tabletop RPG, and tell a complete story, start-to-finish, in the same runtime as your favorite movie!

THE LORD OF THE RINGS ADVENTURE BOOK GAME

The Lord of the Rings Adventure Book Game

Game Master: Marcus Ross
 Table: B57
 Player Skill: All
 Character Levels:
 Sauron's shadow has fallen across Middle-earth, and the One Ring must be destroyed. In order to complete their daunting quest, players need to work together to help cherished Lord of the Rings characters journey from The Shire to the fires of Mordor, all while avoiding the Eye of Sauron. This third entry into Ravensburger's "adventure book" line is broken into eight "chapters" that are experienced over eight different board game "pages". Each new chapter provides puzzles and challenges that players need to overcome to advance the story. The game allows for flexible play for solo or co-operative family gaming, so players can choose their style of adventure, and each chapter takes approximately twenty minutes to play.

UNMATCHED

Unmatched

Game Master: Kenneth Turner
 Table: B46
 Player Skill: All
 Character Levels:
 A miniatures dueling game featuring fighters of all kinds - from the page to the screen to the stuff of legends. Each hero has a unique deck of cards that fits their fighting style. You can mix and match fighters from any Unmatched set. But remember, in the end, there can only be one winner.



ARKHAM HORROR

Arkham Horror

Game Master: William Guldemond
 Table: B48
 Player Skill: Novice
 Character Levels: Not Applicable
 Arkham Horror is a cooperative adventure game themed around H.P. Lovecraft's Cthulhu Mythos. It's up to the players to clean out the streets of Arkham by fighting many different types of monsters, but their main goal is to close gates to other dimensions that are opening up around town.

BARGAIN QUEST

Bargain Quest

Game Master: Adam Vraspir
 Table: B63
 Player Skill: All
 Character Levels:
 A game of adventure and capitalism. Players will take the role of shopkeepers in an adventuring town plagued by monsters. Players draft items and then secretly choose which items to place in their windows to attract wealthy heroes to their shops. Heroes battle monsters, earn money and prestige.

D&D LEARN TO PLAY- PUDDING FAIRE

D&D 5th Edition Adventurers League

Game Master: Ali Dawoodi
 Table: B20
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

DDAL 05-08 DURLAG'S TOWER

D&D 5th Edition Adventurers League

Game Master: Austin Haffke
 Table: B05
 Player Skill: Experienced
 Character Levels: Level 11-16
 See full descriptions of campaign events on pages 24 and 25.

DDAL-DRW-14 THE CITY THAT SHOULD NOT BE

D&D 5th Edition Adventurers League

Game Master: N. Reinert
 Table: B04
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

DDAL-DRW-18 AGAINST THE MACHINE

D&D 5th Edition Adventurers League

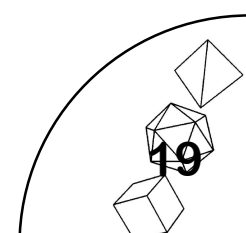
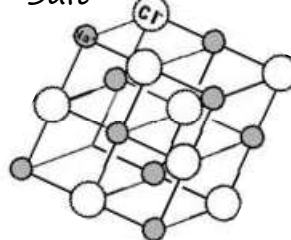
Game Master: Josh Sauter
 Table: B21
 Player Skill: Experienced
 Character Levels: Levels 11-16
 See full descriptions of campaign events on pages 24 and 25.

DDAL-DRW-INT-04 TALES OF FANG AND CLAW

D&D 5th Edition Adventurers League

Game Master: Jeremy Meister
 Table: B06
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

Salt



DDAL-DRW-INT-04-TALES OF FANG AND CLAW***D&D 5th Edition Adventurers League***

Game Master: Meagan Wilson

Table: B24

Player Skill: Novice

Character Levels: Levels 1-4

See full descriptions of campaign events on pages 24 and 25.

Players: 3

Run Time: 2

Type: RPG

DYSON'S DUNGEON DELVING DEEPER, A LVL 1-2 ADVENTUR***Shadowdark***

Game Master: Dave Rosser

Table: B29

Player Skill: Novice

Character Levels: 1-2nd, pregens available

Dyson's Dungeon Delving Deeper, a lvl 1-2 adventure. Bring any surviving Shadowdark adventurers from any of my previous games. Pregens will be available as well. I'll consider surviving characters from other tables.

Players: 10

Run Time: 4

Type: RPG

EX-PRESIDENT TRUMP COMES TO COUNCIL BLUFFS***Zephyr System***

Game Master: Scott Nelson

Table: B28

Player Skill: Novice

Character Levels: Pregen

Zyphyr Psionics: Ex-President Trump is coming to Council Bluffs for a speech. You are a group of FBI agents (Psi Bureau) assigned to keep the enemy from getting too close to the Ex-President.

Players: 6

Run Time: 4

Type: RPG

KELLY'S HEROES - BANK HEIST***What A Tanker!***

Game Master: David Moore

Table: B52,B51

Player Skill: All

Character Levels:

Based on the 1970 WWII film starring Clint Eastwood, can the Allies push the German Tigers out of town so they can rob the bank full of...GOLD!!!

What a Tanker! is a fun and fast miniature game of WWII tank combat challenging you to take the role of a tank commander and to lead your crew to victory.

Players: 10

Run Time: 3

Type: Miniatures

METAL WORLD: MOUNT WALKABOUT***METAL WORLD***

Game Master: Nick Zachariasen

Table: B47

Player Skill: Novice

Character Levels: Pregen

The continent of Dungeonia contains scads of dungeons that invite people for "adventure tourism" because they reset their contents and inhabitants as soon as everyone leaves. However, what happens when a new one appears and does something unthinkable? Do you dare explore... Mount Walkabout?

Players: 8

Run Time: 6

Type: RPG

PACO ŠAKO (PEACE CHESS)***Paco Šako***

Game Master: Bill Pitcher

Table: B64

Player Skill: All

Character Levels:

Paco Sako ("Peace Chess") is a non-violent form of chess with the goal to "embrace" the other player's king. Paco Sako is played on a chess board, with chess pieces. The difference is Black and white pieces merged into a union instead of one piece taking the other, until release by another piece.

Players: 6

Run Time: 1

Type: Strategy

RED DRAGON INN***Red Dragon Inn***

Game Master: Mikayla Gallagher

Table: B42

Player Skill: Novice

Character Levels: N/A

Come drink, brawl, and gamble at the Red dragon inn! You are an adventuring party back from a dungeon crawl, and you're ready to enjoy your spoils at the tavern. Each player will have a unique character to play as we compete see who will be the last one standing!

Players: 23

Run Time: 4

Type: Card

SHADOWS OF BRIMSTONE - GATES OF VALHALLA***Shadows of Brimstone***

Game Master: Steve Dawes

Table: I01

Player Skill: All

Character Levels:

While exploring one morning, the Vikings follow a group of marching steel men deep into the icy crags. Watching from overlooking cliffs, they step into a swirling portal of blue energy; cracking with eldritch power, and vanish! Could it be a Gateway to Valhalla? It is time to find out!

Players: 4

Run Time: 3

Type: Board

SOLANI***Solani***

Game Master: Norajane McIntyre

Table: B25

Player Skill: Novice

Character Levels:

Solani is a tile-laying game based on the Dine (Navajo) Story of the creation of the stars, constellations, and Milky Way. Play as one of the story's central characters, helping set stars into the night sky to create constellations that guide your people's way of life.

Beginner gamers welcome.

Players: 4

Run Time: 2

Type: Board

THE TREASURE OF CROCODILE PEAK***Tales of the Valiant***

Game Master: Tabletop Adventures

Table: B23

Player Skill: All

Character Levels: Pregen or 3rd level

The island is said to be cursed, but it may also hide a pirate's treasure hoard. Your captain supposedly has a map to the treasure; can you follow the clues and live to tell the tale? An original fantasy adventure using the new Tales of the Valiant system by Kobold Publishing. Pregens provided.

Players: 6

Run Time: 4

Type: RPG

TICKET TO RIDE JR.***Ticket to Ride: First Journey (Europe)***

Game Master: Leia Young

Table: B10

Player Skill: Novice

Character Levels:

GM Leia is taking you on a train ride all over the US! Whether you have played before or it's your first time, everyone will have a great time!

Players: 3

Run Time: 1

Type: Board

VAULT 402 - END OF EDEN***World of Darkness***

Game Master: Brandon Winter

Table: B08

Player Skill: All

Character Levels: Pregen or Standard Generated and GM Reviewed Type:

The end times are here, but it's not so bad. You made it to your vault before the bombs were dropped. However, the vault Overseer did not.

Now it's up to you to keep your people alive, until it's safe to feel the sun again. If you manage to survive how will you help your people thrive?

Players: 6

Run Time: 3

WE'RE DOOMED!***We're Doomed!***

Game Master: Stephanie Murphy

Table: B09

Player Skill: Novice

Character Levels:

The world is coming to an end. You, the most powerful leaders, have only 15 minutes to build an escape rocket and leave this doomed planet. With limited time to build the rocket, it might not be big enough for everyone. You'll have to work together. In the end, only the most influential survive.

Players: 10

Run Time: 1

Type: Board

WHO SMELT IT***Homebrewed board/strategy game***

Game Master: Zach Butler

Table: B17

Player Skill: Novice

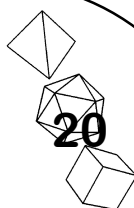
Character Levels: N/A

Everyone knows the old saying of "Who ever smelt it, dealt it!" This is a game where you are racing to get away from the dreaded fart cloud. Race against your opponent locking rooms and activating powerups to avoid being the one who smelt it.

Players: 6

Run Time: 1

Type: Board



CAR WARS 6E

Car Wars 6th Ed.

Game Master: Erik Luken
 Table: B31,B30
 Player Skill: All
 Character Levels:
 Players choose their vehicle — complete with weapons, armor, power plants, suspension, and even body style — then they take them out on the road, either to come home as "aces" or to crash and burn. This event is with bigger and better cars. So bring your A game and drive offensively!

Players: 4
 Run Time: 3
 Type: Miniatures

ESCAPE ROOM

Escape Room

Game Master: Cat Souliere
 Table: B43
 Player Skill: Novice
 Character Levels:
 Escape Room at a Con! You have one hour to survive. All the parts are there to succeed. Can you solve the problem, enter the code, and live?
 It's set for two hours to allow for explanation time and for going over time so even if you die, you can still finish it out.

Players: 6
 Run Time: 2
 Type: Board

FANDOM TRASH (CONCEPTUAL PLAY-TEST)

Other: Card Game

Game Master: Adam Templeton
 Table: B50
 Player Skill: Novice
 Character Levels:
 Can you trigger an entire fandom with one sentence?
 Players try to bewilder the Fan by writing sentences about things the Fan loves. But beware: You could be the Fan next!
 Are you glad Firefly was cancelled? Is Spock your favorite Jedi?
 Then come help us play-test this new card game concept!

Players: 5
 Run Time: 1
 Type: Card

INTRO TO GASLANDS

Gaslands: Post-Apocalyptic Vehicular Combat

Game Master: James Peach
 Table: B38
 Player Skill: All
 Character Levels:
 Gaslands is a tabletop wargame of car-on-car destruction in a post-apocalyptic wasteland. Players form a racing team, and compete for money and fame, scrapping in between races for the resources they need for the next race.

Players: 6
 Run Time: 2
 Type: Board

KILL DR. LUCKY

Kill Doctor Lucky (by Cheapass Games)

Game Master: Mark Wooge
 Table: B65
 Player Skill: Novice
 Character Levels:
 Kill Doctor Lucky pits players against each other in a race to see who can kill Doctor Lucky, who's got more lives than Rasputin and an uncanny knack for dodging your best traps! But his luck can't last forever, and before the game is over, someone is going to kill Doctor Lucky.

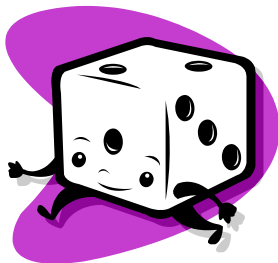
Players: 7
 Run Time: 2
 Type: Card

PACO ŠAKO, FREE TOURNAMENT

Paco Šako

Game Master: Bill Pitcher
 Table: B53,B26
 Player Skill: All
 Character Levels:
 Paco Sako ("Peace Chess") is a non-violent form of chess with the goal to "embrace" the other player's king. This will be a 3 round tournament where 3 games per player. Time controls will be 10 minute per player. The winner will receive a copy of Paco Sako.

Players: 18
 Run Time: 3
 Type: Board



RALLYMAN: DIRT

Rallyman: DIRT

Game Master: Kenneth Turner
 Table: B46
 Player Skill: All
 Character Levels:
 It is all about you and the track: planning the perfect trajectory is the key to success! You'll have to adjust your driving technique to tackle the challenges of each stage, from sharp corners to open water, obstacles and bumps.

Players: 5
 Run Time: 2
 Type: Board

STAR WARS X-WING MINIATURES: LEARN TO PLAY

Star Wars: X-Wing Miniatures Game

Game Master: Adam Steffes, Christopher Gaddie, Shane Dostal
 Table: B17,B19
 Player Skill: All
 Character Levels: Standard loadout cards. / pre-built squads
 Type: Other
 Learn the basics of playing Star Wars X-wing miniatures. Out maneuver your opponents and shoot your way to victory. Introduction matches will be regular dogfighting. If enough people return for later events, we may teach objective play.

Players: 8
 Run Time: 2
 Type: Other

THAT'S NOT A HAT

That's Not a Hat

Game Master: Katy Themm
 Table: B09
 Player Skill: All
 Character Levels:
 Players give face-down gifts to each other while trying to remember who gave what and which gift they have in front of them. If they can't remember, they have to bluff to avoid a penalty point. The first person to gain 3 penalty points is out while the rest of the players share the victory.

Players: 8
 Run Time: 1
 Type: Board

Saturday 4:00 pm

LACRIMOSA

Lacrimosa

Game Master: Ann Journey
 Table: B61
 Player Skill: All
 Character Levels: n/a
 In Lacrimosa, players take the roles of patrons of the late musician, contributing with their fundings to the composer's works one last time, playing simultaneously in both the present and the past by commissioning the completion of the Requiem and supporting the artist during his life.

Players: 3
 Run Time: 3
 Type: Board

LEARN TO PLAY LORCANA

Disney Lorcana

Game Master: Becky Alexander
 Table: B34
 Player Skill: Novice
 Character Levels:
 Come learn how to play Disney Lorcana trading card game.

Players: 4
 Run Time: 1
 Type: Board

RAJAS OF THE GANGES

Rajas of the Ganges

Game Master: Norajane McIntyre
 Table: B25
 Player Skill: Novice
 Character Levels:
 In 16th century India, you will cultivate and market crops, develop your own province, enhance public buildings, and sail along the Ganges in your journey to amass wealth and fame. It's a worker-placement game with a twist (and lovely art).

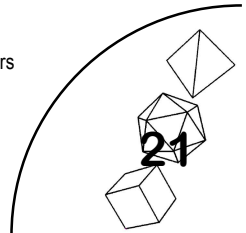
Players: 4
 Run Time: 2
 Type: Board

STAR WARS MANDOLORIAN TROUBLE

Trouble: Star Wars the Mandalorian Edition

Game Master: Leia Young
 Table: B10
 Player Skill: Novice
 Character Levels:
 GM Leia and Groku are getting into Trouble with this Star Wars version of the classic game.

Players: 3
 Run Time: 1
 Type: Board



DODGE CITY DRAW

Ruthless

Game Master: David Moore
 Table: B50,B51
 Player Skill: All
 Character Levels:
 Ruthless is a fun, fast paced game of western gunfighting. Jim Masterson and AJ Peacock are uneasy co-owners of the Lady Gay Saloon in Dodge City but tensions boil over when Peacock's drunken brother skims money from the till. Jim's brother, Bat, arrives from Tombstone and all hell breaks lose.

Players: 8
 Run Time: 3
 Type: Miniatures

EARTH

Earth

Game Master: Warren Zdan
 Table: B07
 Player Skill: All
 Character Levels:
 A hot new game where players compete to create the best biome on their island. Simultaneous play keeps everyone engaged during the whole game.

Players: 4
 Run Time: 2
 Type: Board

ESCAPE ROOM

Escape Room

Game Master: Cat Souliere
 Table: B43
 Player Skill: Novice
 Character Levels:
 Escape Room at a Con! You have one hour to survive. All the parts are there to succeed. Can you solve the problem, enter the code, and live?
 It's set for two hours to allow for explanation time and for going over time so even if you die, you can still finish it out.

Players: 6
 Run Time: 2
 Type: Board

METAL MEN WITH MUSKETS (1/72 NAPOLEONICS)

Other: Miniatures

Game Master: Matt Johnson
 Table: B34,B16
 Player Skill: Novice
 Character Levels:
 Napoleonic wargaming (1/72 miniatures): Dave Newport's two-page Napoleonic Convention Rules--easy to learn--easy to play. Lead a brigade to glory!

Players: 6
 Run Time: 3
 Type: Miniatures

ROCKY ROAD A LA MODE

Rocky Road à la Mode

Game Master: Katy Themm
 Table: B08
 Player Skill: All
 Character Levels:
 Players take turns managing their ice cream trucks to meet the demands of customers. Players can stock up on treats, play music, or serve customers. The player who earns the most loyalty points wins, all while playing with cute ice cream truck shaped meeple.

Players: 4
 Run Time: 1
 Type: Board

ROYAL RUMBLE

BattleTech

Game Master: Josh Haggin
 Table: B49
 Player Skill: Novice
 Character Levels:
 Gladiator style combat in a ring as a tag team. You have 2 mechs from the Star League era. Faction = SL Royal. Max BV = 6,500. Must be 2 Mechs. A ring will be setup on a map. Only 1 unit from your team can enter at a time. We will be using Initiative cards and the bonuses printed on them.

Players: 8
 Run Time: 4
 Type: Other



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4 PLAYER PACO ŠAKO (PEACE CHESS)

Paco Šako

Game Master: Bill Pitcher
 Table: B44
 Player Skill: All
 Character Levels:
 4 Player - Paco Šako ("Peace Chess") is a non-violent form of four player chess with the goal to "embrace" to other player's kings. Unlike four player chess none of the pieces leave the board, and you are not eliminated if your King is embraced.

Players: 4
 Run Time: 2
 Type: Board

BATTLETECH: BATTLE OF THE CITADEL

D&D 5th Edition Adventurers League

Game Master: Blair Van Briesen
 Table: B17
 Player Skill: Novice
 Character Levels:
 Battletech: Battle at the Citadel Can the Draconis Combine hold out the attacking Ghost Bears and stop them from taking control of the planet Ashain? Mechs and sheets will be provided.

Players: 8
 Run Time: 5
 Type: RPG

BUTTON MEN

Button Men: Beat People Up

Game Master: Mark Wooge
 Table: B65
 Player Skill: Novice
 Character Levels:
 Miss Coil can say the alphabet backwards and sometimes does it without noticing. Likes to be told things she already knows, and she likes beating people up.

Players: 10
 Run Time: 1
 Type: Dice

CASCADIA

Cascadia

Game Master: Kenneth Turner
 Table: B46
 Player Skill: All
 Character Levels:
 Take turns building their terrain and populating it with wildlife. Players must create a diverse and harmonious ecosystem - each animal species has a different spatial preference and each habitat must be placed to reduce fragmentation and create wildlife corridors.

Players: 4
 Run Time: 2
 Type: Board

RED DRAGON INN TOURNAMENT

Red Dragon Inn

Game Master: Adam Vraspir
 Table: B63
 Player Skill: All
 Character Levels:
 \$5 entry fee will be donated to Extra-Life. Cash or Card at the table.
 All participants will keep the custom character play mat played in game. Winner will pick 2 mats from unused characters. Runner up will pick 1 mat from unused characters.

Players: 12
 Run Time: 3
 Type: Card

(SUPER) HEROES AT LAST!

Comic Crawl Classics

Game Master: Robert Reppert
 Table: B09
 Player Skill: Novice
 Character Levels: 1st Level
 Gadzooks Batman! There's a DCC compatible supers game! That's right Robin, tell your friends they now have the chance to become a super hero if the fates align. Just released come join this simple superhero adv. compatible with DCC. Pregens will be provided or pick up the .pdf and make your own Lv 1

Players: 6
 Run Time: 4
 Type: RPG

DODOS RIDING DINOS

Dodos Riding Dinosaurs

Game Master: Katy Themm
 Table: B08
 Player Skill: All
 Character Levels:
 Pilot a team of dodos and dinos, avoid bananas, meteors, and dino eggs as you race toward the finish line in this wacky racing game! Knock your opponents back while giving yourself an advantage. Stay in first and win the race!

Players: 8
 Run Time: 1
 Type: Board

EPIC-DRUMS OF THE DEAD TIER 1 AND TIER 2 PLAY

D&D 5th Edition Adventurers League

Game Master: DDAL DM
 Table: TBD
 Player Skill: All
 Character Levels: To Be Determined
 See full descriptions of campaign events on pages 24 and 25.

Players: 28
 Run Time: 4
 Type: RPG

EPIC-DRUMS OF THE DEAD TIER 3 AND TIER 4 PLAY

D&D 5th Edition Adventurers League

Game Master: DDAL DM
 Table: TBD
 Player Skill: All
 Character Levels: To Be Determined
 See full descriptions of campaign events on pages 24 and 25.

Players: 28
 Run Time: 4
 Type: RPG

GAME DESIGN PANEL DISCUSSION

Panel

Game Master: Erik Luken, Joe Roche, Leslie Van Briesen, Marcus Ross, Sarah Young, Steve Dawes
 Table: I02,I01,I03,I04,I05,I06
 Player Skill: All
 Character Levels: n/a
 Have you ever wondered how your favorite game was created? Join us for a discussion/Q&A about Game Design. Panelists include Gaming Guest of Honor, Marcus Ross (Water Bear Games), Erik Luken (Arkayn Game Designs), Joe Roche (Gaming at Joe's), Steve Dawes (House of BTS) and Sarah Young (MB Counselor).

Players: 40
 Run Time: 2
 Type: Panel

HEAT: PEDAL TO THE METAL

Heat: Pedal to the Metal

Game Master: Phil Lewis
 Table: B19
 Player Skill: Novice
 Character Levels:
 Three races, two continents, one winner. Who will take home the much coveted and rarely awarded Nuke-Cup 2023?

Players: 4
 Run Time: 3
 Type: Board

HOPLOMACHUS: REMASTERED

Hoplomachus: Remastered

Game Master: Kieren Medley
 Table: B30
 Player Skill: All
 Character Levels:
 Hoplomachus: Remastered is a gladiatorial combat game set in mythic first century AD. Play as one of seven factions in an easy-to-learn, difficult-to-master ruleset of squad-based tactics, holding your own in an arena against warriors and beasts from other worlds.

Players: 2
 Run Time: 2
 Type: Board

ISLE OF CATS W/ EXPANSIONS

The Isle of Cats

Game Master: Ann Journey
 Table: B61
 Player Skill: All
 Character Levels: n/a
 Isle of Cats is a drafting game in which players will carefully place polyomino tiles on their boats to rescue as many cats as possible from the threat of one of the most nefarious villains in all of board game: Vesh the cat-hating pirate. This session will include all expansions!

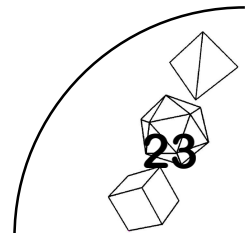
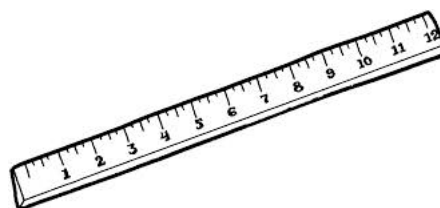
Players: 5
 Run Time: 3
 Type: Board

PFS 4-99 BLESSING OF THE FOREST (LEVEL 1-2)

Pathfinder 2nd Edition

Game Master: OJ Pickert
 Table: B15
 Player Skill: Novice
 Character Levels: 1 - 2
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG



PFS Intro: Year of Boundless Wonder

While searching through a newly acquired trove of treasures, Pathfinders are drawn into an otherworldly realm and must use their wits to escape!

PFS Intro Year of Unfettered Exploration

The Pathfinders must entertain a VIP and show him the Maze of the Open Road, including any and all new doors that mysteriously appear!

PFS 1-06 Lost on the Spirit Road

A caravan vanished in the mysterious Forest of Spirits, home to kami and spirits of all sorts. Uncover the truth in this repeatable adventure.

PFS 4-16 Dacilane Academy's First Great Prank War

Pathfinders come to Dacilane Academy to hold a prank war with the students. Fey join in and they must act quickly to keep order and the students safe!

PFS 4-17 Trapping the Hag's Claw

The Year of Boundless Wonder finishes as the Pathfinder Society prepares to finish Aslynn off once and for all. But has she caught wind of the trap?

PFS 4-99 Blessing of the Forest

The Pathfinder Society is approached by the Queen of Kyonin for assistance in protecting an isolated town from a demon-obsessed elf noble.

PFS 5-02 The Blackwood Lost

Pathfinder agents are sent to investigate missing initiates, only to be caught up in a maelstrom of elemental chaos and a race against time.

PFS Bounty #1: The Whitefang Wyrn

The PCs are hired to hunt down a serpentine arctic predator known to locals as "the Whitefang Wyrn".

PFS Bounty #15 Treasure Off the Coast

There's treasure to be found on a shipwreck near the coast of Kintargo and able bodies are needed to secure it!

PFS Bounty #18 From Family Lost

The PCs explore a destroyed down at the border of a former war against demons in search of a missing deed and hidden treasures.

PFS Quest #1 The Sandstone Secret

Pathfinders have the first permit to delve a newly discovered desert ruin, but someones already there, and what secrets does the ruin hide?

PFS Quest #14 The Swordlord's Challenge

The PCs are challenged by an Aldori swordlord to prove their mettle, with a magical relic and no small amount of pride on the line.

SFS Intro: Year of Fortune's Fall

When violent thieves target a museum gala, it's up to the Starfinders to save lives, preserve priceless artifacts, and foil the robbery! This is a Year of Fortune's Fall metaplot scenario.

SFS 1-19 To Conquer the Dragon

A new draconic adversary takes a bold move against the Society. The PCs must show that even dragons should respect Starfinders.

SFS 3-10 Live Adventure Extreme!

"Lights! Camera! CARNAGE!" Fulfilling their obligations, the Society sends Starfinders into a series of televised events for the undead mogul, Zo!.

SFS 5-99 Battle for the Bulwark

Fight alongside other Starfinders to reclaim a fortress seized by violent invaders! The battle has begun, and the Starfinder Society needs you! This is a multitable interactive special.

SFS 6-02 Drift Scars

Explore a mysterious Drift lane, a new feature emerging following the end of the Drift Crisis. However, dangerous pirates have already taken control and aren't keen to share.

SFS 6-04: Secrets Long Submerged

Explore the sunken ruins of a fallen sky city on the planet of the giants!

SFS 6-06: Tomorrow's Seekers

The time has come to select a new First Seeker of the Starfinder Society! Meet the candidates, perform a mission for each, and cast your vote! The future of the Starfinder Society is in your hands!

SFS Bounty #8 Lost Dragon's Legacy

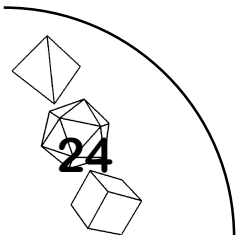
Rescue an explorer trapped in a white dragon's glacial tomb.

SFS Bounty #9 Burning Ambitions

Scour the Burning Archipelago for rare components to perform an explosive magical experiment!

SFS Bounty #10 Those who were taken

Recover kidnapped anacites before a group of anti-Triune hackers can rob them of free will.



D&D Adventurer's League

D&D Learn to Play AL Style - Ice Road trackers

In this event specifically geared for beginners, adventurers travel the peaks of the Spine of the World Mountains to guide an escort safely through its tumultuous peaks! Players will have the opportunity to learn some of the D&D and D&D Adventurer's League Organized Play basics while participating in an adventure. Pre-gens can be provided. An up to four-hour event.

D&D Learn To Play - Mischief at the Festival (2hrs)

In this event specifically geared for beginners, adventurers deal with the challenges surrounding a local town festival. Players will have the opportunity to learn some of the D&D and Organized Play basics while participating in an adventure. Pre-gens can be provided. An up to four-hour event.

D&D Learn to Play- Pudding Faire

In this event specifically geared for beginners, adventurers deal with the challenges of Groundhog day surrounding the local Pudding Faire. Players will have the opportunity to learn some of the D&D and D&D Adventurer's League Organized Play basics while participating in an adventure. Pre-gens can be provided. An up to four-hour event.

D&D Learn to Play- DDAL 05-01 Treasure of the Broken Hoard

In this event specifically geared for beginner players, adventurers will answer the call of a relic hunter, who seeks out treasures scattered about the land, four mini-adventures to challenge the explorer in you! Players will have the opportunity to learn some of the D&D and Organized Play basics while participating in an adventure. Pre-gens can be provided. An up to four-hour event.

CCC-CIC-15 Den of the Dead Witch

A lost level of an ancient dungeon may be the cause of local villagers' nightmares. Whatever it is, the Red Wizards of Thay are interested in it. But why? Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure.

CCC-QUAKE-01- Red War: Thayan Peace Keeper

During the conflict of The Red War, adventurers must transport a Thayan Peace Keeper into Red Wizard-occupied city of Mulmaster. Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure

DDAL 001- A Window to the Past

A Thayan research team's remnants return from an expedition to the Glacier of the White Worm. They speak of a temple underneath the ice -- and there's something there that scares the Red Wizards of Thay. What could it be? Check it out and see! Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure.

DDAL 0011f- Twice as Nice for Half the Price

Heroes are hell bound, sent on a fiendish foray for trinket bringing to an insistent imp who promises it will be well worth the price! This is a Tier Four adventure! Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure.

DDAL 05-08 Durlag's Tower

Durlag's Tower has stood solitary for ages, stymying and intriguing many. It is the former home of a great adventurer who is not there anymore -- and his treasure should still be in the tower, right? Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure.

DDAL 06-02 The Redemption of Kelvan

A strange, foreign wizard calling himself Kelvan has appeared at the same time a mountain materializes out of thin air. He asks you to recover the Gloomblade from a Netherese ruin in order to help him in his research into this strange new mountain. Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A two-hour adventure.

DDAL-DRW-INT-01, Big Problems

In the city of Daggerford, travelers are asked to help farmers deal with a local big issue of the day. Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A two-hour adventure.

DDAL-DRW-INT-02 Watcher of the Trollclaws

A nearby river is in low tide, revealing an ancient temple whose mysteries cannot go unexplored. With rumors of Thayans in the area, our heroes must unravel its secrets before others do. Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A two-hour adventure.

DDAL-DRW-INT-03-Red Day for ElvenTree

The Thayan Army is on the march to a Harper safe haven! They must be warned in time! Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A two-hour adventure.

DDAL-DRW-INT-04 Tales of Fang and Claw

Heroes are sent on behalf of Candlekeep to pick up a generous donation. What could possibly go wrong? Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A two-hour adventure.

DDAL-DRW-01 Breaking Umberlee's Resolve

"At the behest of a Turmish noble family, our heroes are sent to discover the whereabouts of their adventurous daughter but learn that there is much more here than a missing person and it involves the Red Wizards of Thay. Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure."

DDAL-DRW-12 To Walk the Cold Dark

Heroes travel to the mighty Thunder Peaks where they come across an ancient prison that binds a powerful evil sought by the crimson cabal and its cowed cohorts! Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure.

DDAL-DRW-13 Night Thieves

The opportunity to intercept valuable intelligence on the Red Wizards of Thay must not be squandered! Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A Four-Hour adventure.

DDAL-DRW-14 The City That Should Not Be

Thayans are excavating a lost city of an ancient kingdom of magic-users, and the Harpers want to know why. Our heroes are dispatched to help set up an observation site, but to what end? Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure.

DDAL-DRW-17 Expedition to the Supreme Forge

The source of a powerful Netherese magic has been discovered--but it must be recovered before cowed cultists or the crimson cabal of spellcasters get it first. Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure.

DDAL-DRW-18 Against the Machine

Thayans have reinforced and excavation site surrounding a powerful artifact. Infiltrators are needed to destroy the site. But not from orbit. Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour event.

DDAL-DRW-19-Fall the Cold Night

"In an act to thwart adventurers, The Red Wizards of Thay have ripped open a portal to unleash an ancient evil. Our heroes must rally to stop this evil before it spreads upon the realm! Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure."

DDEX 01-04 Dues for the Dead

A lost level of an ancient dungeon may be the cause of local villagers' nightmares. Whatever it is there The Red Wizards of Thay are interested in it? But why? Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure.

DDHC-WDH-03 Blue Alley

Heroes are enticed by a Waterdavian moneylender to brave a local dungeon filled with magical and monstrous challenges. Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure.

EPIC-Drums of the Dead

The Merchant Princes of Port Nyanzaru have unleashed a pandemic that must be eradicated, but that is only the smaller problem. While heroes race for the cure, the Red Wizards of Thay have unleashed its forces to march upon the city with its undead armies. The Red Wizard of Thay leader Szass Tamm has seen to the port cities conquest personally. This event is a multi-level, multi-table interactive events. Players will be mustered 15 minutes before event start. You must have an AL legal character already prepared for this event in either Tier One (Levels 1-5) and Tier Two (Levels 5-10) be familiar with D&D Organized Play Rules of play. Signing up for this event guarantees a seat at one of the tables for the event. You will be mustered and assigned a table. If you have friends you would like to be seated with, we will do our best to accommodate that within DM/table availability. Do your part by being on time, being grouped together and being ready when we muster. A four-hour event! Tables determined at muster.

Into the Doom Vault: Forests of Slaughter

Within the Land of the Red Wizards is the Doomvault Dungeon, where the Red Wizards of Thay conduct their arcane experiments. Hired by Serrania, a Thayan Rebel, our heroes infiltrate the Doomvault's Forests of Slaughter to remove threats and gather information that will aid the Thayan Rebellion in their cause to topple Red Wizard leaders! A four-hour adventure.

Into the Doomvault-The Abyssal Prisons

Within the Land of the Red Wizards is the Doomvault Dungeon, where the Red Wizards of Thay conduct their arcane experiments. Hired by Serrania, a Thayan Rebel, our heroes infiltrate the Doomvault's Abyssal Prisons to remove threats and gather information that will aid the Thayan Rebellion in their cause to topple Red Wizard leaders! Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour adventure.

Into the Doomvault-The Blood Pens

Within the Land of the Red Wizards is the Doomvault Dungeon, where the Red Wizards of Thay conduct their arcane experiments. Hired by Serrania, a Thayan Rebel, our heroes infiltrate the Doomvault's Blood Pens to remove threats and gather information that will aid the Thayan Rebellion in their cause to topple Red Wizard leaders! Players must be familiar with D&D Adventurer's League (AL) rules and have an appropriate AL legal character. A four-hour event.

Into the Doom Vault: The Far Realm Cysts

Within the Land of the Red Wizards is the Doomvault Dungeon, where the Red Wizards of Thay conduct their arcane experiments. Hired by Serrania, a Thayan Rebel, our heroes infiltrate the Doomvault's Far Realm Cysts to remove threats and gather information that will aid the Thayan Rebellion in their cause to topple Red Wizard leaders! A four-hour adventure.

Doomvault- The Masters Domain

Within the Land of the Red Wizards is the Doomvault Dungeon, where the Red Wizards of Thay conduct their arcane experiments. Hired by Serrania, a Thayan Rebel, our heroes infiltrate the Doomvault's Master Domain to remove threats and gather information that will aid the Thayan Rebellion in their cause to topple Red Wizard leaders! A four-hour adventure.



Saturday 7:00 pm Continued

PFS 4-99 BLESSING OF THE FOREST (LEVEL 1-8)

Pathfinder 2nd Edition

Game Master: Gary Bush

Table: B35

Player Skill: Experienced

Character Levels: 1 - 8

See full descriptions of campaign events on pages 24 and 25.

Players: 6

Run Time: 5

Type: RPG

PFS 4-99 BLESSING OF THE FOREST (LEVEL 3-4)

Pathfinder 2nd Edition

Game Master: Wally Waltner

Table: B14

Player Skill: Skilled

Character Levels: 3 - 4

See full descriptions of campaign events on pages 24 and 25.

Players: 6

Run Time: 5

Type: RPG

PFS 4-99 BLESSING OF THE FOREST (LEVEL 5-6)

Pathfinder 2nd Edition

Game Master: Geoff Barbour

Table: B11

Player Skill: Experienced

Character Levels: 5 - 6

See full descriptions of campaign events on pages 24 and 25.

Players: 6

Run Time: 5

Type: RPG

PFS 4-99 BLESSING OF THE FOREST (LEVEL 7-8)

Pathfinder 2nd Edition

Game Master: Darrel Curry

Table: B12

Player Skill: Experienced

Character Levels: 7 - 8

See full descriptions of campaign events on pages 24 and 25.

Players: 6

Run Time: 5

Type: RPG

SMALL WORLD WITH EXPANSIONS

Small World

Game Master: Lance Klindt

Table: B27

Player Skill: Novice

Character Levels:

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

Players: 4

Run Time: 3

Type: Board

WORMHOLES

Wormholes

Game Master: Warren Zdan

Table: B07

Player Skill: All

Character Levels:

Come and play a pick-up and deliver game where players are able to create wormholes to shortcut their route-building. If the wormholes are placed in enticing locations, other players can use them, too, earning you points.

Players: 4

Run Time: 2

Type: Board

Saturday 8:00 pm

CODENAMES

Codenames

Game Master: Stephanie Murphy

Table: B08

Player Skill: Novice

Character Levels:

Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their Codenames. The teams compete to see who can make contact with all of their agents first. Spymasters give 1-word clues to help their team, avoiding the other team and the assassin!

Players: 8

Run Time: 1

Type: Card



Saturday 9:00 pm

GAME OF THRONES

A Game of Thrones: The Board Game (Second Edition)

Game Master: Warren Zdan

Table: B08

Player Skill: All

Character Levels:

"When you play the Game of Thrones, you win or you die." A modern take on the classic Diplomacy board game, players issue orders simultaneously, then resolve them in turn order all the while forging brittle alliances and gauging when the best time would be to backstab their neighbors.

Players: 5

Run Time: 4

Type: Board

HARVEST DICE

Harvest Dice

Game Master: Katy Themm

Table: B07

Player Skill: All

Character Levels:

Harvest Dice is a fast-paced dice game where players draft dice to plant veggies or feed pigs. Watch the market to grow the most desirable crops! Plant the most to gain big bonuses and win the game.

Players: 4

Run Time: 1

Type: Dice

SUBMERGED CONSPIRACY: OPERATION BLACK ABYSS

Conn....Sonar! Modern Submarine Wargames Rules

Game Master: David Moore

Table: B51, B50

Player Skill: All

Character Levels:

Fast play modern submarine wargames rules that emulate close in combat.

Players: 9

Run Time: 3

Type: Board

Tensions have reached a boiling point in the Black Sea. Russia declared all of the Black Sea as their territorial waters and American Navy has found itself in hot water trying to support the Ukraine while not starting WW3.

TALES FROM THE RED DRAGON INN

Tales from the Red Dragon Inn

Game Master: Adam Vraspir

Table: B63

Player Skill: All

Character Levels:

In Tales you take on the role of one of the characters from The Red Dragon Inn as they tackle their day job of being big heroes. The multi-scenario campaign pits the players against game-controlled enemies tailor-made for each illustrated fold-out game map.

This is a cooperative game.

Players: 4

Run Time: 2

Type: Dice

Saturday Midnight

STAR WARS X-WING MINIATURES: LEARN TO PLAY

Star Wars: X-Wing Miniatures Game

Game Master: Adam Steffes

Table: B19, B18

Player Skill: All

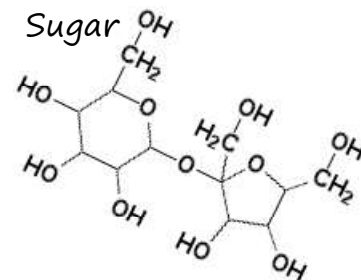
Character Levels: Standard loadout cards. / pre-built squads

Learn the basics of playing Star Wars X-wing miniatures. Out maneuver your opponents and shoot your way to victory. Introduction matches will be regular dogfighting. If enough people return for later events, we may teach objective play.

Players: 8

Run Time: 2

Type: Other



AXIS & ALLIES GLOBAL

Axis & Allies

Game Master: Ken Peoples
 Table: B45,B65
 Player Skill: Experienced, Skilled
 Character Levels:
 Combination of A&A 1940 Europe & Pacific! The biggest (and best) way to experience Axis & Allies!

Players: 3
 Run Time: 10
 Type: Board

PFS 4-16 DACILANE ACADEMY'S FIRST GREAT PRANK WAR (LEVEL 3-6)

Pathfinder 2nd Edition

Game Master: Geoff Barbour
 Table: B12
 Player Skill: Skilled
 Character Levels: 3 - 6
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG

PFS 5-02 THE BLACKWOOD LOST (LEVEL 3-6)

Pathfinder 2nd Edition

Game Master: Wally Waltner
 Table: B15
 Player Skill: Skilled
 Character Levels: 3 - 6
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG

PFS INTRO YEAR OF UNFETTERED EXPLORATION (LEVEL 1-4)

Pathfinder 2nd Edition

Game Master: John Brinkman
 Table: B11
 Player Skill: Novice
 Character Levels: 1 - 4
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG

SFS 6-06: TOMORROW'S SEEKERS (LEVEL 1-4)

Starfinder

Game Master: Aaron Cox
 Table: B14
 Player Skill: Novice
 Character Levels: 1 - 4
 See full descriptions of campaign events on pages 24 and 25.

Players: 6
 Run Time: 5
 Type: RPG

CCC-CIC-15 DEN OF THE DEAD WITCH

D&D 5th Edition Adventurers League

Game Master: N. Reinert
 Table: B04
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 2
 Type: RPG

D&D LEARN TO PLAY AL STYLE- ICE ROAD TRACKERS (2HOURS)

D&D 5th Edition Adventurers League

Game Master: Ali Dawoodi
 Table: B20
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

DDAL 06-02 THE REDEMPTION OF KELVAN

D&D 5th Edition Adventurers League

Game Master: James Bowen
 Table: B03
 Player Skill: Skilled
 Character Levels: Levels 5 -10
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 2
 Type: RPG

DDAL-001 A WINDOW TO THE PAST TIER 4

D&D 5th Edition Adventurers League

Game Master: Randall Harris
 Table: B24
 Player Skill: Experienced
 Character Levels: Levels 17-20
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

DDAL-DRW-19-FALL THE COLD NIGHT

D&D 5th Edition Adventurers League

Game Master: Austin Haffke
 Table: B05
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

DDAL-DRW-INT-03 A RED DAY FOR ELVENTREE

D&D 5th Edition Adventurers League

Game Master: Jeremy Meister
 Table: B06
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 2
 Type: RPG

DOOMVAULT- THE MASTERS DOMAIN

D&D 5th Edition Adventurers League

Game Master: John Fulmer
 Table: B21
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

DRAGONWOOD

Dragonwood

Game Master: Mark Wooge
 Table: B17
 Player Skill: Novice
 Character Levels:
 Dare to enter Dragonwood! Deep in the heart of this mythical forest lurk angry ogres, giggling goblins, and even the famed and fearsome fire-breathers themselves! Collect sets of adventurer cards to earn dice, which you will use to roll against your foes.

Players: 4
 Run Time: 2
 Type: Card

FALLEN LAND: A POST APOCALYPTIC BOARD GAME

Fallen Land: A Post Apocalyptic Board Game – 2nd Edition

Game Master: Bill Pitcher
 Table: B44
 Player Skill: All
 Character Levels:
 Fallen Land is a 1-6 player game set in the ruinous aftermath of post-apocalyptic America. You are the leader of a faction of survivors vying for supremacy in the Council 12 Towns. Assemble and equip your party, then set out to explore the wastes, gain prestige, and build up your town.

Players: 5
 Run Time: 2
 Type: Board

INTO THE DOOM VAULT: THE FAR REALM CYSTS

D&D 5th Edition Adventurers League

Game Master: Josh Sauter
 Table: B23
 Player Skill: Skilled
 Character Levels: Levels 5 -10
 See full descriptions of campaign events on pages 24 and 25.

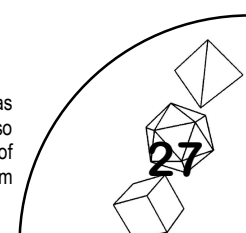
Players: 3
 Run Time: 4
 Type: RPG

KIDS GAMES

Various

Game Master: Nicole Vraspir
 Table: B46
 Player Skill: All
 Character Levels:
 Various kids games will be available all day. Drop in and out as needed or wanted. Our boys will be there to play games all day so there will be someone else to play with no matter what. Tons of games for ages 3 years and up. Running hourly starting 9am through 5pm.

Players: 99
 Run Time: 1
 Type: Other



MORNING CONSTITUTIONAL

Other

Game Master: Norajane McIntyre
 Table: _____ Players: 100
 Player Skill: Novice Run Time: 1
 Character Levels: n/a Type: Other
 Get your bones and blood moving! The Morning Constitutional is a 30 minutes (more or less) walk (or run, if that suits you better) around the neighborhood. Distance and pace are dictated by the participants! We'll meet near Convention Registration. I'll have my silly hat on.

OCTODICE

OctoDice

Game Master: Katy Themm
 Table: B08 Players: 4
 Player Skill: All Run Time: 1
 Character Levels: _____ Type: Dice
 A roll-and-write game where players take turns rolling dice and combining the results to perform actions in their underwater research center. Players can expand their lab to gain bonus actions or points, fight Octopodes, or perform upgrades. The player with the most points wins.

THE LORD OF THE RINGS ADVENTURE BOOK GAME

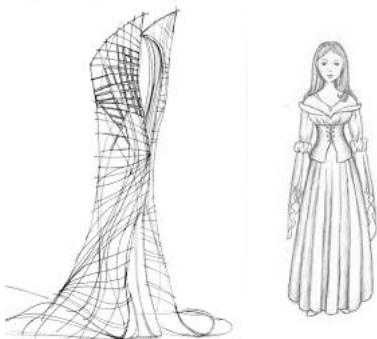
The Lord of the Rings Adventure Book Game

Game Master: Marcus Ross
 Table: B57 Players: 3
 Player Skill: All Run Time: 3
 Character Levels: _____ Type: Board
 Sauron's shadow has fallen across Middle-earth, and the One Ring must be destroyed. In order to complete their daunting quest, players need to work together to help cherished Lord of the Rings characters journey from The Shire to the fires of Mordor, all while avoiding the Eye of Sauron.
 This third entry into Ravensburger's "adventure book" line is broken into eight "chapters" that are experienced over eight different board game "pages". Each new chapter provides puzzles and challenges that players need to overcome to advance the story. The game allows for flexible play for solo or co-operative family gaming, so players can choose their style of adventure, and each chapter takes approximately twenty minutes to play.

VAN ON THE RUN, LVL 1, A ROAD CREW EXCLUSIVE

Dungeon Crawl Classics

Game Master: Dave Rosser
 Table: B27 Players: 10
 Player Skill: All Run Time: 4
 Character Levels: 1st level, Type: RPG
 pregens available
 Van on the Run! A wrecked phlogistovan with a shrunken hags head hanging over the dash, prompting the adventurers to find the phlogistomechanic, and defend him against his many enemies who wish to take the phlogistovan!



2 FAST, 2 FURRY

Crash Pandas

Game Master: Meagan Wilson
 Table: B38 Players: 5
 Player Skill: Novice Run Time: 2
 Character Levels: _____ Type: RPG
 You are a raccoon, and you and your crew enter the world of illegal street racing in Los Angeles. This is a simple, silly one-page RPG. You'll need a brief origin story for your raccoon. There will be a quick character build at the start, and then a lot of trash panda, car driving shenanigans.

COLLEGE FOOTBALL

Bowl Bound

Game Master: Ray Parrish
 Table: B07 Players: 8
 Player Skill: Novice Run Time: 3
 Character Levels: _____ Type: Dice
 Play as some of the great college football teams using Avalon Hill's Bowl Bound.

MINI PAINTING DROP IN SESSION

Painting

Game Master: RJ Redden
 Table: B40 Players: 16
 Player Skill: All Run Time: 1
 Character Levels: _____ Type: Other
 Time to paint! For painters of any level. I will help whomever wants to learn how to paint. If you already paint, then come meet some fellow painters! Sessions will be 10 - 5 on Sat and Sun. Some minis provided, or BYO minis or terrain. Let's get rid of the pile of shame together!

TRANSFORMERS DECK-BUILDING GAME

Transformers Deck-Building Game

Game Master: Adam Vraspir
 Table: B63 Players: 5
 Player Skill: All Run Time: 1
 Character Levels: _____ Type: Card
 Take on the role of one of the Autobots. Travel and explore the Matrix and transform between your different modes to gain allies, find relics, and acquire technology to do battle with the Decepticons. As your deck grows, more powerful Decepticons will rise up to challenge you.

Sunday 11:00 am

PIRATE HEXES - WELCOME TO DAVY JONES'S LOCKER

Pirate Hexes

Game Master: David Moore
 Table: B50,B60 Players: 6
 Player Skill: All Run Time: 3
 Character Levels: _____ Type: Board
 Pirate Hexes is a simple fast-paced set of rules for naval combat in the age of sail. Capture enemy ships, islands, treasure, and more.

THE BATTLEFIELD

Homebrew Cardgame

Game Master: Zach Butler
 Table: B17 Players: 6
 Player Skill: Novice Run Time: 1
 Character Levels: N/A Type: Card
 Build your battlefield and best your enemies in this strategy card game. You will fight your way through minefields and artillery to make it to the enemy lines. Do you have what it takes to outsmart and out maneuver your opponent?

TINY PARK

Tiny Park

Game Master: Katy Themm
 Table: B08 Players: 4
 Player Skill: All Run Time: 1
 Character Levels: _____ Type: Board
 Players are competing to build the best amusement park. With each turn, players roll dice to earn rides. Using these different tiles, players must place them strategically to maximize their park real estate.

AGAINST THE DARKNESS: END GAME

Against the Darkness

Game Master: Tabletop Adventures
 Table: B28
 Player Skill: All
 Character Levels: Pregen or bring your character
 Three "influencers" for a small game company compete to finish an early-access game. By morning two are dead and the third babbling about demons. Can the Justiciars solve this before someone else dies? An easy-to-learn Vatican horror RPG for new or experienced players. Age 13 recommended.

Players: 6
 Run Time: 4
 Type: RPG

FANDOM TRASH (CONCEPTUAL PLAY-TEST)

Other: Card Game

Game Master: Adam Templeton
 Table: B51
 Player Skill: Novice
 Character Levels:
 Can you trigger an entire fandom with one sentence? Players try to bewilder the Fan by writing sentences about things the Fan loves. But beware: You could be the Fan next!
 Are you glad Firefly was cancelled? Is Spock your favorite Jedi? Then come help us play-test this new card game concept!

Players: 5
 Run Time: 1
 Type: Card

METAL WORLD: TREMBLE BEFORE THE TWIN TITANS

METAL WORLD

Game Master: Nick Zachariasen
 Table: B33
 Player Skill: Novice
 Character Levels: Pregen
 The Paradise Islands are known largely for their fierce protectors, the humanoid kaiju Leka-Hi and Hiney-Ho. The nation of Raptoria is known for their thirst for conquest. What happens when the two clash and what are you going to do about it?

Players: 8
 Run Time: 4
 Type: RPG

STAR WARS X-WING MINIATURES: LEARN TO PLAY

Star Wars: X-Wing Miniatures Game

Game Master: Adam Steffes, Christopher Gaddie, Shane Dostal
 Table: B18, B19
 Player Skill: All
 Character Levels: Standard loadout cards. / pre-built squads
 Learn the basics of playing Star Wars X-wing miniatures. Out maneuver your opponents and shoot your way to victory. Introduction matches will be regular dogfighting. If enough people return for later events, we may teach objective play.

Players: 8
 Run Time: 2
 Type: Other

ANNUAL NUKE-CON BOARD OF DIRECTOR MEETING Meeting

Game Master: Michael McIntyre
 Table: B51
 Player Skill: Novice
 Character Levels:
 Annual meeting of Nuke-Con's Board of Directors.
 If you're interested in discussing anything related to Nuke-Con with the Board of Directors, this event is for you! Ask questions; provide comments; give advice! We are all here to help the convention grow, and we'd love to hear from you!

Players: 50
 Run Time: 1
 Type: Meeting

CANVAS

Canvas

Game Master: Stephanie Murphy
 Table: B08
 Player Skill: Novice
 Character Levels:
 Create unique works of art!
 In Canvas you are a painter competing in a prestigious art festival. Collect transparent cards and layer them to create paintings. Depending on which cards you choose and the order in which you place them, you will reveal or cover icons to earn ribbons.

Players: 5
 Run Time: 1
 Type: Board

D&D LEARN TO PLAY AL STYLE- ICE ROAD TRACKERS (2HOURS)

D&D 5th Edition Adventurers League

Game Master: Ali Dawoodi
 Table: B20
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

D&D LEARN TO PLAY- DDAL 05-01 TREASURE OF THE BROKEN HOARD

D&D 5th Edition Adventurers League

Game Master: Wayne Fuller
 Table: B21
 Player Skill: Novice
 Character Levels: Levels 1-4
 See full descriptions of campaign events on pages 24 and 25.

Players: 3
 Run Time: 4
 Type: RPG

GAMER GARAGE SALE!

**Buy and Sell
 Games! (Board, Card, RPG, etc.), Miniatures,
 Landscape Items, Books, Geekdom Tchotchkes**



For Sellers
 Check In your Lots- Friday 6pm-8pm & Saturday 10am-12pm
 Check Out – Sunday 2pm-4pm

For Buyers
 Bidding on lots – Friday 6pm-2am & Saturday 9am-6pm
 Bids close at Saturday 6pm
 Pick up and pay for lots- Saturday 7pm-8pm & Sunday 10am-1pm
 Payments accepted- Cash, Credit Card, and PayPal

**Scan for all
 the details**



DDAL 0011F- TWICE AS NICE FOR HALF THE PRICE

D&D 5th Edition Adventurers League

Game Master: James Bowen

Table: B03

Player Skill: Experienced

Character Levels: Level 17 - 20

See full descriptions of campaign events on pages 24 and 25.

Players: 3

Run Time: 4

Type: RPG

DDAL-DRW-01 BREAKING UMBERLEE'S RESOLVE

D&D 5th Edition Adventurers League

Game Master: Meagan Wilson

Table: B24

Player Skill: Skilled

Character Levels: Levels 5-10

See full descriptions of campaign events on pages 24 and 25.

Players: 3

Run Time: 4

Type: RPG

DDEX 01-04 DUES FOR THE DEAD

D&D 5th Edition Adventurers League

Game Master: N. Reinert

Table: B04

Player Skill: Novice

Character Levels: Levels 1-4

See full descriptions of campaign events on pages 24 and 25.

Players: 3

Run Time: 4

Type: RPG

DDHC-WDH-03 BLUE ALLEY

D&D 5th Edition Adventurers League

Game Master: Christopher O'Neill

Table: B22

Player Skill: Novice

Character Levels: Levels 1-4

See full descriptions of campaign events on pages 24 and 25.

Players: 3

Run Time: 4

Type: RPG

INTO THE DOOM VAULT: FORESTS OF SLAUGHTER

D&D 5th Edition Adventurers League

Game Master: Josh Sauter

Table: B23

Player Skill: Skilled

Character Levels: Levels 5-10

See full descriptions of campaign events on pages 24 and 25.

Players: 3

Run Time: 4

Type: RPG

KING OF MONSTER ISLAND

Other

Game Master: Adam Vraspir

Table: B32

Player Skill: All

Character Levels:

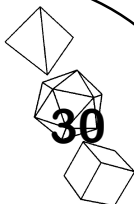
\$5 entry fee will be donated to Extra-Life. Winner will take home Iron Rook promo monster.

Players will play as giant monsters who must work together to defeat a titan-like Boss before it finishes building an interdimensional portal.

Players: 5

Run Time: 2

Type: Other



PFS INTRO: YEAR OF BOUNDLESS WONDER (1-4)

Pathfinder

Game Master: Bea Sherwood

Table: B15

Player Skill: Novice

Character Levels: 1 - 4

See full descriptions of campaign events on pages 24 and 25.

Players: 6

Run Time: 5

Type: Other

PITCHCAR

PitchCar

Game Master: Ann Journey

Table: B48,B47

Player Skill: All

Character Levels: n/a

Sunday PitchCar is a Nuke-con tradition! PitchCar is a dexterity game in which players flick a car disk around an epic 3D race track. We will leave the track set up for anyone to drop by and play after the demo!

Players: 8

Run Time: 1

Type: Board

SFS 6-04: SECRETS LONG SUBMERGED (LEVEL 9-12)

Starfinder

Game Master: Ethan Ostdiek

Table: B14

Player Skill: Experienced

Character Levels: 9 - 12

See full descriptions of campaign events on pages 24 and 25.

Players: 6

Run Time: 5

Type: RPG

SILVER AND GOLD

Silver & Gold

Game Master: Katy Themm

Table: B07

Player Skill: All

Character Levels:

Silver & Gold is a roll-and-write game where players combine simple rules, fast action, luck, and planning as they try to complete treasure map after treasure map. The maps are printed on wipeable cards to allow for endless adventures.

Players: 4

Run Time: 1

Type: Board

TELL: A STORYTELLING RPG

Tell

Game Master: Adam Templeton

Table: B37

Player Skill: All

Character Levels:

Tell is a cooperative, story-crafting RPG for 2 to 6 players.

From sci-fi to fantasy, horror to film noir, anything can happen!

You'll build a character, experience the adventure of a traditional tabletop RPG, and tell a complete story, start-to-finish, in the same runtime as your favorite movie!

Players: 5

Run Time: 2

Type: RPG



BORDERLANDS TINY TINA'S ROBOT TEA PARTY

Borderlands: Tiny Tina's Robot Tea Party

Game Master: Stephanie Murphy
 Table: B08
 Player Skill: Novice
 Character Levels:
 You are cordially invited to a tea party of the most CLAPTASTIC variety!
 What do Vault Hunters do over tea? Mess with Claptrap, of course!
 Dive in some dumpsters, swipe some parts, and build your bot. Race to be the first one to get your Clappy decked out with the right parts to win!

Players: 5
 Run Time: 1
 Type: Board

DUNGEON!

Dungeon!

Game Master: Ryann Quinn
 Table: B26
 Player Skill: All
 Character Levels: N/A
 DUNGEON! is the classic proto-D&D board game where a group of adventurers race to be the first to plunder treasures from a labyrinth full of monsters and traps. Only one will be victorious!
 DUNGEON! is easy to learn and play. Note that this is the original TSR printing, not the WotC reprint.

Players: 5
 Run Time: 3
 Type: Board

DRESSED TO KILL

Candela Obscura

Game Master: Dave Rosser
 Table: B27
 Player Skill: All
 Character Levels: Pregens will be provided
 You're called in by Candela Obscura to investigate the mysterious death of Vera Montgomery, the famous model hired to exhibit clothing dyed with the glowing green pigment known as Undark.

Players: 6
 Run Time: 4
 Type: RPG

METAL MEN WITH MUSKETS (1/72 NAPOLEONICS)

Other: Miniatures

Game Master: Matt Johnson
 Table: B34, B16
 Player Skill: Novice
 Character Levels:
 Napoleonic wargaming (1/72 miniatures): Dave Newport's two-page Napoleonic Convention Rules--easy to learn--easy to play. Lead a brigade to glory!

Players: 6
 Run Time: 3
 Type: Miniatures

RA

Ra

Game Master: Marcus Ross
 Table: B57
 Player Skill: All
 Character Levels:
 Ra is an auction and set-collection game with an Ancient Egyptian theme. Each turn players are able to purchase lots of tiles with their bidding tiles (suns). Once a player has used up his or her suns, the other players continue until they do likewise, which may set up a situation with a single uncontested player bidding on tiles before the end of the round occurs.
 The game offers a short learning curve, and experienced players find it both fast-moving and a quick play.

Players: 4
 Run Time: 2
 Type: Board

RED DRAGON INN

Red Dragon Inn

Game Master: Mikayla Gallagher
 Table: B42
 Player Skill: Novice
 Character Levels: N/A
 Come drink, brawl, and gamble at the Red dragon inn! You are an adventuring party back from a dungeon crawl, and you're ready to enjoy your spoils at the tavern. Each player will have a unique character to play as we compete see who will be the last one standing!

Players: 23
 Run Time: 4
 Type: Card

WHO SMELT IT

Homebrewed board/strategy game

Game Master: Zach Butler
 Table: B17
 Player Skill: Novice
 Character Levels: N/A
 Everyone knows the old saying of "Who ever smelt it, dealt it!" This is a game where you are racing to get away from the dreaded fart cloud. Race against your opponent locking rooms and activating powerups to avoid being the one who smelt it.

Players: 6
 Run Time: 1
 Type: Board

Sunday 3:00 pm

GAME OF TRAINS

Game of Trains

Game Master: Katy Themm
 Table: B07
 Player Skill: All
 Character Levels:
 Players take turns rearranging their train cars to get the cards in ascending order. Drawing a card from the draw pile or taking a face-up card and using its special power, players have multiple choices each round. The first player to get their train line in ascending order wins.

Players: 4
 Run Time: 1
 Type: Board

RAJAS OF THE GANGES

Rajas of the Ganges

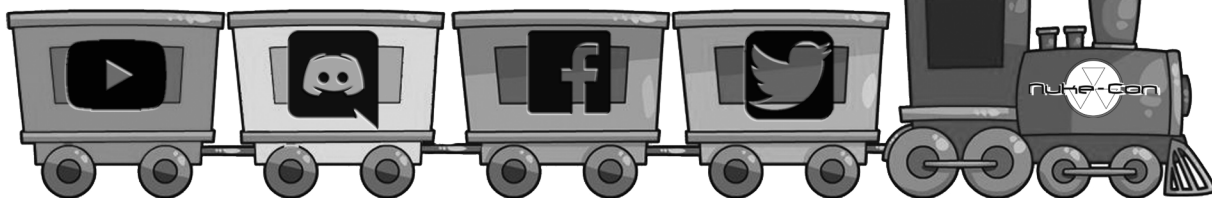
Game Master: Norajane McIntyre
 Table: B25
 Player Skill: Novice
 Character Levels:
 In 16th century India, you will cultivate and market crops, develop your own province, enhance public buildings, and sail along the Ganges in your journey to amass wealth and fame. It's a worker-placement game with a twist (and lovely art).

Players: 4
 Run Time: 2
 Type: Board

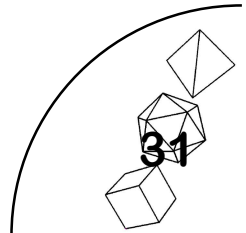


Want More Gaming, Year Round?

Climb aboard for Gaming Events and News!



Discord- gaming and more year round <https://discord.gg/aT76gA6n>



Quick Game List

Friday 2:00 pm

Event Title	Type	Table(s)	Length
Alpha Strike: Power Play	Dice	B33	3
Bonfire w/ Trees & Creatures expansion	Board	B62	3
CCC-QUAKE-01: Red War	RPG	B20	4
Thayan Peace Keeper			
D&D Learn to Play- DDAL 05-01	RPG	B21	4
Treasure of the Broken Hoard (2 hrs)			
DDAL-DRW-12 To Walk the Cold Dark	RPG	B04	4
DDAL-DRW-INT-01, Big Problems	RPG	B23	2
Glacial Rift of the Frost Giant Jarl	RPG	B26	4
Into the Doomvault-The Abyssal Prisons	RPG	B03	4
Scout	Board	B08	1
The Lord of the Rings Adventure Book Game	Board	B57	3
Who Smelt It	Board	B17	1

Friday 3:00 pm

Event Title	Type	Table(s)	Length
Aquatica	Board	B07	2
Canvas	Board	B08	1
Savemake Forest	Board	B18	1
Shadowhunters	RPG	B09	3
Star Wars Deckbuilding Game	Board	B63	3
The Awful Green Things from Outer Space, In 3D!			
The Battlefield	Card	B17	1
Unmatched	Board	B46	2

Friday 4:00 pm

Event Title	Type	Table(s)	Length
Hoplomachus: Remastered	Strategy	B30	2
Metal Men with Muskets	Miniatures	B34, B16	3
PFS Bounty #1: The Whitefang Wyrms	RPG	B15	2
Paco Sako (Peace Chess)	Strategy	B64	1
SFS Bounty #10 Those who were taken	RPG	B12	2

Friday 5:00 pm

Event Title	Type	Table(s)	Length
Bloom	Dice	B18	1
Castles of Burgundy Special Edition	Dice	B49	3
Codenames	Card	B08	1
Mobile Markets	Board	B17	2
The Wolves	Board	B46	2

Friday 6:00 pm

Event Title	Type	Table(s)	Length
Avatar Legends	RPG	B28	4
Between Two Castles of Mad King Ludwig	Board	B26	2
Car Wars 6E	Miniatures	B33, B32	3
College Football	Dice	B07	3
DC Deck-Building Game: Injustice	Board	B63	2
Escape Room	Board	B31	2
Fly Fight Win: MiG Alley	Wargame	B48	2
Goonies meet the Ghostbusters	RPG	B39, B41	4
Hoplomachus: Remastered	Board	B30	2
KAMB - Prepare The Feast!	RPG	B25	4
Kemet: Blood and Sand	Strategy	B19	1
Learn to Play Battletech	Other	B45	2
METAL WORLD: A Big Problem	RPG	B51	4
SFS 5-99 Battle for the Bulwark	RPG	B11, B12, B14, B15, B35	5
Saboteur	Card	B65	1
TELL: A Storytelling RPG	RPG	B37	2
The Awful Green Things from Outer Space, In 3D!			
Ticket to Ride Jr.	Board	B10	1

Friday 7:00 pm

Event Title	Type	Table(s)	Length
(Super) Heroes at Last!	RPG	B09	4
Anno 1800	Board	B17	3
CCC-CIC-15 Den of the Dead Witch	RPG	B04	4
D&D Learn To Play - Mischief at the Festival (2hrs)			
DDAL 001- A Window to the Past Tier 2	RPG	B24	4
DDAL-DRW-13 Night Thieves	RPG	B03	4
DDAL-DRW-14 The City That Should Not Be	RPG	B06	4
DDALDRW-INT-02 Watcher of the Trollclaws	RPG	B23	2
Into the Doomvault-The Abyssal Prisons	RPG	B05	4
Into the Doomvault-The Blood Pens	RPG	B21	4
Ra	Board	B57	2
Red7	Board	B46	1
Remnants of the Sword	LARP	I02, I05, I04, I01, I03	5
Showdown at Canyon Diablo	RPG	B38	4
Star Wars X-wing Miniatures: Learn to Play	Other	B19, B18	2
Vault 402 - End of Eden	RPG	B29	3
We're Doomed!	Board	B08	1

Friday 8:00 pm

Event Title	Type	Table(s)	Length
Between Two Castles of Mad King Ludwig	Board	B26	2
Clue	Board	B10	1
Fandom Trash (Conceptual Play-Test)	Card	B50	1
Fly Fight Win: Race of Aces	Miniatures	B48	2
Hamburg	Board	B49	3
Point Salad Tournament	Board	B34	2
Rallyman GT	Board	B46	2

Friday 9:00 pm

Event Title	Type	Table(s)	Length
Filler	Card	B18	1

Friday 10:00pm

Event Title	Type	Table(s)	Length
Captain Sonar	Board	B07	2
New York Slice	Board	B46	1
Power Rangers: Deck-Building Game	Board	B63	1

Friday 11:00pm

Event Title	Type	Table(s)	Length
Vault 402 - End of Eden	RPG	B29	3

Saturday 9:00 am

Event Title	Type	Table(s)	Length
Chompl!	Board	B08	1
D&D Learn To Play - Pudding Faire	RPG	B20	4
DDAL 001- A Window to the Past Tier 3	RPG	B06	4
DDAL-DRW-13 Night Thieves	RPG	B04	4
DDAL-DRW-14 The City that Should Not Be	RPG	B03	4
DDAL-DRW-17 Expedition to the Supreme Forge	RPG	B24	4
DDAL-DRW-INT-03-Red Day for ElvenTree	RPG	B23	2
DDHC-WDH-03 Blue Alley	RPG	B21	4
Dyson Dungeon Delve, a Zero Level Gauntlet	RPG	B28	4
Fly Fight Win: Red Tails	Miniatures	B48	2
Just Desserts	Card	B09	1
Letter Jam	Board	B07	1
Morning Constitutional	Other		1
New York Slice	Board	B46	1
PFS 1-06 Lost on the Spirit Road	RPG	B15	4
PFS Bounty #15 Treasure Off the Coast	RPG	B35	2
PFS Quest #14 The Swordlord's Challenge (Level 1-4)			2
Paco Sako (Peace Chess)	Strategy	B64	1
SFS 1-19 To Conquer the Dragon	RPG	B14	4
SFS Bounty #8 Lost Dragon's Legacy	RPG	B12	2
Summoner Arena	RPG	B25	4

Saturday 10:00 am

Event Title	Type	Table(s)	Length
(Super) Heroes at Last!	RPG	B09	4
Car Wars 6E	Miniatures	B30, B31	3
Dogs of War	Board	B08	2
Icons: The Assembled Edition	RPG	B50	2
Intro to Gaslands	Wargame	B38	2
Letter GO	Card	B57	2
Mini Painting Drop In Session	Other	B40	1
Moonrakers: Deckbuilding and Negotiation	Card	B45	3
Nightmare Cathedral	Board	B65	3
Paco Sako (Peace Chess)	Board	B64	1
Red Dragon Inn Pre-Tournament	Card	B63	2
Shadows of Brimstone - Gates of Valhalla	Board	I01	3
THE Battletech Grinder!!!	Miniatures	B32, B33	8
The Wolves	Board	B46	2
Warriors of ATOZ	RPG	B26	4

Saturday 11:00 am

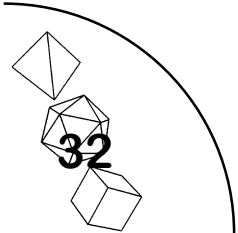
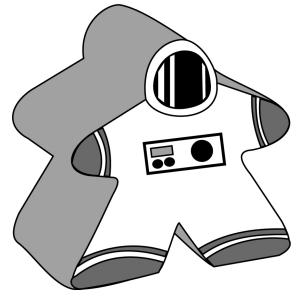
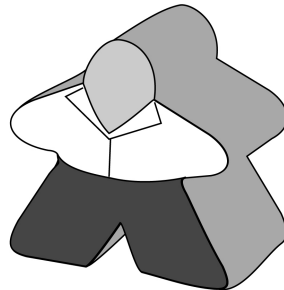
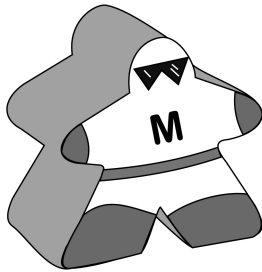
Event Title	Type	Table(s)	Length
Cafe Chaos	Card	B10	1
De Bellis Antiquitatis	Miniatures	B34, B16	3
Fallen Land: A Post Apocalyptic board game	Board	B44	2
Fly Fight Win: Bridges of Toko-Ri	Miniatures	B07	2
PFS Bounty #18 From Family Lost	RPG	B35	2
PFS Quest #1 The Sandstone Secret	RPG	B11	2
SFS Bounty #9 Burning Ambitions	RPG	B12	2
Star Wars X-wing Miniatures: Learn to Play	Other	B19, B18	2
Tales of the Arabian Nights	Board	B48	3
The Battlefield	Card	B17	1
The Great Heartland Hauling Co.	Board	B27	1

Saturday Noon

Event Title	Type	Table(s)	Length
Canvas	Board	B08	1
DerbyTech	Other	B49	4

Saturday 1:00 pm

Event Title	Type	Table(s)	Length
Ark Nova	Strategy	B18	4
Cafe Chaos	Card	B10	1
College Football	Dice	B07	3
Doughnut Drive-Thru	Board	B08	1
Escape Room	Puzzle	B31	2
Game of Gnomes	Board	B61	3
Intro to Gaslands	Wargame	B38	2
PFS 4-17 Trapping the Hag's Claw	RPG	B14	5
Paco Sako (Peace Chess)	Board	B64	1
Return to Dark Tower	Board	B27	3
SFS 3-10 Live Adventure Extreme!	RPG	B15	5
SFS 6-02 Drift Scars	RPG	B11	5
SFS Intro: Year of Fortune's Fall	RPG	B12	5
Save Dr. Lucky	Board	B65	2
Smash Up	Card	B45	2
TELL: A Storytelling RPG	RPG	B37	2
The Lord of the Rings Adventure Book Game	Board	B57	3
Unmatched	Miniatures	B46	2



Check at registration for new events!

Quick Game List Continued

Saturday 2:00 pm

Event Title	Type	Table(s)	Length
Arkham Horror	Board	B48	4
Bargain Quest	Board	B63	1
D&D Learn to Play- Pudding Faire	RPG	B20	4
DDAL 05-08 Durlag's Tower	RPG	B05	4
DDAL-DRW-14 The City that Should Not Be	RPG	B04	4
DDAL-DRW-18 Against the Machine	RPG	B21	4
DDAL-DRW-INT-04 Tales of Fang and Claw	RPG	B06, B24	2
Dyson's Dungeon Delving Deeper	RPG	B29	4
Ex-President Trump comes to Council Bluffs	RPG	B28	4
Kelly's Heroes - Bank Heist	Miniatures	B52,B51	3
METAL WORLD: Mount Walkabout	RPG	B47	6
Paco Sako (Peace Chess)	Strategy	B64	1
Red Dragon Inn	Card	B42	4
Shadows of Brimstone - Gates of Valhalla	Board	I01	3
Solani	Board	B25	2
The Treasure of Crocodile Peak	RPG	B23	4
Ticket to Ride Jr.	Board	B10	1
Vault 402 - End of Eden	RPG	B08	3
We're Doomed!	Board	B09	1
Who Smell It	Board	B17	1

Saturday 3:00 pm

Event Title	Type	Table(s)	Length
Car Wars 6E	Miniatures	B31,B30	3
Escape Room	Board	B43	2
Fandom Trash (Conceptual Play-Test)	Card	B50	1
Intro to Gaslands	Board	B38	2
Kill Dr. Lucky	Card	B65	2
Paco Sako, Free Tournament	Board	B53,B26	3
Rallyman: Dirt	Board	B46	2
Star Wars X-wing Miniatures: Learn to Play	Other	B17,B19	2
That's Not a Hat	Board	B09	1

Saturday 4:00 pm

Event Title	Type	Table(s)	Length
Lacrimosa	Board	B61	3
Learn to play Lorcana	Board	B34	1
Rajas of the Ganges	Board	B25	2
Star Wars Mandalorian Trouble	Board	B10	1

Saturday 5:00 pm

Event Title	Type	Table(s)	Length
Dodge City Draw	Miniatures	B50,B51	3
Earth	Board	B07	2
Escape Room	Board	B43	2
Metal Men with Muskets	Miniatures	B34,B16	3
Rocky Road a la Mode	Board	B08	1
Royal Rumble	Other	B49	4

Saturday 6:00 pm

Event Title	Type	Table(s)	Length
4 Player Paco Sako (Peace Chess)	Board	B44	2
Battletech: Battle of the Citadel	RPG	B17	5
Button Men	Dice	B65	1
Cascadia	Board	B46	2
Red Dragon Inn Tournament	Card	B63	3

Saturday 7:00 pm

Event Title	Type	Table(s)	Length
(Super) Heroes at Last!	RPG	B09	4
Dodos Riding Dinos	Board	B08	1
EPIC-Drums of the Dead	RPG	TBD	4
Game Design Panel Discussion	Panel	I02,I01,I03,I04,I05,I06	2
Heat: Pedal to the Metal	Board	B19	3
Hoplomachus: Remastered	Board	B30	2
Isle of Cats w/ expansions	Board	B61	3
PFS 4-99 Blessing of the Forest	RPG	B11, B12, B14, B15, B35	5
Small world with expansions	Board	B27	3
Wormholes	Board	B07	2

Saturday 8:00 pm

Event Title	Type	Table(s)	Length
Codenames	Card	B08	1

Saturday 9:00 pm

Event Title	Type	Table(s)	Length
Game of Thrones	Board	B08	4
Harvest Dice	Dice	B07	1
Submerged Conspiracy: Operation Black Abyss	Board	B51,B50	3
Tales from the Red Dragon Inn	Dice	B63	2

Saturday Midnight

Event Title	Type	Table(s)	Length
Star Wars X-wing Miniatures: Learn to Play	Other	B19,B18	2

Sunday 8:00 am

Event Title	Type	Table(s)	Length
Axis & Allies Global	Board	B45,B65	10
PFS 4-16 Dacliane Academy's	RPG	B12	5
First Great Prank War			
PFS 5-02 The Blackwood Lost	RPG	B15	5
PFS Intro Year of Unfettered Exploration	RPG	B11	5
SFS 6-06: Tomorrow's Seekers	RPG	B14	5

Sunday 9:00 am

Event Title	Type	Table(s)	Length
CCC-CIC-15 Den of the Dead Witch	RPG	B04	2
D&D Learn to Play Ice Road Trackers	RPG	B20	4
DDAL 06-02 The Redemption of Kelvan	RPG	B03	2
DDAL-001 A Window to the Past	RPG	B24	4
DDAL-DRW-19-Fall the Cold Night	RPG	B05	4
DDAL-DRW-INT-03 A Red Day for Elventree	RPG	B06	2
Doomvault- The Masters Domain	RPG	B21	4
Dragonwood	Card	B17	2
Fallen Land: A Post Apocalyptic board game	Board	B44	2
Into the Doom Vault: The Far Realm Cysts	RPG	B23	4
Kids games	Other	B46	1
Morning Constitutional	Other		1
OctoDice	Dice	B08	1
The Lord of the Rings Adventure Book Game	Board	B57	3
Van on the Run	RPG	B27	4

Sunday 10:00 am

Event Title	Type	Table(s)	Length
2 Fast, 2 Furry	RPG	B38	2
College Football	Dice	B07	3
Mini Painting Drop In Session	Other	B40	1
Transformers Deck-Building Game	Card	B63	1

Sunday 11:00 am

Event Title	Type	Table(s)	Length
Pirate Hexes - Welcome To Davy Jones's Locker	Board	B50,B60	3
The Battlefield	Card	B17	1
Tiny Park	Board	B08	1

Sunday Noon

Event Title	Type	Table(s)	Length
Against the Darkness: End Game	RPG	B28	4
Fandom Trash (Conceptual Play-Test)	Card	B51	1
METAL WORLD: Tremble Before the Twin Titans	RPG	B33	4
Star Wars X-wing Miniatures: Learn to Play	Other	B18,B19	2

Sunday 1:00 pm

Event Title	Type	Table(s)	Length
Annual Nuke-Con Board of Director Meeting	Meeting	B51	1
Canvas	Board	B08	1
D&D Learn to Play Ice Road Trackers	RPG	B20	4
D&D Learn to Play- DDAL 05-01	RPG	B21	4
Treasure of the Broken Hoard			
DDAL 0011f- Twice as Nice for Half the Price	RPG	B03	4
DDAL-DRW-01 Breaking Umberlee's Resolve	RPG	B24	4
DDEX 01-04 Dues for the Dead	RPG	B04	4
DDHC-WDH-03 Blue Alley	RPG	B22	4
Into the Doom Vault: Forests of Slaughter	RPG	B23	4
King of Monster Island	Other	B32	2
PFS Intro: Year of Boundless Wonder	Other	B15	5
PitchCar	Board	B48,B47	1
SFS 6-04: Secrets Long Submerged	RPG	B14	5
Silver and Gold	Board	B07	1
TELL: A Storytelling RPG	RPG	B37	2

Sunday 2:00 pm

Event Title	Type	Table(s)	Length
Borderlands Tiny Tina's Robot Tea Party	Board	B08	1
DUNGEON!	Board	B26	3
Dressed To Kill	RPG	B27	4
Metal Men with Muskets	Miniatures	B34,B16	3
Ra	Board	B57	2
Red Dragon Inn	Card	B42	4
Who Smell It	Board	B17	1

Sunday 3:00 pm

Event Title	Type	Table(s)	Length
Game of Trains	Board	B07	1
Rajas of the Ganges	Board	B25	2



There are small warriors fighting for their lives every day. Extra Life is the effort of people who enjoy games to raise money to help the fight.

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Nuke-Con has a few options to participate in giving!

- There are donation incentive items available at the Extra Life booth with different items for different amounts available.
- "Roll the prize die" for a \$5 donation and win a prize.
- Donation collection bins available at our game tables and the booth.
- D&D adventurers league are running a drawing that will begin on Saturday and run into Sunday.
- At some of the D&D Adventurer's League tables they will be taking \$1 donations for one d20 reroll, which can be used to affect one d20 roll.
- The Gamer Garage Sale has an option to donate the proceeds of your sale to Extra Life.
- Raffle tickets are available for \$1 each or 6 for \$5. Prizes have been donated by vendors and others in the Nuke-Con community.

Nebraska Ataxia

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Early Bird Registration: \$30
Deadline: December 31, 2023

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Alias: _____

Street: _____

City: _____ State: _____ Zip: _____

Phone #: (____) _____ - _____

E-mail Address: _____

I prefer - email USPS mail.

Please make Checks payable to "Nuke-Con". Sorry, No Refunds
Mail to: Nuke-Con, 13960 Frederick Circle, Omaha, NE 68138

Reg	Early Bird Registration = \$30			
	Size	Price	#	Sub-Total
Standard Convention T-Shirt	S	\$22	x _____	= _____
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