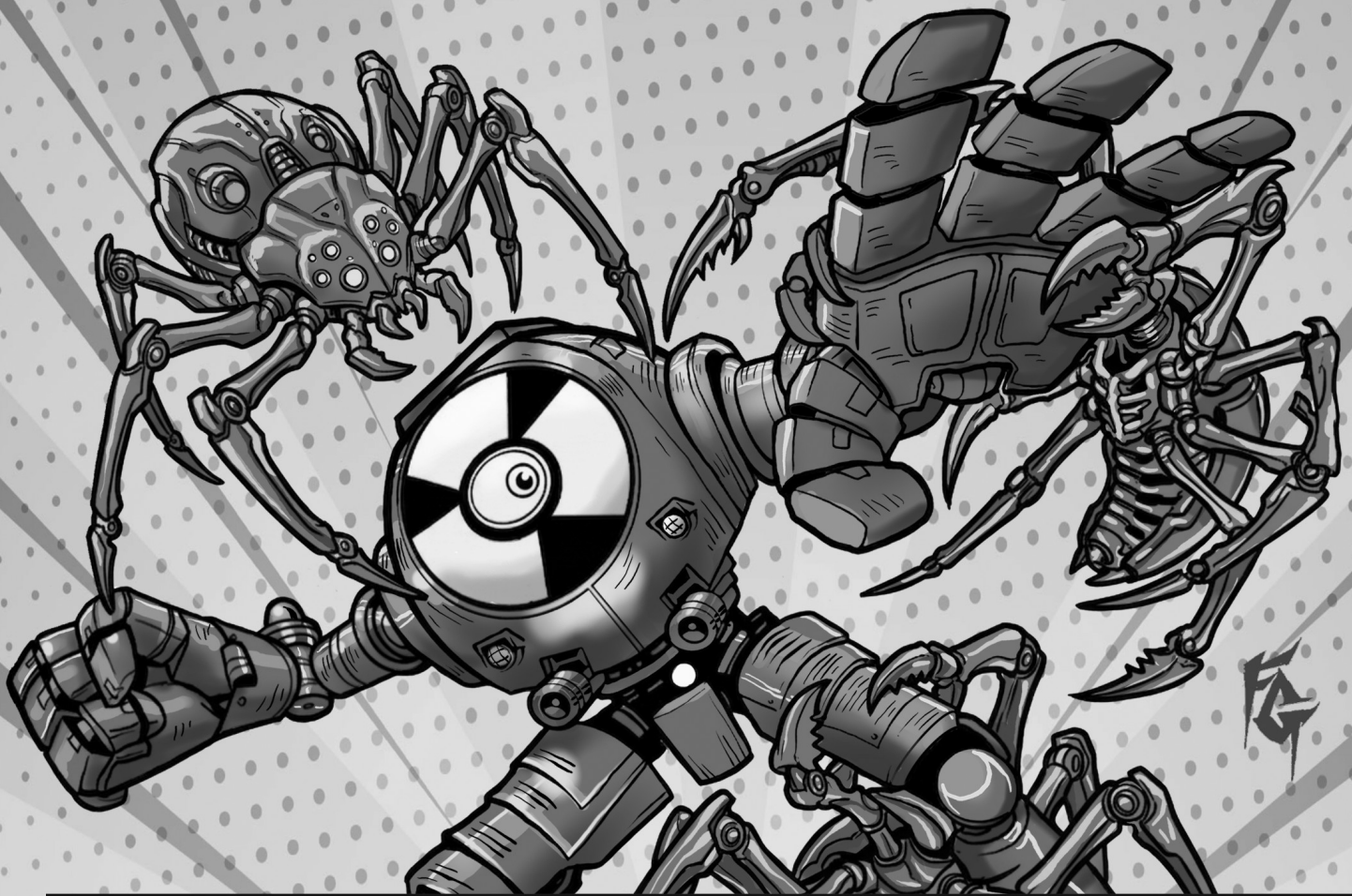


2026

OCTOBER 2-4, 2026
OMAHA METRO AREA

NUKE-CON



36th Annual Game Convention

WeekendOfGames.com

From the Coordinator's Desk

Where has this year gone? I looked under the bed, between the couch cushions, and even the hall closet. It's a mystery. In all seriousness though, many people I've spoken with this year have felt the same way. It was March and now fall has arrived and so has another great weekend of games.

Whether you think the year has flown by or is going at a snail's pace, take some time to learn a new game, chat with some friends that maybe you see once a year, or make a new friend. Most importantly, I'd like you all to enjoy this weekend.

Our GMs, DMs, GOs, board game hosts, volunteers, and staff did an incredible job putting together this year's Nuke-Con. I'd like to say thank you to all of you who make it happen.

Would you like to help make Nuke-Con happen? If you'd like to get involved for a few hours this weekend or during the year, stop by the registration desk and chat with us.

With that, I'll leave you to peruse the information in this book. It has details about our special guests, charity, and all the events happening throughout the weekend.

Thank you,
Josh Stortz

Nuke-Con 2026

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Nuke-Con runs on its volunteers. None of the staff is paid a salary; they do this work because they love Nuke-Con. The folks in bright pink shirts and vests are all volunteers.

It makes a volunteer's day to help you have a good time.
If you are, please be generous with your thanks!

2026 Staff

Aftershocks

Norajane McIntyre

Charity Raffle

Nicole Vraspir

Convention Art

Fredd Gorham

Coordinator

Josh Stortz

Game Registration

Erik Luken

Michael "Mac" McIntyre

Guest Coordinator

Leslie Van Briesen

IT/Tech

Josh Stortz

Marketing, Social Media, and Graphics

Stazia Dain

Steve Dawes

David Knotek

Norajane McIntyre

Ann Myers

Liz Remmen

Jojo Sonnerfield

Adam Vraspir

Nicole Vraspir

Merchants Guild

Norajane McIntyre

Panels

David Moore

Prize Vault

Sarah Young

Program Book

Liz Ulrich

Registration

Stephanie Murphy

Site Design

John Kelly

Jamie Young

T-Shirts

Michael "Mac" McIntyre

Volunteers

Stephanie Murphy

Features

Cosplay

Cosplay is always welcome at Nuke-Con, and this year we're celebrating it in style! With panels on cosplay kits and beginner tips, there's something for every skill level—from first-time cosplayers to seasoned creators. Learn new techniques, get inspired, and connect with fellow fans who share your passion. Plus, don't miss the appearance of the local Ghostbusters cosplay chapter on Saturday and Sunday, bringing their proton packs and paranormal charm to the con floor! (for Nuke-Con's cosplay rules, please see page 40).

Extra Life (Charity)

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. In our case, some of Nuke-Con's GMs have opted to collect fees at their games, though if you're feeling generous we'd be happy to accept more! All of the funds raised at Nuke-Con's Extra Life tables and booth will stay local and help kids and families served by Children's Hospital & Medical Center, as will the funds raised in the charity raffle.

Morning Constitutional

Returning again, the GodMom hosts this early morning walk to get the muscles loose and the blood circulating. It's not a competition; it's a gentle walk of half an hour or so -- with conversation -- around the MAC campus. We'll meet near the Registration Desk at 9 AM on Saturday and Sunday.

Organized Play

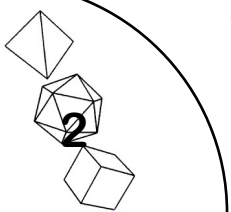
The Omaha Pathfinder Society and D&D Adventurers League are back with a full schedule of campaign events, and for extra role-playing this year, Shadowdark has joined the room.

Play to Win

Are you looking to expand your own library? Do you want to try before you buy? Play-to-Win is the solution! Located near the Board Game Wagon library and brought to us by Double Exposure Envoy. Check in with the Board Game Wagon crew for rules!

Society in Shadows

Society in Shadows is a Live Action Role Playing game set in the modern day. An urban fantasy setting, with elements of secrecy and politics, but with a penchant for saving the world, players take on the roles of Expressed - Supernatural Beings. Nuke-Con is pleased to welcome SiS back again.



Guests

Fredd Gorham, Artist *Special Guest of Honor*

Fredd Gorham is a longtime friend of Nuke-Con and the artist behind all of our mascot and t-shirt designs. He's been a freelance illustrator for comic book and game companies for over 26 years. To drop a few names: SwampThing, X-Men, Avengers, Superman, Steve Jackson Games, GURPS, Palladium, Fantasy Flight Games, the Star Wars franchise, and the Topps Cards Star Wars sketchcards series.

Every third Saturday of the month from 12noon till 6pm, Fredd hosts the Artist Jam at Krypton Comics in Omaha. The Jam is a place for artists and like-minded individuals to come together into a creative community. All ages and persuasions are welcome, and there is no charge to join in.

Fredd loves to visit with gamers and fans, and he takes commissions for his art.

Welcome back, Fredd!

The Spielmasons *Guests of Honor*

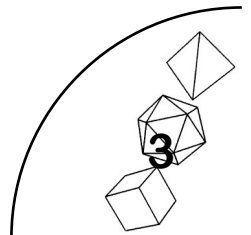
The Spielmasons are a collective of board gaming enthusiasts that play and test games developed by Omaha-area designers. Spielmasons meetings and sessions are open to the public with the only requirement being an interest in testing unpublished games. Spielmasons strive to provide honest and meaningful feedback to designers in order to facilitate the shortest path to improvement. In addition to weekly meetings and sessions, Spielmasons host design challenges and design jams as well as being a resource to Spielbound in the areas of design and education.

Goals

- Promote analog gaming in the Omaha area
- Be a trusted resource for Omaha area designers
- Be an avenue for unpublished games through provision of publishing insight
- Create a network of game designers and artists
- To give advice and ideas to make games even better
- Development of a 'Spielmasons Tested' and 'Spielmasons Approved' criteria

We are happy to extend a warm welcome to the following Spielmasons!

Annabel Journey
Laura Journey
Kyra Kyle
Alex Wolf



More About Nuke-Con

Nuke-Con Board of Directors 2026

Michael McIntyre, Chair

Leslie Van Briesen, Treasurer

Josh Stortz, Secretary

David Moore

Norajane McIntyre

Steve Dawes

We welcome input from our members. If you have ideas or if you're interested in serving on the Board of Directors, please contact one of us, or come to the:

Nuke-Con Annual Meeting

Annual meeting of the Nuke-Con Board of Directors. This is a public meeting and anybody interested is welcome. Sunday 11am-1pm.

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 to reimburse the cost of their purchased badges:

- 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

We are always looking for new volunteers! There are jobs both big and small looking for people to do them. Many hands make the work light! If you're interested, contact anybody in a pink shirt or ask at the Registration Desk.

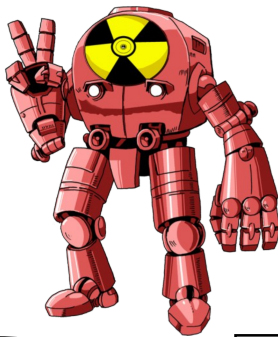
Aftershocks

There is no such thing as too much gaming. Nuke-Con hosts Aftershock Game Days periodically throughout the year to help fill in the time between our annual weekend conventions. We keep the Aftershocks simple: 10 am to 10 pm, tables for games, snacks for energy, and maybe a vendor or two to satisfy the urge for retail therapy.

Aftershocks are low-key game days that work as a great way to introduce your friends and family to game conventions. We'll publish a list of events on the our website, but no pre-registration is required and you sign up for games when you get there.

Mascots

Say hello to Haz Max, Raddius, and Trinity, the heirs to our fine tradition of variety and originality.



Euro-type board games is Haz Max's regular pleasure, but he really shines in the abstract game category. You would not believe the thinking power in that headblock.



Raddius is a fan of wargame minis. He finds his sword most useful in reaching across the long tables to move the pieces.

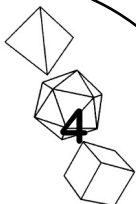
A-a-and Action! LARPs, boffos, comedy improv, costumes — those are the things Trinity loves best. Anything to keep moving!



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

Nuke-Con is a non-profit 501c4 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.



Extended Drop-In Events

Nuke-Con's members and vendors offer several options for short duration drop-in events running most or all of the weekend. If you aren't busy with another event, drop by for a good time!

Artemis Spaceship Bridge Simulator

Brought to you by Richard Norton, Artemis is back! The fighter position won't be available this year, since it makes the game pretty unstable, but all other roles will be. All playing levels allowed. The Bridge is in Room H. Open Friday 3pm-10pm, Saturday 10am-10pm, and Sunday 9am-2pm.

Game Library by Board Game Wagon

Back again with an updated and expanded library of brand-new and classic games they'll lend to you. They teach, too! Available all weekend.

Jackbox Games

Grab your phone and friends and join Jayden Scaggs as he brings in a variety of fun and silly Jackbox Games! (Don't worry about smack-talking your friends – the games do it for you!) The games will be running Friday 2pm to midnight, Saturday 2pm to midnight, and Sunday 2pm to 5pm.

Kids' Games

The Vraspurs will have various kids games available. Liam Vraspur will be available to play games all day and can teach how to play. Parents, do you have games you want to play but your kid is bored? Let them play games with other kids while you play and you can both have fun! Sunday 8am-5pm, Table B32.

Mini Painting

Time to paint! For painters of any level. We 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!

Tournaments

We have several tournaments running at the Con this year! Check them out.

Flip 7—Fri 7pm

Join us for a Flip 7 Tournament and put your risk-taking skills to the test! Flip cards, rack up points, and decide when to stop before your luck runs out.

Tournament Format:

- Best of 3 rounds
- Players will compete across three rounds of Flip 7.
- Most round wins will determine the tournament winner.

Heroscape (Valkyrie Trial) - Sat 10am

The Battle for All Time comes to Nuke-Con! Build your army and battle for both prizes and prestige! But register quickly as seats are limited! Starts at noon. Notes: There is a \$10 entry fee for this event. You must register your army at the following website for the Tournament:
<https://heroscape.org/events/tournaments/1027/>

Red Dragon Inn—Sat 6pm

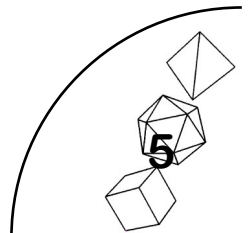
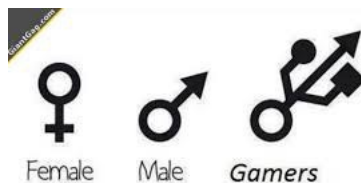
Play as heroic, fantasy adventurers. Now you're at the inn to spend the night drinking, gambling, and roughhousing. Stay sober and not broke to win.

\$5 Entry Fee donated to Extra Life, payable at the table. Every player takes home their custom player mat and 1st and 2nd place take home extra mats.

Point Salad—Sat 7pm

Another convention year, another POINT SALAD tournament! Who will be the best salad creator? This event is best for all levels of gamer. Stop by The Game Shoppe booth and we will teach you Point Salad.

The most wins, wins the whole event after three rounds! Limited to 18 players.



Programming Information

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

EVENT TITLE

Game System

Game Master:

Table: (see your map)

Player Skill: (see below)

Character Levels: (see below)

Tags: (see below)

Brief Description of the event.

Players: #

Run Time: # hours

Type: (see below)

Audience: (see below)

Player Skill: 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: 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.

Tags: Groups to which this game belongs, such as Demo, Kid's Track, Hot Games, Guest Events, or Benefit.

Audience: Who this game is intended for: Everyone, Kids (12 and under), Teens (13+), Mature (18+)

Friday 2 PM

ANCIENT BATTLES

De Bellis Antiquitatis (Simplified)

Game Master: Matt Johnson

Table: B29

Player Skill: All

Character Levels:

Tags:

Ancient Battles throughout History.

Players: 8

Run Time: 2 hours

Type: Miniatures

Audience: Everyone

BMG-DRW-KS-05 THE RUINS OF ANCIENT RAUTHAMAR

D&D 5th Edition Adventurers League

Game Master: Meagan Wilson

Table: B60

Player Skill: All

Character Levels: Levels 11-16

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

FELD FRIDAY MARATHON

Chichen Itza

Game Master: Ann Journey

Table: Spielmasons

Player Skill: Novice

Character Levels: n/a

Tags: Demo

The Feld Friday Marathon is a local convention tradition where we play games designed by Stefan Feld all Friday! Up first is Chichen Itza, Stefan's newest design, in which players will use clever action selection and dice manipulation to combat mythical creatures in the Mayan Empire.

Players: 3

Run Time: 3 hours

Type: Dice

Audience: Everyone

FR-DC-GARY01- SAND TO ASH

D&D 5th Edition Adventurers League

Game Master: Wayne Fuller

Table: B64

Player Skill: All

Character Levels: Levels 5-10

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

Friday 2 PM Continued

JACKBOX GAMES

Jackbox Games

Game Master: Jayden Scaggs

Table: B15

Player Skill: All

Character Levels:

Tags:

Bring your phone (and humor) and play Jackbox Games, creators of You Don't Know Jack, Quplash & Fibbage. We will play a collection of party games from all the packs.

Players: 8

Run Time: 1 hours

Type: Party

Audience: Everyone

LOG: FREE CITY OF GREYHAWK- SHADOWS OVER THE FREE CITY

Legends of Greyhawk

Game Master: Christopher O'Neill

Table: B65

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

LOG : THE LORDSHIP ISLES- ECHOES OF BETRAYAL

Legends of Greyhawk

Game Master: Marcello Velazquez

Table: B57

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

SCARLET MINOTAUR

Shadowdark

Game Master: Jonathan Capps

Table: B38

Player Skill: All

Character Levels:

Tags: Organized Play

ShadowDark, Fantasy RPG where danger and darkness competes with riches and glory and the only limits to your actions are your imagination and your companions.

Players: 8

Run Time: 4 hours

Type: RPG

Audience: Teens (13+)

SHADOWDARK: TROUBLE IN PORT IGNATIUS PT 1

Shadowdark

Game Master: Don Furukawa

Table: B36

Player Skill: All

Character Levels: 0-2nd Level

Tags: Organized Play, Demo

See full descriptions for Shadowdark events on page 31.

Players: 8

Run Time: 3 hours

Type: RPG

Audience: Mature (18+)

THE ROBBER BARON/THE CURSE ON HUMBLE HILL

D&D 5th Edition Adventurers League

Game Master: Robert Weaver

Table: B61

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

THE VAULT OF THIEVES

Shadowdark

Game Master: Bill Harvat

Table: B37

Player Skill: All

Character Levels:

Tags: Organized Play

See full descriptions for Shadowdark events on page 31.

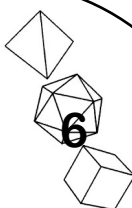
Players: 8

Run Time: 4 hours

Type: RPG

Audience: Teens (13+)

Don't forget to check for new events!
See Game Registration or our site.



Friday 3 PM

ARTEMIS SPACESHIP BRIDGE SIMULATOR

Artemis

Game Master: Richard Norton
Table: Room H
Player Skill: All
Character Levels: N/A
Tags:

Players: 6
Run Time: 1 hours
Type: Computer
Audience: Everyone

Artemis is a cooperative spaceship bridge simulation game, where 2 to 6 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. The minimum number to fly a ship is 2, since Helm and Weapons are required.

DRAGONHOARD

Dragonhoard

Game Master: Stephen Arico
Table: B56
Player Skill: Novice
Character Levels:
Tags: Demo

Players: 6
Run Time: 2 hours
Type: Board
Audience: Everyone

You are a Dragon, a creature of Legend, whose power grows with the Names by which you are known! Dragonhoard is a tongue-in-cheek character builder for 2 to 6 players, featuring simultaneous play, asymmetric abilities, and push-your-luck. Become the Dragon you were meant to be!

FANTASY REALMS

Fantasy Realms

Game Master: Adam Vraspir
Table: B33
Player Skill: All
Character Levels:
Tags:

Players: 6
Run Time: 1 hours
Type: Board
Audience: Teens (13+)

Fantasy Realms takes seconds to learn: Draw a card, discard a card — though you can draw from the deck or the discard area!

Make the best hand you can by making the best combos. The game ends when ten cards are in the discard area. Aim for the highest score to win!

LEGO TABLETOP GAMES!

Panel

Game Master: Brian Hirt
Table: Room I
Player Skill: All
Character Levels:
Tags:

Players: 16
Run Time: 1 hours
Type: Panel
Audience: Everyone

The Lincoln & Omaha LEGO User Group (LOLUG) is bringing the ultimate inside scoop and plenty of show-and-tell to the world of LEGO tabletop gaming. Discover official releases alongside incredible fan-built adaptations of your favorite games, including Risk, Catan, D&D, and Warhammer 40K. If you love bricks and board games, don't miss this panel! Come for the building tips, stay for the trivia, and walk away with official LEGO prize giveaways.

Friday 3 PM Continued

PFS2 DAWN OF THE FROGS:

MYSTERY AT THE OLD MILL (LEVEL 1)

Pathfinder 2nd Edition

Game Master: Omaha PFS
Table: B06
Player Skill: Novice
Character Levels: 1
Tags: Organized Play

Players: 4
Run Time: 4 hours
Type: RPG
Audience: Everyone

See full descriptions for Pathfinder events on page 31.

RETURN TO DARK TOWER

Return to Dark Tower

Game Master: Jeremiah Davlin
Table: B14
Player Skill: Novice
Character Levels:
Tags: Hot Game

Players: 4
Run Time: 3 hours
Type: Board
Audience: Everyone

The Dark Tower awaits! Gather your party, test your strategy, and battle the forces of darkness in this legendary tabletop adventure. Will you conquer the tower or fall to its power? Join us at Nuke-Con and find out!

SOCIETY IN SHADOWS

Six Stones Game System

Game Master: Sean Hegdahl
Table: B40
Player Skill: All
Character Levels:
Tags:

Players: 99
Run Time: 9 hours
Type: LARP
Audience: Teens (13+)

Society in Shadows is a Live Action Role Playing game set in the modern day. An urban fantasy setting, with elements of secrecy and politics, but with a penchant for saving the world, players take on the roles of Expressed - Supernatural Beings. Mature themes 18, Ages 13-17 with parental consent

THUNDER ROAD: IGNITION

Thunder Road: Ignition

Game Master: Jason Becker
Table: B49
Player Skill: Novice
Character Levels:
Tags:

Players: 3
Run Time: 2 hours
Type: Board
Audience: Everyone

Try this Mad Max style racing game where players compete to be the first to cross the finish line. No player elimination!



HENRY G. TAYGAR BOOKS









STUNNING SCI-FANTASY

henrygtaygar@gmail.com

henrygtaygar.com

Friday 4 PM

BATTLETECH BOOT CAMP - LEARN TO PLAY BATTLETECH

BattleTech

Game Master: Blair Van Briesen

Table: B18

Player Skill: Novice

Character Levels:

Tags: Demo

Learn or get a refresher to play. Perfect for new players, even those without miniature or tabletop experience.

Players: 6

Run Time: 1 hours

Type: Miniatures

Audience: Everyone

BROKEN AND BEAUTIFUL

Broken and Beautiful: A Game About Kintsugi

Game Master: Kenneth Turner

Table: B33

Player Skill: All

Character Levels:

Tags:

Players draft cards like bowls, cups, and tea jars to create high-scoring sets. As some pieces inevitably break, players must judiciously repair what has been shattered. Whole pottery is valuable. Broken dishes are worthless. That which has broken and been repaired is uniquely precious.

Players: 4

Run Time: 1 hours

Type: Board

Audience: Everyone

MARVEL SUPER HEROES RPG

Marvel Super Heroes

Game Master: John Benavides

Table: B13

Player Skill: All

Character Levels: Pre-generated

Tags: Demo

Marvel Super Heroes RPG (FASERIP)

Based on the classic 1980s Marvel Super Heroes RPG—not Marvel Multiverse.

Play a superhero and save the world!

I'll provide:

- Complete character sheets
- A Halloween-themed campaign
- Characters, villains, encounters, and story details

Players: 8

Run Time: 3 hours

Type: RPG

Audience: Everyone

PFS2 7-18 FREEDOM ON THE SEA (LEVEL 5-6)

Pathfinder 2nd Edition

Game Master: Omaha PFS

Table: B05

Player Skill: Novice

Character Levels: 5-6

Tags: Organized Play

See full descriptions for Pathfinder events on page 31.

Players: 6

Run Time: 0 hours

Type: RPG

Audience: Everyone

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

Pathfinder 2nd Edition

Game Master: Omaha PFS

Table: B02

Player Skill: Novice

Character Levels: 1-4

Tags: Demo

See full descriptions for Pathfinder events on page 31.

Players: 6

Run Time: 2 hours

Type: RPG

Audience: Everyone

SKIRMISHES ON THE MOON

Lunar

Game Master: Marxen Kyriss

Table: B24

Player Skill: All

Character Levels:

Tags:

American and Soviet astronauts battle on the surface of the moon at the peak of the Cold War.

Players: 10

Run Time: 3 hours

Type: Miniatures

Audience: Everyone

SPIELBOUND HOSTS: PINCHED!

Pinched!

Game Master: Jessica Dunn

Table: B21

Player Skill: Novice

Character Levels: #

Tags: Demo

Demoted by Spielbound. Scheme and plan the perfect heist as 'The Mastermind' to pinch valuables, avoiding your fellow burglars to redistribute the wealth to your own pockets.

Players: 5

Run Time: 1 hours

Type: Board

Audience: Everyone

Friday 5 PM

FELD FRIDAY MARATHON

The Castles of Burgundy

Game Master: Ann Journey

Table: Spielmasons

Player Skill: All

Character Levels:

Tags: Demo

The Feld Friday Marathon is a local convention tradition where we play games designed by Stefan Feld all Friday! Up second is Castles of Burgundy, Stefan's most well-known design in which players will use dice manipulation to create the most impressive duchy! At least one mini expansion included!

Players: 3

Run Time: 3 hours

Type: Board

Audience: Everyone

PRE-TOURNAMENT

LEARN TO PLAY/REFRESH RED DRAGON INN

Red Dragon Inn

Game Master: Adam Vraspir

Table: B33

Player Skill: All

Character Levels:

Tags:

Pre-Tournament Play to Learn, Refresh for tomorrow's tournament or just to learn.

You are all heroic, fantasy adventurers. You've raided the dungeon killed the monsters and taken the treasure. You're back at the Inn to spend the night drinking, gambling, and roughhousing. Stay sober and not broke

Players: 8

Run Time: 1 hours

Type: Card

Audience: Everyone

TALISMAN REVISED 4TH EDITION

Talisman 4th Edition

Game Master: Matt Niemann

Table: B52

Player Skill: All

Character Levels: Pregen

Tags: Demo

A nearly complete Talisman experience. Including The City, The Highland, The Woodland, The Dungeon, The Deep Realms, The Nether Realms, The Dragon, The Reaper, and The Blood Moon expansions. Characters from some of the other expansions are included.

Players: 5

Run Time: 4 hours

Type: Board

Audience: Everyone

THUNDER ROAD: VENDETTA MAXIMUM CHROME

Thunder Road: Vendetta

Game Master: Jason Becker

Table: B48

Player Skill: Novice

Character Levels:

Tags:

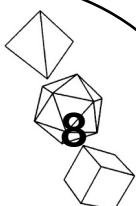
The original Mad Max style racing game where players compete to be the first to cross the finish or the last one standing! Maximum Chrome edition with variable player powers, power ups, and wilder boards!

Players: 5

Run Time: 2 hours

Type: Board

Audience: Everyone



BATTLE OF THE DENMARK STRAIT**Command at Sea**

Game Master: William Guldemon

Table: B22

Player Skill: All

Character Levels:

Tags:

Players: 6

Run Time: 3 hours

Type: Miniatures

Audience: Teens (13+)

The Battle of the Denmark Strait, a WWII naval engagement on 24 May 1941 when the British Prince of Wales fought the German Prinz Eugen, who were attempting to break out into the North Atlantic through the strait between Greenland and Iceland.

BATTLETECH: BLOOD VOWS ON KESSELGRAVE**BattleTech**

Game Master: Timothy Ingledue

Table: B18

Player Skill: Skilled, Experienced

Character Levels: Pregen

Tags:

Players: 8

Run Time: 5 hours

Type: Miniatures

Audience: Teens (13+)

In 3152, eight MechWarriors from four rival factions attend a political wedding on Kesselgrave. Then the cathedral erupts in fire. Secret orders, shifting alliances, betrayal, hidden survivors, and divided loyalties will decide who wins—and who history remembers as the villain for generations.

BETRAYAL AT HOUSE ON THE HILL**Betrayal at House on the Hill**

Game Master: Anthony Alston

Table: B49

Player Skill: All

Character Levels:

Tags:

Players: 6

Run Time: 2 hours

Type: Board

Audience: Teens (13+)

The House on the Hill still sits abandoned, and a fearless group of explorers has been drawn to the house to discover its dark secrets. Immerse yourself in the narrative gameplay as you take on the role of one of those explorers.

BUMPER CARS (PLAYTEST)**Bumper Cars (Playtest)**

Game Master: Kenneth Turner

Table: B33

Player Skill: All

Character Levels:

Tags:

Players: 4

Run Time: 1 hours

Type: Board

Audience: Everyone

You are on the bumper car arena. Your goal is to be the first player to get 3 large bumper cars in a row before the other players. This proves to be tricky as each bumper car placed or moved can bump other bumper cars away.

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

Game Master: Erik Luken

Table: B16, B17

Player Skill: All

Character Levels:

Tags:

Players: 3

Run Time: 4 hours

Type: Miniatures

Audience: Everyone

Car Wars is a game featuring arenas and freeways of the future in which the right of way goes to those with the biggest guns.

Players build their vehicle — complete with weapons, armor, suspension, and upgrades. Then they take them onto the road or into the arena.

CTHULHU: DEATH MAY DIE (SEASON 2)**Cthulhu: Death May Die**

Game Master: Robert Ramos

Table: B10

Player Skill: All

Character Levels:

Tags:

Players: 5

Run Time: 3 hours

Type: Board

Audience: Teens (13+)

The cultists are once again trying to end the world by summoning an ancient evil to consume all. Who will rise up and try to stop them? (This will be Season 2 episodes)

**DRAGONHOARD****Dragonhoard**

Game Master: Stephen Arico

Table: B56

Player Skill: Novice

Character Levels:

Tags: Demo

Players: 6

Run Time: 2 hours

Type: Board

Audience: Everyone

You are a Dragon, a creature of Legend, whose power grows with the Names by which you are known! Dragonhoard is a tongue-in-cheek character builder for 2 to 6 players, featuring simultaneous play, asymmetric abilities, and push-your-luck. Become the Dragon you were meant to be!

ESCAPE ROOM**Escape Room: The Game**

Game Master: Cat Souliere

Table: B14

Player Skill: Novice

Character Levels:

Tags:

Players: 6

Run Time: 2 hours

Type: Board

Audience: Everyone

Can you escape your doom? You get one hour to solve the puzzles and escape.

The allotted time of 2 hours is to provide for explanation and to finish the Escape even if you failed the time. I have enough of these to run a fresh one multiple times. All ages welcome.

INVINCIBLE - METRO MAYHEM**Invincible RPG**

Game Master: Matt Helms

Table: B31

Player Skill: All

Character Levels:

Tags:

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

The Guardians of the Globe are gone. Omni-Man has left earth. Heroes are in short supply and nefarious forces are taking advantage of the situation. The Global Defense Agency calls in some untested new recruits to try to prevent... Metro Mayhem. (18+ Please)

PALETTE QUEST: A FESTIVAL DEMO**Palette Quest**

Game Master: Sarah Sackett

Table: B08

Player Skill: Novice

Character Levels: 1st level

Tags: Demo

Players: 12

Run Time: 4 hours

Type: RPG

Audience: Everyone

Get a taste of this cozy RPG with a festival — combine premade blocks to make a character fast, then try out as many activities as you want: make pies, scoop trilobites, compete in duels, and more! Come and go as you please, try exactly what interests you — no need to be there at time start or end.

SCOOBY DOO CTHULU - SASQUATCHLANCHE**Savage Worlds**

Game Master: Steven Thum

Table: B35

Player Skill: Novice

Character Levels:

Tags:

Players: 8

Run Time: 4 hours

Type: RPG

Audience: Everyone

The Scooby Gang is heading for the mountains of Colorado for spring break. Snowboarding, skiing, fresh air, snowbunnies, and lots of food and fun. What could possibly go wrong?

SPIELBOUND HOSTS: GALAXY TRUCKER (2ND ED)**Galaxy Trucker (2nd Ed)**

Game Master: Lily Wang

Table: B21

Player Skill: Novice

Character Levels:

Tags: Demo

Players: 4

Run Time: 2 hours

Type: Board

Audience: Everyone

Spielbound is pleased to host this demo of Galaxy Trucker (2nd Ed) - a frantic board game where you rush to build a shaky spaceship from random tiles and try to survive a hazardous journey through space!



CCC-GHC-BK02-09 BREATH OF FIRE**D&D 5th Edition Adventurers League**

Game Master: James Bowen

Table: B53

Player Skill: Skilled

Character Levels: Levels 11-16

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

FLIP 7 TOURNAMENT**Flip 7**

Game Master: Becky Alexander

Table: B50,B55

Player Skill: Novice

Character Levels:

Tags: Tournament

Join us for a Flip 7 Tournament and put your risk-taking skills to the test! Flip cards, rack up points, and decide when to stop before your luck runs out.

Tournament Format:

• Best of 3 rounds

• Players will compete across three rounds of Flip 7.

• Most round wins will determine the tournament winner.

Players: 20

Run Time: 2 hours

Type: Card

Audience: Everyone

FLY FIGHT WIN: RESCAP**Fly Fight Win: Danger Zone**

Game Master: Phil Lewis

Table: B25

Player Skill: All

Character Levels:

Tags:

An F-105 Thud is shot down over hostile jungle in North Vietnam. A handful of F-100 Huns and F-102 Deuces are scrambled on a rapid-response Rescue Combat Air Patrol (RESCAP). Can you secure the area for CSAR assets?

Players: 6

Run Time: 3 hours

Type: Board

Audience: Everyone

FOREST SHUFFLE SMOKY MOUNTAIN**Forest Shuffle**

Game Master: Elise A Fountain

Table: B09

Player Skill: Skilled, Novice

Character Levels:

Tags:

Our forest crafting journey has set its sights on North America. Introducing rivers, new furry critters, and exciting new twists on familiar mechanics. Come and build a balanced forest full of trees and critters...do you think you have what it takes to make the best forest?

Players: 4

Run Time: 2 hours

Type: Board

Audience: Teens (13+)

FR-DC-GARY02 WIND TO STONE**D&D 5th Edition Adventurers League**

Game Master: Jerrold Warren

Table: B64

Player Skill: All

Character Levels: Levels 5-10

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

FR-DC-TDD1- LOFTY AMBITIONS**D&D 5th Edition Adventurers League**

Game Master: Randall Harris

Table: B62

Player Skill: All

Character Levels: Levels 5-10

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

GOBLIN QUEST!**Goblin Quest!**

Game Master: Meagan Wilson

Table: B03

Player Skill: Novice

Character Levels:

Tags:

Goblin Quest is a roleplaying game. As you play, we'll tell stories about goblins trying to achieve basic tasks and meeting fatal misadventure as they do it. You'll play the goblins, and you'll steer them through (or, more commonly, directly into) adversity!

This is a d6 system. Expect 2-3 hours.

Players: 6

Run Time: 3 hours

Type: RPG

Audience: Teens (13+)

HEAT: PEDAL TO THE METAL**Heat: Pedal to the Metal**

Game Master: Jason Becker

Table: B48

Player Skill: Novice

Character Levels:

Tags:

Players compete to be the first to cross the finish in this hand-management, push-your-luck style racing game! All expansions and upgrades will be available.

Players: 8

Run Time: 2 hours

Type: Board

Audience: Everyone

KARUBA**Karuba**

Game Master: Kenneth Turner

Table: B33

Player Skill: All

Character Levels:

Tags:

This is a tile-laying race game with players starting with boards that are identical, and one player drawing tiles that they all will use. They race to get their explorers to temples first and earn points. Most points wins.

Players: 7

Run Time: 1 hours

Type: Board

Audience: Everyone

**LOG: FREE CITY OF GREYHAWK-
SWORD IN THE SHADOWS****Legends of Greyhawk**

Game Master: Marcello Velazquez

Table: B57

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

NUKE-CON

PANEL ROOM



MORE THAN JUST THE DICE

Discover the Stories, Craft,
and Minds Behind the Games

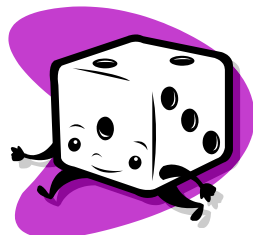
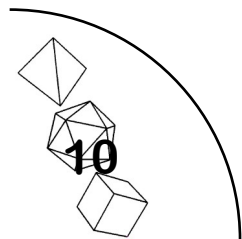
Step away from the gaming floor and into the stories behind the table. From indie game publishing to hands-on cosplay crafting, the Nuke-Con Panel Room is your space to catch your breath, learn something new, and connect with fellow creators.

See the schedule outside



Room I





LOG: THE LORDSHIP ISLES- HAVOC AND HIGH SEAS***Legends of Greyhawk***

Game Master: Josh Sauter
 Table: B59
 Player Skill: All
 Character Levels: Levels 1-4
 Tags: Organized Play
 See full descriptions for D&D Adventurers League events on page 30.

Players: 5
 Run Time: 4 hours
 Type: RPG
 Audience: Everyone

PFS 7-07 DRACONIC FOLLY (7-10)***Pathfinder 2nd Edition***

Game Master: Omaha PFS
 Table: B02
 Player Skill: Experienced
 Character Levels: 7-10
 Tags: Organized Play
 See full descriptions for Pathfinder events on page 31.

Players: 6
 Run Time: 5 hours
 Type: RPG
 Audience: Everyone

THE LOST CITY 1***D&D 5th Edition Adventurers League***

Game Master: Emily Fuller
 Table: B58
 Player Skill: All
 Character Levels: Levels 1-4
 Tags: Organized Play
 See full descriptions for D&D Adventurers League events on page 30.

Players: 5
 Run Time: 4 hours
 Type: RPG
 Audience: Everyone

THINGS IN RINGS***Things in Rings***

Game Master: Stephanie Murphy
 Table: B44
 Player Skill: Novice
 Character Levels: #
 Tags: #
 Players play as Finders, attempting to correctly place Thing cards into a Venn diagram. Each Ring of the Venn diagram has special rules. The twist? Only one player, playing as The Knower, knows the secret rules of the Rings.

Players: 6
 Run Time: 1 hours
 Type: Board
 Audience: Teens (13+)

UNDER A VIOLET SUN***Shadowdark***

Game Master: Samuel Moorhead
 Table: B37
 Player Skill: Skilled, Experienced
 Character Levels: Pregen 5th
 Tags: Demo, Organized Play
 ShadowDark, Fantasy RPG where danger and darkness competes with riches and glory and the only limits to your actions are your imagination and your companions.

Players: 6
 Run Time: 4 hours
 Type: RPG
 Audience: Mature (18+)

VENTURE CREW INFO MEETING***Meeting***

Game Master: Jeremiah Davlin
 Table: Room I
 Player Skill: All
 Character Levels:
 Tags:
 Into D&D, board games, RPGs, or conventions? Want to meet other gamers and help build something new? Come check out a new Omaha-area Venturing Crew where YOU help decide what we play, where we go, and what adventures we take. Your Crew. Your games. Your adventure!

Players: 50
 Run Time: 1 hours
 Type: Meeting
 Audience: Everyone

WANDERING TOWERS***Wandering Towers***

Game Master: Adam Vraspir
 Table: B32
 Player Skill: All
 Character Levels:
 Tags:
 The graduating classes of the Ravenrealm Magic School compete to demonstrate their mastery of magic. For the final exam, all the wizards of each class must assemble at the legendary Ravenskeep... but they've all procrastinated, distracted by learning new spells. Help your wizards get to Ravenskeep!

Players: 6
 Run Time: 1 hours
 Type: Board
 Audience: Everyone

BATTLE OF FIVE ARMIES***Oath Mark***

Game Master: Ray Parrish
 Table: B29
 Player Skill: All
 Character Levels:
 Tags:
 The climatic Battle of Five Armies from The Hobbit.

Players: 5
 Run Time: 3 hours
 Type: Miniatures
 Audience: Teens (13+)

DRAGONHOARD***Dragonhoard***

Game Master: Stephen Arico
 Table: B56
 Player Skill: Novice
 Character Levels:
 Tags: Demo
 You are a Dragon, a creature of Legend, whose power grows with the Names by which you are known! Dragonhoard is a tongue-in-cheek character builder for 2 to 6 players, featuring simultaneous play, asymmetric abilities, and push-your-luck. Become the Dragon you were meant to be!

Players: 6
 Run Time: 2 hours
 Type: Board
 Audience: Everyone

FELD FRIDAY MARATHON***Valencia***

Game Master: Ann Journey
 Table: Spielmasons
 Player Skill: Novice
 Character Levels:
 Tags: Demo
 The Feld Friday Marathon is a local convention tradition where we play games designed by Stefan Feld all Friday! Up third is Valencia, a new re-implementation of the out-of-print Strasbourg, in which players will use an innovative auction system to experience the famous Spanish city.

Players: 4
 Run Time: 3 hours
 Type: Dice
 Audience: Everyone

MALL ZERO***Slugblaster***

Game Master: Mike Kelley
 Table: B14
 Player Skill: All
 Character Levels:
 Tags:
 In the small town of Hillview, teenage hoverboarders sneak into other dimensions to explore, film tricks, go viral, and get away from the problems at home. It's dangerous. It's stupid. It's got parent groups in a panic. And it's the coolest thing ever.

Players: 5
 Run Time: 4 hours
 Type: RPG
 Audience: Teens (13+)

PFS2 8-01 INTRO: YEAR OF CLOCKWORK MYSTERY (LEVEL 1-2)***Pathfinder 2nd Edition***

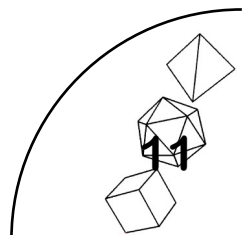
Game Master: Omaha PFS
 Table: B05
 Player Skill: Novice
 Character Levels: 1-2
 Tags: Organized Play
 See full descriptions for Pathfinder events on page 31.

Players: 6
 Run Time: 3 hours
 Type: RPG
 Audience: Everyone

ROLL PLAYER***Roll Player***

Game Master: Omaha PFS
 Table: B06
 Player Skill: Novice
 Character Levels: n/a
 Tags:
 In Roll Player, you will compete to create the greatest fantasy adventurer who has ever lived, preparing your character to embark on an epic quest.

Players: 4
 Run Time: 2 hours
 Type: Board
 Audience: Everyone



SFS 2-01 THE FIRST CUT (LEVEL 1-2)**Starfinder 1st Edition**

Game Master: Omaha PFS
 Table: B01
 Player Skill: Novice
 Character Levels: 1-2
 Tags: Organized Play
 See full descriptions for Pathfinder events on page 31.

Players: 6
 Run Time: 3 hours
 Type: RPG
 Audience: Everyone

SFS2 2-05 FILE CORRUPTED (LEVEL 1-2)**Starfinder 2nd Edition**

Game Master: Omaha PFS
 Table: B04
 Player Skill: Novice
 Character Levels: 1-2
 Tags: Organized Play
 See full descriptions for Pathfinder events on page 31.

Players: 6
 Run Time: 3 hours
 Type: RPG
 Audience: Everyone

SPIELBOUND PRESENTS: BLOOD ON THE CLOCKTOWER**Blood on the Clocktower**

Game Master: Lily Wang
 Table: P11
 Player Skill: Novice, Skilled
 Character Levels:
 Tags: Demo
 Blood on the Clocktower is a game of murder and mystery, lies and logic, deduction and deception for up to fifteen courageous players and one devious storyteller. Join Spielbound as they host this #1 rated party game on Boardgamegeek.com; pre-register online or at the Spielbound table!

Players: 15
 Run Time: 3 hours
 Type: Board
 Audience: Teens (13+)

SPROCKETFORGE**Sprocketforge**

Game Master: Jeremiah Davlin
 Table: B12
 Player Skill: Novice
 Character Levels:
 Tags: Hot Game
 Become an artificer and build a magical factory powered by enchanted gears! Produce mana, fulfill orders, and earn renown while balancing an efficient machine with messy, clogging mana. Earn the favor of the noble houses and build the most renowned factory!

Players: 5
 Run Time: 2 hours
 Type: Board
 Audience: Everyone

ULTIMATE WEREWOLF**Ultimate Werewolf**

Game Master: Kyria Spooner
 Table: Room J
 Player Skill: All
 Character Levels:
 Tags: Demo
 Ultimate Werewolf is an interactive game of deduction for two teams: Villagers and Werewolves. The Villagers don't know who the Werewolves are, and the Werewolves are trying to remain undiscovered while they slowly eliminate the Villagers one at a time.

Players: 30
 Run Time: 2 hours
 Type: Card
 Audience: Teens (13+)

WINGSPAN POCKET**Wingspan Pocket**

Game Master: Kenneth Turner
 Table: B33
 Player Skill: All
 Character Levels:
 Tags:
 Wingspan Pocket distills the Wingspan experience down to a lighter, shorter, card-driven game that has each player activate a single row of cards on each of their turns. The cards are all double-sided: a food side and a bird side.

Players: 4
 Run Time: 1 hours
 Type: Board
 Audience: Everyone

FURNACE**Furnace**

Game Master: Kenneth Turner
 Table: B33
 Player Skill: All
 Character Levels:
 Tags:
 Furnace is an engine-building Eurogame in which players take on the roles of 19th-century capitalists building their industrial corporations and aspiring to make as much money as they can by purchasing companies, extracting resources, and processing them in the best combinations possible.

Players: 4
 Run Time: 1 hours
 Type: Board
 Audience: Everyone

SHACKLETON BASE: A JOURNEY TO THE MOON**Shackleton Base: A Journey to the Moon**

Game Master: Whit Chapman
 Table: B51
 Player Skill: Novice
 Character Levels:
 Tags:
 A permanent base is being built in the Shackleton crater at the Moon's South Pole. You're leading one of the space agencies that are working together to expand their presence on the base, while at the same time the three major corporations sponsoring the mission are each pursuing their own agenda.

Players: 3
 Run Time: 2 hours
 Type: Board
 Audience: Everyone

Saturday 8 AM**PFS 2-09 SEVEN SECRETS OF DACILANE ACADEMY (LEVEL 1-4)****Pathfinder 2nd Edition**

Game Master: Omaha PFS
 Table: B02
 Player Skill: Novice
 Character Levels: 1-4
 Tags: Organized Play
 See full descriptions for Pathfinder events on page 31.

Players: 6
 Run Time: 5 hours
 Type: RPG
 Audience: Everyone

PFS2 8-02 THE FEY RECLAMATION (LEVEL 3-4)**Pathfinder 2nd Edition**

Game Master: Omaha PFS
 Table: B05
 Player Skill: Novice
 Character Levels: 3-4
 Tags: Organized Play
 See full descriptions for Pathfinder events on page 31.

Players: 6
 Run Time: 3 hours
 Type: RPG
 Audience: Everyone

SFS2-02 SOLAR SHAKEUP (LEVEL 1-2)**Starfinder 2nd Edition**

Game Master: Omaha PFS
 Table: B01
 Player Skill: Novice
 Character Levels: 1-2
 Tags: Organized Play
 See full descriptions for Pathfinder events on page 31.

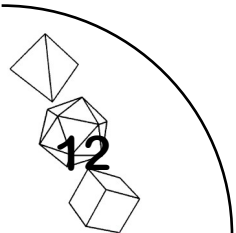
Players: 6
 Run Time: 3 hours
 Type: RPG
 Audience: Everyone

SFS2 2-06 AN INSIDE JOB (LEVEL 1-2)**Starfinder 2nd Edition**

Game Master: Omaha PFS
 Table: B04
 Player Skill: Novice
 Character Levels: 1-2
 Tags: Organized Play
 See full descriptions for Pathfinder events on page 31.

Players: 6
 Run Time: 3 hours
 Type: RPG
 Audience: Everyone

Hey! Got a BoardGameGeek.com account?
 Look for the Nuke-Con Microbadge!



13 OMENS DEMO

13 Omens

Game Master: Omaha PFS
 Table: B06
 Player Skill: Novice
 Character Levels: n/a
 Tags: Demo
 Players: 6
 Run Time: 3 hours
 Type: RPG
 Audience: Mature (18+)
 This is a demo of 13 Omens, a modern, supernatural, rules-lite horror TTRPG set in a dark reflection of our world, beset by horrifying specters, bloodthirsty killers, cursed places, and secrets best left unknown.

ALLIANCE: THE NAPOLEONIC WARS

Alliance

Game Master: Phil Lewis
 Table: B25
 Player Skill: All
 Character Levels:
 Tags:
 Players: 7
 Run Time: 6 hours
 Type: Board
 Audience: Everyone
 Rewrite the history of the Napoleonic Wars in this game of diplomacy and warfare. Play as Austria, Britain, France, Prussia, Russia, Spain, or the Ottomans.

BMG-DRW-KS-06 IN THE PALACE OF A 1000 HALLS

D&D 5th Edition Adventurers League

Game Master: Meagan Wilson
 Table: B60
 Player Skill: All
 Character Levels: Levels 11-16
 Tags: Organized Play
 Players: 5
 Run Time: 4 hours
 Type: RPG
 Audience: Mature (18+)
 See full descriptions for D&D Adventurers League events on page 30.

CASTLE OF MAGIC

Castle of Magic

Game Master: William Guldemon
 Table: B14
 Player Skill: Novice
 Character Levels:
 Tags:
 Players: 5
 Run Time: 2 hours
 Type: Board
 Audience: Everyone
 The land is in chaos! A monster is lurking in the castle. Mighty wizards have arrived to gain the treasures within. Each has his own devious plans for the monster. Some wizards can work together; others are ultimately opposed. Which wizards will triumph? The challenge awaits in the Castle of Magic!

CHATEAU ROQUEFORT

Chateau Roquefort

Game Master: Stephanie Murphy
 Table: B44
 Player Skill: Novice
 Character Levels:
 Tags: Kids Track
 Players: 4
 Run Time: 1 hours
 Type: Board
 Audience: Everyone
 Monsieur de Montforte no longer lives in his Chateau. When he vacated the premises, the gourmet left behind a collection of cheeses. Years have passed and the mice search for the aged cheese, avoiding traps and treacheries of the dilapidated building.
 This is a play to win game!

FR-DC-STRAT-FIEND07

GO THERE AND KILL MORE THINGS

D&D 5th Edition Adventurers League

Game Master: Josh Sauter
 Table: B59
 Player Skill: Skilled
 Character Levels: Levels 11-16
 Tags: Organized Play
 Players: 5
 Run Time: 4 hours
 Type: RPG
 Audience: Mature (18+)
 See full descriptions for D&D Adventurers League events on page 30.

**LOG: FREE CITY OF GREYHAWK-
 MURDER AMONG THIEVES**

Legends of Greyhawk

Game Master: Marcello Velazquez
 Table: B57
 Player Skill: All
 Character Levels: Levels 1-4
 Tags: Organized Play
 Players: 5
 Run Time: 4 hours
 Type: RPG
 Audience: Everyone
 See full descriptions for D&D Adventurers League events on page 30.

**LOG : THE LORDSHIP ISLES-
 SHADOWS BENEATH THE SKULL**

Legends of Greyhawk

Game Master: Wayne Fuller
 Table: B64
 Player Skill: All
 Character Levels: Levels 1-4
 Tags: Organized Play
 Players: 5
 Run Time: 4 hours
 Type: RPG
 Audience: Everyone
 See full descriptions for D&D Adventurers League events on page 30.

PAINTING THE ROSES RED

Painting the Roses Red

Game Master: Stephen Arico
 Table: B56
 Player Skill: Novice
 Character Levels:
 Tags: Demo
 Players: 4
 Run Time: 1 hours
 Type: Board
 Audience: Everyone
 The Queen of Hearts wants a rose garden, full of RED Roses. Or was it White roses? Score the most points by creating rose beds in the Queen's favorite colors and shapes while riding out her whims, and praying you don't get the axe when it turns out she wanted BLACK roses all along.

QUEEN BY MIDNIGHT

Queen by Midnight

Game Master: Anthony Alston
 Table: B49
 Player Skill: Novice
 Character Levels:
 Tags:
 Players: 6
 Run Time: 3 hours
 Type: Board
 Audience: Teens (13+)
 The Midnight Queen is dead... As her kingdom weeps, the Queen's dying command was to invoke the Rule By Midnight: a trial of combat and guile, where the Princesses of the Twelve Lands meet in secret to battle and scheme against one another.

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SCARLET MINOTAUR**Shadowdark**

Game Master: Jonathan Capps

Table: B38

Player Skill: All

Character Levels:

Tags: Organized Play

See full descriptions for Shadowdark events on page 31.

Players: 8

Run Time: 4 hours

Type: RPG

Audience: Teens (13+)

SCOUTS BSA GAME DESIGN MERIT BADGE**Workshop**

Game Master: Jeremiah Davlin

Table: P07

Player Skill: All

Character Levels:

Tags:

Looking to earn your Game Design Merit Badge? #BePrepared for fun by wearing your Class A, bringing a blue card, your game design workbook & writing utensil, and putting on your best game face! Merit Badge Counselor, Sarah Young, will provide the rest! There is a \$6 fee payable at the registration desk.

Players: 16

Run Time: 3 hours

Type: Other

Audience: Everyone

SHADOWDARK: TROUBLE IN PORT IGNATIUS PT2**Shadowdark**

Game Master: Don Furukawa

Table: B36

Player Skill: All

Character Levels: 0-2nd Level

Tags: Demo, Organized Play

See full descriptions for Shadowdark events on page 31.

Players: 8

Run Time: 3 hours

Type: RPG

Audience: Mature (18+)

SPIELBOUND HOSTS: ARK NOVA**Ark Nova**

Game Master: Lily Wang

Table: B21

Player Skill: Novice

Character Levels:

Tags: Demo

Spielbound is pleased to host this demo of Ark Nova - a strategic board game for 1-4 players where they design and manage a modern zoo by building enclosures, acquiring animals, and supporting global conservation projects to balance visitor appeal with scientific research.

Players: 4

Run Time: 3 hours

Type: Strategy

Audience: Everyone

THE LOST CITY 2**D&D 5th Edition Adventurers League**

Game Master: Emily Fuller

Table: B58

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

THE SIEGE OF SHALE SPIRE PRIORY/ THE WEEPING GODDESS**D&D 5th Edition Adventurers League**

Game Master: Robert Weaver

Table: B61

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

THE VAULT OF THIEVES**Shadowdark**

Game Master: Bill Harvat

Table: B37

Player Skill: All

Character Levels:

Tags: Organized Play

See full descriptions for Shadowdark events on page 31.

Players: 8

Run Time: 4 hours

Type: RPG

Audience: Teens (13+)

ARTEMIS SPACESHIP BRIDGE SIMULATOR**Artemis**

Game Master: Richard Norton

Table: Room H

Player Skill: All

Character Levels: N/A

Tags:

Artemis is a cooperative spaceship bridge simulation game, where 2 to 6 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. The minimum number to fly a ship is 2, since Helm and Weapons are required.

Players: 6

Run Time: 1 hours

Type: Computer

Audience: Everyone

BATTLE FOR PONYRI TRAIN STATION**What a Tanker**

Game Master: Lynn Langer

Table: B28

Player Skill: All

Character Levels:

Tags:

Ponyri Train Station, a critical battlefield on the northern flank of the largest tank battle of the Second World War--Kursk, during Operation Citadel. It took place in July 1943 in central Russia. On one side are the lead assault elements of 41st and the other-- of 2 Soviet infantry and Tank Divisions supported by the 27th Heavy Tank Regiment. Ponyri was taken and lost FOUR times during the historical battle.

Players: 20

Run Time: 3 hours

Type: Miniatures

Audience: Everyone

"BOWL THEM OVER" OR "GUTTER DONE"**Bullwinkle and Rocky Role-Playing Party Game**

Game Master: Mike Kelley

Table: B07

Player Skill: All

Character Levels:

Tags:

Bullwinkle the moose and Rocket J. Squirrel must defend Frostbite Falls from the DASTARDLY new plot by the villainous agents of Pottsylvania!

Players: 6

Run Time: 2 hours

Type: RPG

Audience: Everyone

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

Game Master: Erik Luken

Table: B17, B16

Player Skill: All

Character Levels:

Tags:

Car Wars is a game featuring arenas and freeways of the future in which the right of way goes to those with the biggest guns.

Players build their vehicle — complete with weapons, armor, suspension, and upgrades. Then they take them onto the road or into the arena.

Players: 3

Run Time: 4 hours

Type: Miniatures

Audience: Everyone

CASCADIA LANDMARKS**Cascadia: Landmarks**

Game Master: Kenneth Turner

Table: B33

Player Skill: All

Character Levels:

Tags:

Cascadia is a puzzly tile-laying and token-drafting game featuring the habitats and wildlife of the Pacific Northwest. Landmarks give each environment its own look and feel, while also providing dynamic endgame scoring bonuses!

Players: 5

Run Time: 2 hours

Type: Board

Audience: Everyone

COVENANT**Covenant**

Game Master: Ann Journey

Table: Spielmasons

Player Skill: Novice

Character Levels: n/a

Tags: Demo

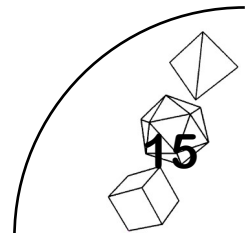
Covenant is a worker placement game in which players will guide a dwarven clan to prominence by mining, crafting, fighting monsters, and exploring.

Players: 3

Run Time: 3 hours

Type: Board

Audience: Everyone



CTHULHU: DEATH MAY DIE (SEASON 2)

Cthulhu: Death May Die

Game Master: Robert Ramos

Table: B10

Player Skill: All

Character Levels:

Tags:

The cultists are once again trying to end the world by summoning an ancient evil to consume all. Who will rise up and try to stop them? (This will be Season 2 episodes)

Players: 5

Run Time: 3 hours

Type: Board

Audience: Teens (13+)

DRAGONHOARD

Dragonhoard

Game Master: Stephen Arico

Table: B56

Player Skill: Novice

Character Levels:

Tags: Demo

You are a Dragon, a creature of Legend, whose power grows with the Names by which you are known! Dragonhoard is a tongue-in-cheek character builder for 2 to 6 players, featuring simultaneous play, asymmetric abilities, and push-your-luck. Become the Dragon you were meant to be!

Players: 6

Run Time: 2 hours

Type: Board

Audience: Everyone

FOREST SHUFFLE SMOKY MOUNTAIN

Forest Shuffle

Game Master: Elise A Fountain

Table: B09

Player Skill: Skilled, Novice

Character Levels:

Tags:

Our forest crafting journey has set its sights on North America. Introducing rivers, new furry critters, and exciting new twists on familiar mechanics. Come and build a balanced forest full of trees and critters...do you think you have what it takes to make the best forest?

Players: 4

Run Time: 2 hours

Type: Board

Audience: Teens (13+)

HEROSCAPE - CASUAL PLAY

HeroScape

Game Master: Ben Knowles

Table: B51, B54, B55

Player Skill: All

Character Levels:

Tags: Demo, Hot Game

HeroScape - The Battle of All Time!

Come join our annual free play skirmishes - new players and veteran generals welcome! Build armies from our extensive collection and fight in battles of 2-8 players. Games firing all day!

Players: 16

Run Time: 10 hours

Type: Board

Audience: Everyone

ICONS: THE ASSEMBLED EDITION

Icons Assembled Edition

Game Master: Frederick Wong

Table: B03

Player Skill: All

Character Levels: Pregen

Tags: Demo

Heroes unite! Icons: The Assembled Edition is a rules-light, action-packed superhero RPG that's easy to learn for brand new players while still providing active engagement for experienced ones. Players will select their pre-generated superhero from across the DC and Marvel Universe for an adventure.

Players: 6

Run Time: 2 hours

Type: RPG

Audience: Teens (13+)

KINGDOMINO

Kingdomino

Game Master: Adam Vraspir

Table: B32

Player Skill: All

Character Levels:

Tags:

Kingdomino is a tile-laying game where players take the role of monarchs expanding their kingdoms by claiming and arranging lands. Players build a compact kingdom carefully connecting matching terrain types while planning for valuable crown symbols that increase the prestige of their territories.

Players: 4

Run Time: 1 hours

Type: Board

Audience: Everyone

MARVEL SUPER HEROES RPG

Marvel Super Heroes

Game Master: John Benavides

Table: B13

Player Skill: All

Character Levels: Pre-generated

Tags: Demo

Marvel Super Heroes RPG (FASERIP)

Based on the classic 1980s Marvel Super Heroes RPG—not Marvel Multiverse.

Play a superhero and save the world!

I'll provide:

- Complete character sheets
- A Halloween-themed campaign
- Characters, villains, encounters, and story details

Players: 8

Run Time: 3 hours

Type: RPG

Audience: Everyone

MINI PAINTING DROP IN SESSION

Painting

Game Master: RJ Redden

Table: B34

Player Skill: All

Character Levels:

Tags:

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 hours

Type: Painting

Audience: Everyone

NUKE-CON HEROSCAPE TOURNAMENT (VALKYRIE TRIAL)

HeroScape

Game Master: Steve Dawes

Table: J01, J02, J03, J04, J05, J06, J07, J08, J09

Player Skill: All

Character Levels: Pregen

Tags: Tournament

The Battle for All Time comes to Nuke-Con!

Build your army and battle for both prizes and prestige!

But register quickly as seats are limited! Starts at noon.

Notes: There is a \$10 entry fee for this event. You must register your army at the following website for the Tournament:

<https://heroscape.org/events/tournaments/1027/>

Players: 32

Run Time: 8 hours

Type: Board

Audience: Teens (13+)

SOCIETY IN SHADOWS

Six Stones Game System

Game Master: Sean Hegdahl

Table: B40

Player Skill: All

Character Levels:

Tags:

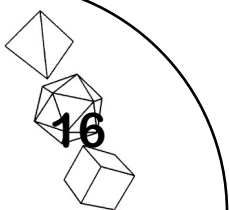
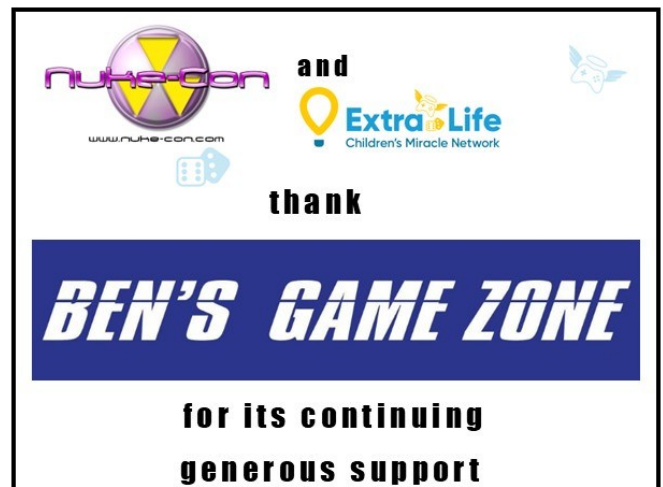
Society in Shadows is a Live Action Role Playing game set in the modern day. An urban fantasy setting, with elements of secrecy and politics, but with a penchant for saving the world, players take on the roles of Expressed - Supernatural Beings. Mature themes 18 , Ages 13-17 with parental consent

Players: 99

Run Time: 14 hours

Type: LARP

Audience: Teens (13+)



BATTLETECH GRINDER**BattleTech**

Game Master: John Thompson
 Table: The Grinder Garden
 Player Skill: Novice
 Character Levels: pregen
 Tags: Demo

Players: 10
 Run Time: 5 hours
 Type: Miniatures
 Audience: Everyone

It's another year and I'm bringing back the grinder. Here's the twist. Weather permitting, I'm bringing the big garden scale mechs with me. Hoping to play outside next to the entry doors of the MAC in the shade trees, or maybe perhaps in the hall just outside the con entrance.

DAGGERHEART WEIRD WEST**Daggerheart**

Game Master: Ken Boucher
 Table: B31
 Player Skill: All
 Character Levels: Pregen
 Tags: Demo

Players: 6
 Run Time: 4 hours
 Type: RPG
 Audience: Everyone

Why meet in a bar when you can all meet in a stagecoach? All of you left the lands you knew for a fresh start where no one knew you or your past. Maybe you're human, maybe you just pass as one. But the west seems like a golden opportunity. Unfortunately, the redcaps had the same thought.

KIT BASH YOUR COSPLAY**Panel**

Game Master: Mary Kate
 Table: Room I
 Player Skill: All
 Character Levels:
 Tags:

Players: 16
 Run Time: 1 hours
 Type: Panel
 Audience: Everyone

Starting a cosplay can be overwhelming. Start with some existing pieces to get going and make it your own. I will discuss how I started cosplaying using existing burlesque pieces but how those techniques, such as quick releases could also be adapted for cosplay or to uniquely style your look.

MINECRAFT: BUILDERS & BIOMES**Minecraft: Builders & Biomes**

Game Master: Jarrod Olson
 Table: B11
 Player Skill: All
 Character Levels:
 Tags:

Players: 3
 Run Time: 1 hours
 Type: Board
 Audience: Everyone

This isn't a little kids' game. It's a bit of resource management blended with combat deck builder with a fun theme. Choose your resource cubes from the mine, move on the board, build locations, choose their placements, and battle mobs before the game rounds end. Not too simple not too complex.

PACO SAKO**Paco Sako**

Game Master: Bill Pitcher
 Table: B35
 Player Skill: All
 Character Levels:
 Tags:

Players: 4
 Run Time: 1 hours
 Type: Board
 Audience: Everyone

Paco Sako is a non-violent chess variant with the goal to embrace the other player's king. The black and white pieces embrace in a union instead of one piece taking the other. The game is focused on patterns and creativity.

**APOTHEBAKERY****Apothebakery: The Culinary Alchemists**

Game Master: Elise A Fountain
 Table: B09
 Player Skill: Skilled, Novice
 Character Levels:
 Tags:

Players: 4
 Run Time: 2 hours
 Type: Board
 Audience: Teens (13+)

In the enchanted forest... anyone can be a doctor. So why not put your amazing beginner baking skills to good use? Join us to see if you can withstand curses and collect the resources necessary to save the foolish heroes who are gallivanting around. Drafting & Resource Management.

KING OF TOKYO**King of Tokyo**

Game Master: Adam Vraspir
 Table: B33
 Player Skill: All
 Character Levels:
 Tags:

Players: 6
 Run Time: 1 hours
 Type: Dice
 Audience: Everyone

\$5 Entry Fee donated to Extra Life payable at the table. Winner takes home a promo monster.
 Play as mutant monsters, gigantic robots, and strange aliens—all of whom are destroying Tokyo and whacking each other to become the one and only King of Tokyo.
 To win the game, destroy Tokyo or be the lone survivor.

PALETTE QUEST: A FESTIVAL DEMO**Palette Quest**

Game Master: Sarah Sackett
 Table: B08
 Player Skill: Novice
 Character Levels: 1st level
 Tags: Demo

Players: 12
 Run Time: 2 hours
 Type: RPG
 Audience: Everyone

Get a taste of this cozy RPG with a festival — combine premade blocks to make a character fast, then try out as many activities as you want: make pies, scoop trilobites, compete in duels, and more! Come and go as you please, try exactly what interests you — no need to be there at time start or end.

PFS2 8-03 FOR THE LOVE OF VANITY (LEVEL 5-6)**Pathfinder 2nd Edition**

Game Master: Omaha PFS
 Table: B05
 Player Skill: Novice
 Character Levels: 5-6
 Tags: Organized Play

Players: 6
 Run Time: 3 hours
 Type: RPG
 Audience: Everyone

See full descriptions for Pathfinder events on page 31.

SFS 2-03 BITTERSWEET (LEVEL 1-2)**Starfinder 1st Edition**

Game Master: Omaha PFS
 Table: B01
 Player Skill: Novice
 Character Levels: 1-2
 Tags: Organized Play

Players: 6
 Run Time: 3 hours
 Type: RPG
 Audience: Everyone

See full descriptions for Pathfinder events on page 31.

SFS2 1-21 BREACHING THE WRECK (LEVEL 3-4)**Starfinder 2nd Edition**

Game Master: Omaha PFS
 Table: B04
 Player Skill: Novice
 Character Levels: 3-4
 Tags: Organized Play

Players: 6
 Run Time: 3 hours
 Type: RPG
 Audience: Everyone

See full descriptions for Pathfinder events on page 31.

VENTURE CREW INFO MEETING**Meeting**

Game Master: Jeremiah Davlin
 Table: Room I
 Player Skill: All
 Character Levels:
 Tags:

Players: 50
 Run Time: 1 hours
 Type: Meeting
 Audience: Everyone

Into D&D, board games, RPGs, or conventions? Want to meet other gamers and help build something new? Come check out a new Omaha-area Venturing Crew where YOU help decide what we play, where we go, and what adventures we take. Your Crew. Your games. Your adventure!



DRAGONHOARD***Dragonhoard***

Game Master: Stephen Arico

Table: B56

Player Skill: Novice

Character Levels:

Tags: Demo

Players: 6

Run Time: 2 hours

Type: Board

Audience: Everyone

You are a Dragon, a creature of Legend, whose power grows with the Names by which you are known! Dragonhoard is a tongue-in-cheek character builder for 2 to 6 players, featuring simultaneous play, asymmetric abilities, and push-your-luck. Become the Dragon you were meant to be!

GAME DESIGN AND PUBLICATION***Panel***

Game Master: Ann Journey

Table: Room I

Player Skill: All

Character Levels: n/a

Tags:

Players: 50

Run Time: 1 hours

Type: Panel

Audience: Everyone

Local designers Alex Wolf and Ann Journey discuss game design and publication. Panel will include a Q&A, so bring any questions you might have about these topics!

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

Game Master: Frederick Wong

Table: B03

Player Skill: All

Character Levels: Pregon

Tags: Demo

Players: 6

Run Time: 2 hours

Type: RPG

Audience: Teens (13+)

Heroes unite! Icons: The Assembled Edition is a rules-light, action-packed superhero RPG that's easy to learn for brand new players while still providing active engagement for experienced ones. Players will select their pre-generated superhero from across the DC and Marvel Universe for an adventure.

LEGO-BUILT SETTLERS OF CATAN - FULLY PLAYABLE!***Settlers of Catan***

Game Master: Brian Hirt

Table: B52

Player Skill: All

Character Levels: na

Tags:

Players: 4

Run Time: 4 hours

Type: Board

Audience: Everyone

The Lincoln and Omaha LEGO User Group (LOLUG) will be displaying custom builds at Nuke-Con, and our member Craig Spilker has created a fully playable Settlers of Catan out of LEGO for you to enjoy! Come trade sheep, build roads, and bump elbows -- all rendered in the world's most beloved brick!

PACO SAKO***Paco Sako***

Game Master: Bill Pitcher

Table: B35

Player Skill: All

Character Levels:

Tags:

Players: 4

Run Time: 1 hours

Type: Board

Audience: Everyone

Paco Sako is a non-violent chess variant with the goal to embrace the other player's king. The black and white pieces embrace in a union instead of one piece taking the other. The game is focused on patterns and creativity.

**PFS2 DAWN OF THE FROGS:
SWAMP STALKERS (LEVEL 1)*****Pathfinder 2nd Edition***

Game Master: Omaha PFS

Table: B06

Player Skill: Novice

Character Levels: 1

Tags: Organized Play

See full descriptions for Pathfinder events on page 31.

Players: 4

Run Time: 4 hours

Type: RPG

Audience: Everyone

SCOUTS BSA COMPETITIVE GAMING MERIT BADGE***Workshop***

Game Master: Jeremiah Davlin

Table: P07

Player Skill: All

Character Levels:

Tags:

Players: 16

Run Time: 3 hours

Type: Other

Audience: Everyone

Level up your scouting experience! Discover the world of competitive gaming while working toward the Competitive Gaming Merit Badge. Explore esports culture, digital citizenship, strategy, sportsmanship, and teamwork through exciting challenges and friendly competition. Bring your game face!

SETI: SEARCH FOR EXTRATERRESTRIAL INTELLIGENCE***SETI: Search for Extraterrestrial Intelligence***

Game Master: William Guldemon

Table: B14

Player Skill: Novice

Character Levels:

Tags:

Players: 3

Run Time: 4 hours

Type: Board

Audience: Everyone

Lead a scientific institution tasked with searching for traces of life beyond planet Earth. Explore nearby planets and with probes. Land on their surfaces to collect valuable samples or stay in orbit for a broader survey. Direct your telescopes to detect alien signals.

SILENCE OF THE GRAVES***D&D 5e***

Game Master: Shannon Brown

Table: B32

Player Skill: All

Character Levels:

Tags:

Players: 6

Run Time: 4 hours

Type: RPG

Audience: Everyone

Draw into the Gloomports seedy streets, your party uncovers a fiends twisted mirror feeding on fear. To stop a deadly beacon of discord, they must survive gangs, cults, and rising chaos in Gothic horror adventure which leans heavily on investigation and role play.

SPIELBOUND HOSTS: MOON COLONY BLOODBATH***Moon Colony Bloodbath***

Game Master: Jessica Dunn

Table: B21

Player Skill: Novice

Character Levels:

Tags: Demo

Players: 5

Run Time: 2 hours

Type: Board

Audience: Everyone

Demoed by Spielbound. Whatever can go wrong will go wrong. Players compete to keep their colonists alive.

WINGSPAN POCKET***Wingspan Pocket***

Game Master: Kenneth Turner

Table: B33

Player Skill: All

Character Levels:

Tags:

Players: 4

Run Time: 1 hours

Type: Board

Audience: Everyone

Wingspan Pocket distills the Wingspan experience down to a lighter, shorter, card-driven game that has each player activate a single row of cards on each of their turns. The cards are all double-sided: a food side and a bird side.

XERXES VS. LEONIDAS!***SPQR***

Game Master: Marxen Kyrris

Table: B25

Player Skill: All

Character Levels:

Tags:

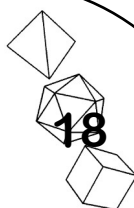
Players: 10

Run Time: 3 hours

Type: Miniatures

Audience: Everyone

Fast-play skirmish warfare between Xerxes' Persians and Leonidas' Spartans.

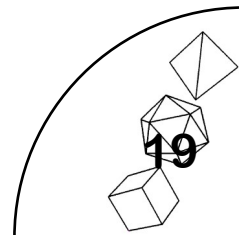


Thank You to the Sponsors, Vendors, Volunteers, Game Runners, Exhibitors, Panelists, and Everyone Else Who Helps Put on Nuke-Con

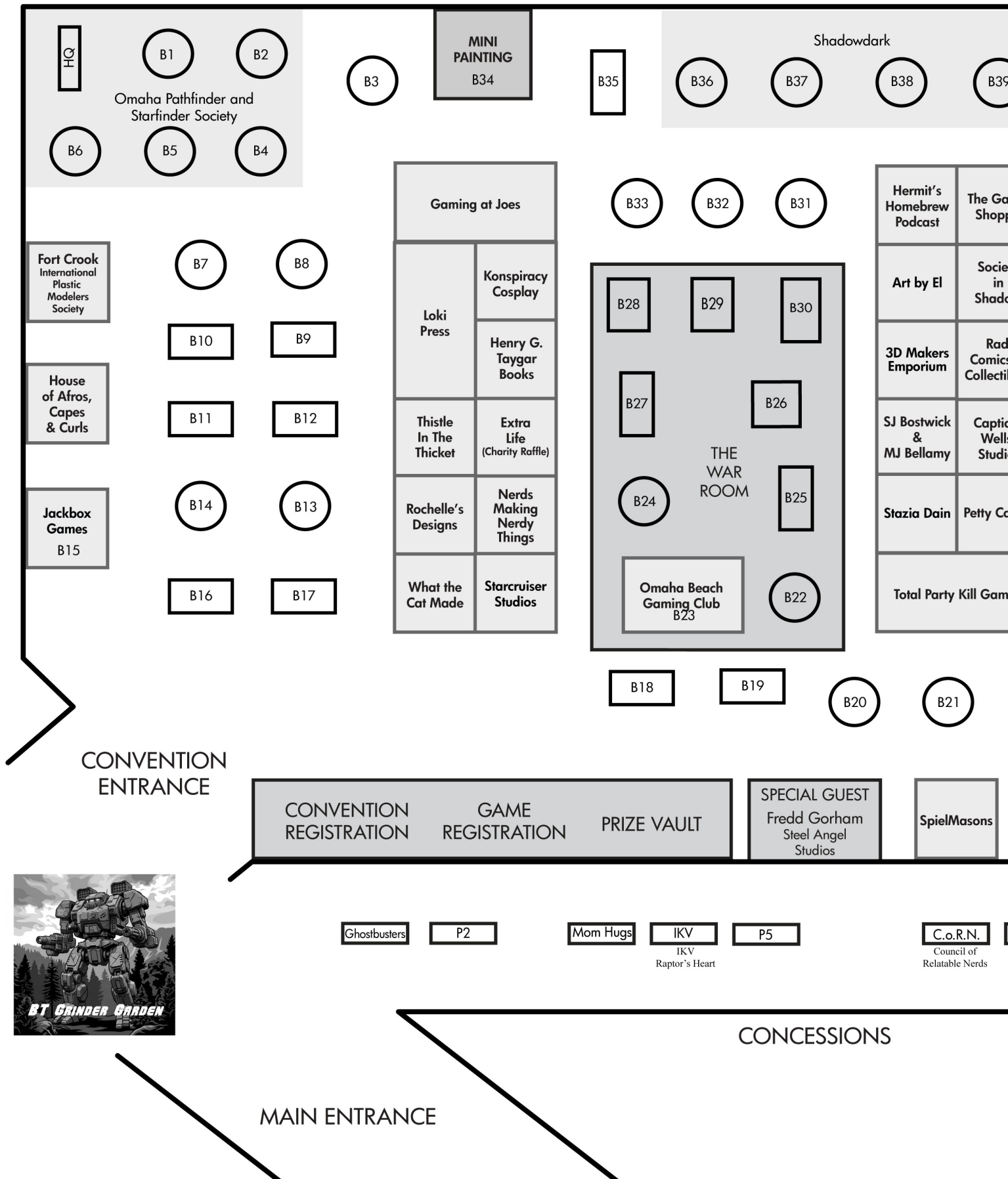
3D Makers Emporium
Art by El
Captain Wells Studio
Council of Relatable Nerds
D&D Adventurers League
Extra Life
Free Mom Hugs
Gaming at Joe's
Ghostbusters: Nebraska Division
Henry G. Taygar Books
House of Afros, Capes & Curls
IKV Raptor's Heart
Internation Plastic Modelers' Society
Konspiracy Cosplay
Lincoln Omaha LEGO User Group
Loki Press
Nerds Making Nerdy Things
Omaha Beach Wargaming Club
Omaha PFS
Petty Cache
Rad Comics & Collectibles
Rochelle's Designs
S.J. Bostwick and M.J. Bellamy
Shadowdark RPG
Society in Shadows
Spielbound
Starcruiser Studios
Stazia Dain
The Game Shoppe
The Hermit's Homebrew Podcast
Thistle in the Thicket
Total Party Kill Games
What the Cat Made
Elise A Fountain
Becky Alexander
Anthony Alston
Stephen Gerard Arico
James Andrysik
Jason Becker
John Benavides
Ken Boucher
James Bowen
Shannon Brown
John Brinkman
Gary Bush
Jonathan Capps
Whit Chapman
Jeremiah L Davlin

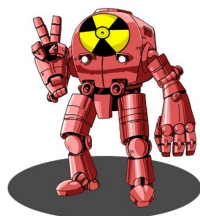
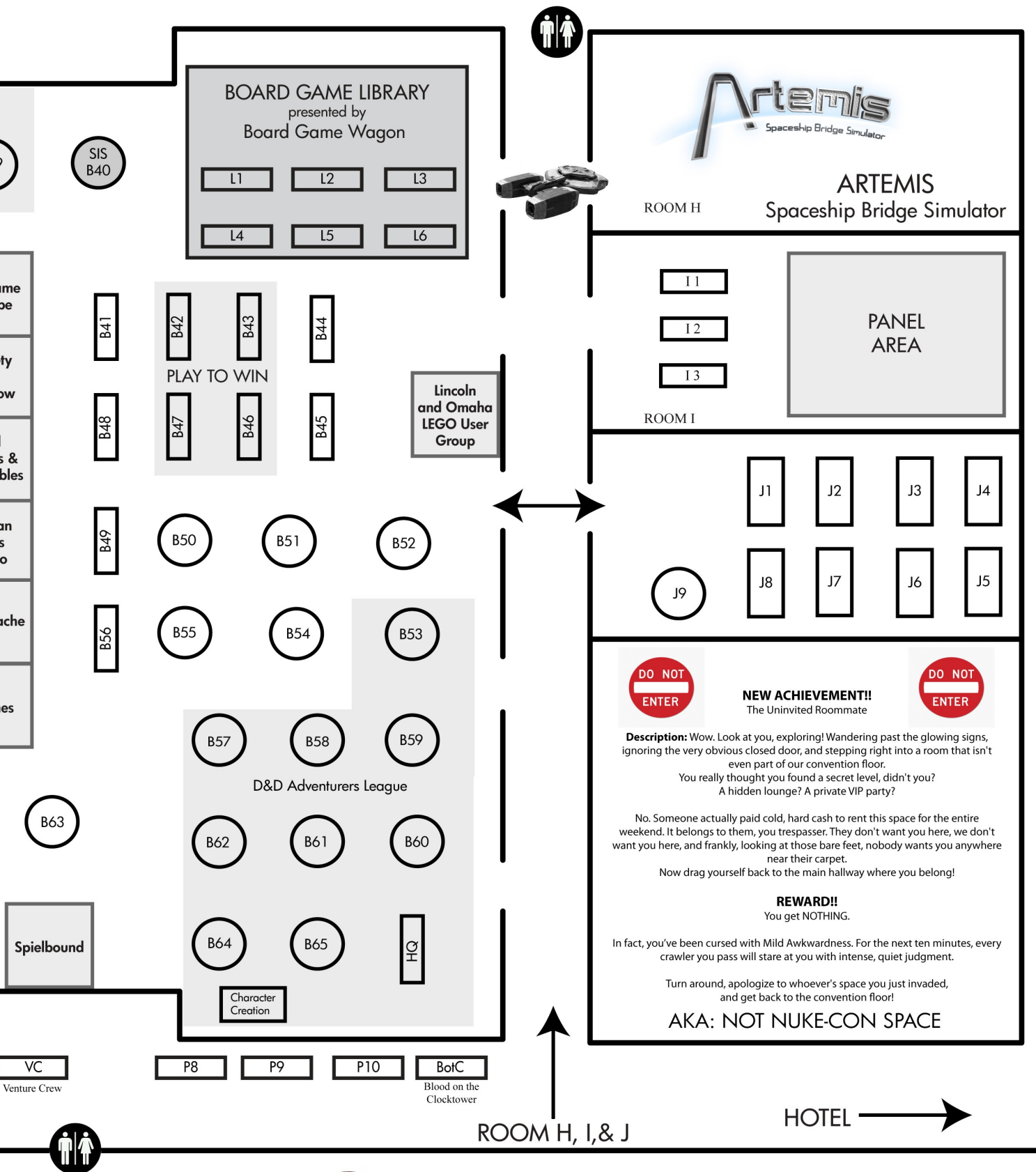
Steve E. Dawes
Jessica Dunn
Russell Engel
Eddie Fossler
Emily Fuller
Wayne Fuller
Todd M Furler
Don S Furukawa
Fredd Gorham
William Mike Guldemon
Justin Hanson
Randall E Harris
Bill James Harvat
Ryan King
Kenny Kinlund
Brittney Lippincott
Joel Mason
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Brian Hirt
Timothy Ingledue
Matt Johnson
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David Knotek
Ben J Knowles
Luke Koch
William C Kuhfahl
Kyra Kyle
Marxen Kyriss
Lynn R Langer
Phil Lewis
Erik Luken
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Norajane McIntyre
John Mckstaller
Thomas Mittenfelner
Chris Moran
David Moore
Samuel Moorhead
Susan Muckey
Stephanie Murphy
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Bill Pitcher
Robert Ramos
RJ Redden
Elizabeth Remmen
Sarah Sackett
Aaron Sailors
Cheri Sailors
Arthur Saucier
Josh Sauter
Jayden Scaggs
JoJo Sonnenfeld
Cat Souliere
Kyria Spooner
Adam J Steffes
Josh Stortz
Glenn Taylor
John C Thompson
Steven D Thum
Kenneth M Turner
Liz Ulrich
Blair T Van Briesen
Leslie Van Briesen
Marcello De Velazquez
Adam Vraspir
David Vraspir
Liam Vraspir
Lucas Vraspir
Nicole Vraspir
Lily M Wang
Jerrold R Warren
Robert Weaver
Wallace Wilkins
Meagan E Wilson
Alex Wolf
Frederick Wong
Jaime Young
Sarah Young
Kurt A Zachary
All of our GMs
All of our Volunteers
All of our Gamers



NUKE-CON 2026





**Don't forget to
Early Bird for 2027**
(on the back cover!)

INTRODUCING VENTURE CREW

Welcome to a different kind of Scouting experience! Nuke-Con is sponsoring a Venture Crew, bringing together teens/young adults (ages 14-21) who enjoy board games, RPGs, strategy games, esports, and gaming culture. We're building a crew where you can meet new people, learn new skills, play great games, and create your own adventures.

WHAT WE DO

- Board games & tabletop gaming
- RPGs & storytelling
- Competitive gaming & esports
- Game design & game development
- Gaming-related Merit Badge opportunities
- Convention events & community activities
- Leadership, service & crew projects
- Social events and plenty of time to just hang out

THIS IS A YOUTH-LED CREW

Members help decide what we play, what events we attend, and what projects we take on.

- Want to run a D&D campaign?
- Organize a tournament?
- Design a board game?
- Plan a convention event?

Bring the idea to the crew.

WHO CAN JOIN?

Venture Crew is for young people ages 14–21 (or 13 and have completed the eighth grade) who want to explore adventure, leadership, gaming, and new experiences.

NO GAMING EXPERIENCE REQUIRED

Whether you're a longtime RPG player, competitive gamer, board game fanatic, or someone who's simply curious, you're welcome here.

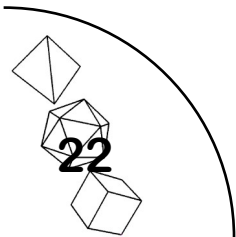
PLAY. CREATE. LEAD. ADVENTURE.

Come help us build the crew you want to be part of!

QUESTIONS?

Visit the Venture Crew table at Table P8. Or attend one of our meetings here at Nuke-Con—Friday 7PM, Saturday Noon, and Saturday 4PM. Watch for more information on our website and socials.

(You can also contact Jeremiah Davlin, madhatscouting@gmail.com)



Saturday 2 PM

A GAME OF GNOMES

A Game of Gnomes

Game Master: Ann Journey

Table: Spielmasons

Player Skill: Novice

Character Levels: n/a

Tags: Demo

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 are a fun guy. Anyway, it's time to leave the protection of your beautiful gnomehome and seek your fortune in faraway places.

CTHULHU: DEATH MAY DIE (SEASON 2)

Cthulhu: Death May Die

Game Master: Robert Ramos

Table: B10

Player Skill: All

Character Levels:

Tags:

The cultists are once again trying to end the world by summoning an ancient evil to consume all. Who will rise up and try to stop them? (This will be Season 2 episodes)

DDEP 05-01, THE IRON BARON (MULTIPLE INSTANCES)

D&D 5th Edition Adventurers League

Game Master: D&D Adv. League

Table: Tier 1—B61, B65

Tier 2—B58, B59, B60

Player Skill: Varies

Character Levels: Varies

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

ESCAPE ROOM

Escape Room: The Game

Game Master: Cat Souliere

Table: B16

Player Skill: Novice

Character Levels:

Tags:

Escape Room: The Board Game.

Can you escape your doom? You get one hour to solve the puzzles and escape.

The allotted time of 2 hours is to provide for explanation and to finish the Escape even if you failed the time.

I have enough of these to run a fresh one multiple times. All ages welcome.

FURNACE

Furnace

Game Master: Kenneth Turner

Table: B33

Player Skill: All

Character Levels:

Tags:

Furnace is an engine-building Eurogame in which players take on the roles of 19th-century capitalists building their industrial corporations and aspiring to make as much money as they can by purchasing companies, extracting resources, and processing them in the best combinations possible.

HABITATS

Habitats

Game Master: Elise A Fountain

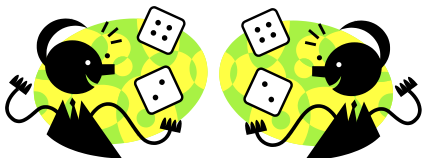
Table: B09

Player Skill: Novice, Skilled

Character Levels:

Tags:

Do you have what it takes to craft the best nature preserve? In this tile drafting game, you will drive around collecting flora, fauna, and buildings in an effort to create a well balanced preserve. You will strive to meet annual (round) goals while satisfying the needs of the critters on your board!



Saturday 2 PM Continued

ISLE OF BONES

Shadowdark

Game Master: Samuel Moorhead

Table: B37

Player Skill: All

Character Levels: Prgen 0 level

Tags: Organized Play, Demo

See full descriptions for Pathfinder events on page 31.

Players: 8

Run Time: 4 hours

Type: RPG

Audience: Everyone

JACKBOX GAMES

Jackbox Games

Game Master: Jayden Scaggs

Table: B15

Player Skill: All

Character Levels:

Tags:

Bring your phone (and humor) and play Jackbox Games, creators of You Don't Know Jack, Quplash & Fibbage. We will play a collection of party games from all the packs.

Players: 8

Run Time: 1 hours

Type: Video Game

Audience: Everyone

MARVEL SUPER HEROES RPG

Marvel Super Heroes

Game Master: John Benavides

Table: B13

Player Skill: All

Character Levels: Pre-generated

Tags: Demo

Marvel Super Heroes RPG (FASERIP)

Based on the classic 1980s Marvel Super Heroes RPG—not Marvel Multiverse.

Play a superhero and save the world!

I'll provide:

- Complete character sheets
- A Halloween-themed campaign
- Characters, villains, encounters, and story details

Players: 8

Run Time: 3 hours

Type: RPG

Audience: Everyone

OUR LAST BEST HOPE

Our Last Best Hope

Game Master: Todd Furler

Table: B63

Player Skill: Novice

Character Levels: N/A

Tags:

In this fast-moving zero-prep RPG, we make a disaster scenario and the heroes who have to stop it. Will they succeed? Maybe.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Teens (13+)

PALETTE QUEST: A COZY RPG PLAYTEST

Palette Quest

Game Master: Sarah Sackett

Table: B08

Player Skill: All

Character Levels: 1st

Tags: Demo

Join us for the testing of Palette Quest: an RPG that takes inspiration from isekai anime and cozy video games. Enter a full-dive-VR game as if it were real life, and go on an adventure full of dungeon delving, solving mysteries, gathering materials, crafting items, and befriending creatures.

Players: 6

Run Time: 4 hours

Type: RPG

Audience: Everyone

PFS 3-18 DACILANE ACADEMY'S DELIGHTFUL DISASTER (LEVEL 1-4)

Pathfinder 2nd Edition

Game Master: Omaha PFS

Table: B02

Player Skill: Novice

Character Levels: 1-4

Tags: Organized Play

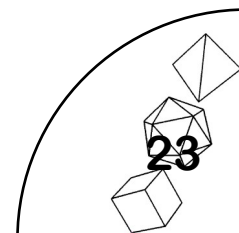
See full descriptions for Pathfinder events on page 31.

Players: 6

Run Time: 5 hours

Type: RPG

Audience: Everyone



Saturday 2 PM Continued

THE ESSENTIALS OF COSPLAY

Panel

Game Master: Justin Hanson

Table: Room I

Player Skill: All

Character Levels:

Tags:

Players: 16

Run Time: 1 hours

Type: Panel

Audience: Everyone

Cosplay doesn't have to be intimidating. Discover how easy it is to jump in, scale your skills, and take your projects anywhere you want - from casual convention wear to professional, paid appearances and content creation.

TWILIGHT: 2000 - THE CHILDREN'S CRUSADE

Twilight: 2000 4E

Game Master: Matt Helms

Table: B50

Player Skill: All

Character Levels:

Tags:

Players: 6

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

March, 2000: Lidkoping, Sweden. In advance of a major offensive, a small detachment of US Marines is sent into the devastated countryside to locate a Soviet defector who has vital intelligence. (18 Please)

WELCOME TO FLOOR 3

Dungeon Crawler Carl RPG

Game Master: Mike Kelley

Table: B07

Player Skill: All

Character Levels:

Tags:

Players: 6

Run Time: 4 hours

Type: RPG

Audience: Teens (13+)

Following a disastrous boss fight on Level 2, a battered band of crawlers stumbles onto Floor 3 short on resources and, against the odds, still alive. Now, the unlikely group need to work together, make questionable choices, and somehow stay entertaining enough to keep the audience happy.

X-WING BATTLE SCENARIOS

X-Wing 2.5

Game Master: Adam Steffes

Table: B18,B19

Player Skill: Novice

Character Levels: Quick builds

Tags: Demo

Players: 8

Run Time: 3 hours

Type: Miniatures

Audience: Everyone

Fight with the Rebels or help defend the Empire in Star Wars X-wing Miniatures scenarios. Engage in space combat above Yavin or Endor in this space simulation game.

Saturday 3 PM

BATTLE FOR PONYRI TRAIN STATION

What a Tanker

Game Master: Lynn Langer

Table: B28

Player Skill: All

Character Levels:

Tags:

Players: 20

Run Time: 3 hours

Type: Miniatures

Audience: Everyone

Ponyri Train Station, a critical battlefield on the northern flank of the largest tank battle of the Second World War--Kursk, during Operation Citadel. It took place in July 1943 in central Russia. On one side are the lead assault elements of 41st and the other-- of 2 Soviet infantry and Tank Divisions supported by the 27th Heavy Tank Regiment. Ponyri was taken and lost FOUR times during the historical battle.

BROKEN AND BEAUTIFUL

Broken and Beautiful: A Game About Kintsugi

Game Master: Kenneth Turner

Table: B33

Player Skill: All

Character Levels:

Tags:

Players: 4

Run Time: 1 hours

Type: Board

Audience: Everyone

Players draft cards like bowls, cups, and tea jars to create high-scoring sets. As some pieces inevitably break, players must judiciously repair what has been shattered. Whole pottery is valuable. Broken dishes are worthless. That which has broken and been repaired is uniquely precious.



Saturday 3 PM Continued

CHARIOT RACING IN ANCIENT ROME

Charioteer

Game Master: Glenn Taylor

Table: B24

Player Skill: All

Character Levels:

Tags:

Players: 6

Run Time: 2 hours

Type: Board

Audience: Teens (13+)

Fast paced board game of Chariot Racing in Ancient Rome.

DRAGONHOARD

Dragonhoard

Game Master: Stephen Arico

Table: B56

Player Skill: Novice

Character Levels:

Tags: Demo

Players: 6

Run Time: 2 hours

Type: Board

Audience: Everyone

You are a Dragon, a creature of Legend, whose power grows with the Names by which you are known! Dragonhoard is a tongue-in-cheek character builder for 2 to 6 players, featuring simultaneous play, asymmetric abilities, and push-your-luck. Become the Dragon you were meant to be!

FALLEN LAND: A POST-APOCALYPTIC BOARD GAME

Fallen Land

Game Master: Bill Pitcher

Table: B03

Player Skill: All

Character Levels:

Tags:

Players: 6

Run Time: 2 hours

Type: Board

Audience: Teens (13+)

Fallen Land is a thematic, story-driven board game for 1-6 players, set in the ruinous aftermath of post-apocalyptic America. It combines the elements of a strategy board game with card building and role-playing in a unique sandbox-style environment.

FOREST SHUFFLE

Forest Shuffle

Game Master: Adam Vraspir

Table: B31

Player Skill: All

Character Levels:

Tags:

Players: 5

Run Time: 1 hours

Type: Board

Audience: Everyone

\$5 Entry Fee donated to Extra Life, payable at the table. Prize for 1st and 2nd place.

Compete to gather the most valuable trees, then attract species to these trees, thus creating an ecologically balanced habitat for flora and fauna.

PUPPY POUNDERS

Puppy Pounders

Game Master: Stephanie Murphy

Table: B35

Player Skill: Novice

Character Levels:

Tags:

Players: 8

Run Time: 2 hours

Type: Miniatures

Audience: Everyone

They're hideous, brutal, savage and STUFFED! Puppy Pounders is a game of miniature warfare with stuffed animals.

Players MUST bring their own stuffed toys which will be subject to GM/player approval. Please keep in mind, they'll need to fit on the table and be usable!

For ages 7 and up.

SPIELBOUND HOSTS: EARTH

Earth

Game Master: Lily Wang

Table: B21

Player Skill: Novice

Character Levels:

Tags: Demo

Players: 5

Run Time: 2 hours

Type: Board

Audience: Everyone

Spielbound is pleased to host this demo of Earth - a nature-themed, engine-building tableau builder where one to five players strategically arrange a 4x4 grid of flora, terrain, and ecosystem cards to simulate a self-supporting natural environment.

TERRORScape

Terrorscape

Game Master: Matt Niemann

Table: B45

Player Skill: All

Character Levels: Pregen

Tags: Demo

Players: 4

Run Time: 2 hours

Type: Board

Audience: Everyone

1 Killer, 3 Victims. Victims want to escape the house before the Killer finds them. Problem is 5 keys are needed to leave, or you can try to fix the radio and wait for the cops. Careful, the Killer is listening.

Saturday 4 PM

ANDROMEDA'S EDGE

Andromeda's Edge

Game Master: Jason Becker
Table: B49
Player Skill: Novice
Character Levels:
Tags:

Players: 3
Run Time: 3 hours
Type: Board
Audience: Everyone

A refined space-themed iteration on Dwellings of Eldervale, players compete for victory points by managing resources and mitigating risk in a simple dice based combat system where losing a battle can sometimes be advantageous. Pick from a number of different factions - retail base game only.

DAGGERHEART ANIMAL ADVENTURES

Daggerheart

Game Master: Ken Boucher
Table: B31
Player Skill: All
Character Levels: Pregon
Tags: Demo

Players: 6
Run Time: 4 hours
Type: RPG
Audience: Everyone

Your human friends have been gone far too long. Some have gone to battle the goblins of the west, some the giants in the north, others the necromancer setting up shop in the south. And now there's no one but the village cats and dogs to deal with those pesky Kenku raiding the local farms.

ESCAPE ROOM

Escape Room: The Game

Game Master: Cat Souliere
Table: B16
Player Skill: Novice
Character Levels:
Tags:

Players: 6
Run Time: 2 hours
Type: Board
Audience: Everyone

Escape Room: The Board Game.

Can you escape your doom? You get one hour to solve the puzzles and escape.

The allotted time of 2 hours is to provide for explanation and to finish the Escape even if you failed the time.

I have enough of these to run a fresh one multiple times. All ages welcome.

KARUBA

Karuba

Game Master: Kenneth Turner
Table: B33
Player Skill: All
Character Levels:
Tags:

Players: 7
Run Time: 1 hours
Type: Board
Audience: Everyone

This is a tile-laying race game with players starting with boards that are identical, and one player drawing tiles that they all will use. They race to get their explorers to temples first and earn points. Most points wins.

PFS2 8-04 A THEFT IN RIDDLEPORT (LEVEL 1-2)

Pathfinder 2nd Edition

Game Master: Omaha PFS
Table: B05
Player Skill: Novice
Character Levels: 1-2
Tags: Organized Play

Players: 6
Run Time: 3 hours
Type: RPG
Audience: Everyone

See full descriptions for Pathfinder events on page 31.

SFS 2-04 A WATERY GRAVE (LEVEL 3-4)

Starfinder 1st Edition

Game Master: Omaha PFS
Table: B01
Player Skill: Novice
Character Levels: 3-4
Tags: Organized Play

Players: 6
Run Time: 3 hours
Type: RPG
Audience: Everyone

See full descriptions for Pathfinder events on page 31.

Saturday 4 PM Continued

SFS2 1-22 RESCUE IN THE WRECK (LEVEL 3-4)

Starfinder 2nd Edition

Game Master: Omaha PFS
Table: B04
Player Skill: Novice
Character Levels: 3-4
Tags: Organized Play

Players: 6
Run Time: 3 hours
Type: RPG
Audience: Everyone

See full descriptions for Pathfinder events on page 31.

VENTURE CREW INFO MEETING

Meeting

Game Master: Jeremiah Davlin
Table: Room I
Player Skill: All
Character Levels:

Players: 50
Run Time: 1 hours
Type: Meeting
Audience: Everyone

Into D&D, board games, RPGs, or conventions? Want to meet other gamers and help build something new? Come check out a new Omaha-area Venturing Crew where YOU help decide what we play, where we go, and what adventures we take. Your Crew. Your games. Your adventure!

Saturday 5 PM

APOTHEBAKERY

Apothebakery: The Culinary Alchemists

Game Master: Elise A Fountain
Table: B09
Player Skill: Skilled, Novice
Character Levels:
Tags:

Players: 4
Run Time: 2 hours
Type: Board
Audience: Teens (13+)

In the enchanted forest...anyone can be a doctor. So why not put your amazing beginner baking skills to good use? Join us to see if you can withstand curses and collect the resources necessary to save the foolish heroes who are gallivanting around. Drafting & Resource Management.

AUSTRALIAN ARMY VS EMUS

Emu Wars

Game Master: Jurgen Olk
Table: B27
Player Skill: All
Character Levels:
Tags:

Players: 8
Run Time: 3 hours
Type: Miniatures
Audience: Everyone

Emus are destroying the wheatfields, this means war!

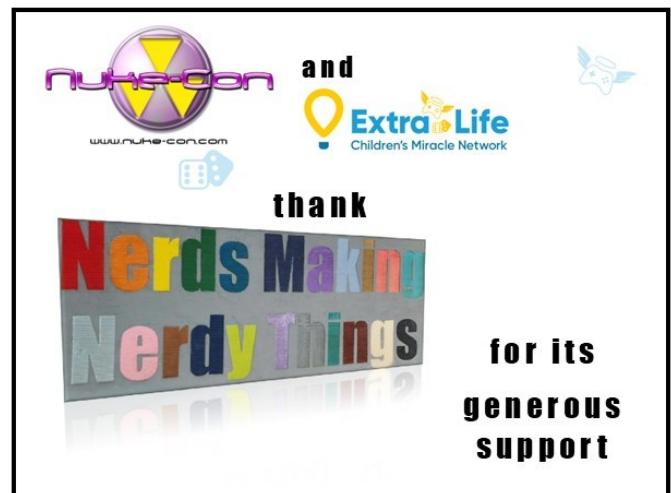
SPIELBOUND HOSTS: MAGICAL ATHLETE

Magical Athlete

Game Master: Jessica Dunn
Table: B21
Player Skill: Novice
Character Levels:
Tags: Demo

Players: 6
Run Time: 1 hours
Type: Board
Audience: Everyone

Demoted by Spielbound. Pit a cast of crazy characters against each other in a madcap race to the finish.





thanks



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**WORD
FLUXX**

**SpongeBob
SQUAREPANTS
FLUXX
— CARD GAME —**

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THE GAME



BATTLETECH - URBIE DERBY**BattleTech**

Game Master: Arthur Saucier, Blair Van Briesen

Table: B18

Player Skill: All

Character Levels:

Tags:

Join us the for the Periphery's favorite sport! Urbie Derby. In this Battletech Total warfare scenario you will pilot an Urban mech in a race across traps, terrain, and the other pilots to earn Victory either by finishing the course or killing all opposition. This is a charity event for Extra Life. There is a \$5 donation required for this event.

BETRAYAL AT HOUSE ON THE HILL**Betrayal at House on the Hill**

Game Master: Anthony Alston

Table: B52

Player Skill: All

Character Levels:

Tags:

The House on the Hill still sits abandoned, and a fearless group of explorers has been drawn to the house to discover its dark secrets. Immerse yourself in the narrative gameplay as you take on the role of one of those explorers.

CTHULHU: DEATH MAY DIE (SEASON 2)**Cthulhu: Death May Die**

Game Master: Robert Ramos

Table: B10

Player Skill: All

Character Levels:

Tags:

The cultists are once again trying to end the world by summoning an ancient evil to consume all. Who will rise up and try to stop them? (This will be Season 2 episodes)

DRAGONHOARD**Dragonhoard**

Game Master: Stephen Arico

Table: B56

Player Skill: Novice

Character Levels:

Tags: Demo

You are a Dragon, a creature of Legend, whose power grows with the Names by which you are known! Dragonhoard is a tongue-in-cheek character builder for 2 to 6 players, featuring simultaneous play, asymmetric abilities, and push-your-luck. Become the Dragon you were meant to be!

PACO SAKO**Paco Sako**

Game Master: Bill Pitcher

Table: B35

Player Skill: All

Character Levels:

Tags:

Paco Sako is a non-violent chess variant with the goal to embrace the other player's king. The black and white pieces embrace in a union instead of one piece taking the other. The game is focused on patterns and creativity.

RED DRAGON INN TOURNAMENT**Red Dragon Inn**

Game Master: Adam Vraspir

Table: B32,B33

Player Skill: All

Character Levels:

Tags:

\$5 Entry Fee donated to Extra Life, payable at the table. Every player takes home their custom player mat and 1st and 2nd place take home extra mats.

Play as heroic, fantasy adventurers. Now you're at the inn to spend the night drinking, gambling, and roughhousing. Stay sober and not broke to win.

RUBBIN' IS RACIN'**The Stock Car Championship Racing Card Game**

Game Master: Phil Lewis

Table: B25

Player Skill: All

Character Levels:

Tags:

"If you ain't first, you're last!" Up to 12 players compete for the coveted Nuke-Cup in white-knuckle stock car racing action!

**SEA SHANTY SHOWDOWN:
PIRATES, BOARD GAMES & COMEDY!****Panel**

Game Master: Lily Wang

Table: Room I

Player Skill: Novice

Character Levels:

Tags: Benefit, Kids Track, Demo

The Singing Scallywags, a local pirate troupe that improvises musical comedies, proudly presents the 'Sea Shanty Showdown!' Join us for a musical adventure romping on the high seas, featuring board game trivia, games, and shanties that you as the audience influence with your choices!

Saturday 7 PM

CAMP GRIZZLY**Camp Grizzly**

Game Master: William Guldemon

Table: B14

Player Skill: Novice

Character Levels:

Tags:

A survival horror game with camp counselors being stalked by Otis. Players must collect items to trigger the Finale! Along the way, the counselors will collect things to help them survive, encounter cameos and plot twists, bump into errant campers, and maybe even sneak off for some foolin' around.

DDAL 09-19 FANG AND CLAW**D&D 5th Edition Adventurers League**

Game Master: James Bowen

Table: B53

Player Skill: Skilled

Character Levels: Levels 17 - 20

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

DUNE IMPERIUM (NOT UPRISING) W/ EXPANSIONS**Dune: Imperium**

Game Master: Jason Becker

Table: B49

Player Skill: Skilled

Character Levels:

Tags:

Compete for victory points in your conquest of Arrakis! We will be playing Dune Imperium (original, not Uprising) including rise of Ix, Immortality, and the components from Bloodlines that are compatible with the original Imperium game.

FR-DC-GARY03-BLADE TO BRANCH**D&D 5th Edition Adventurers League**

Game Master: Jerrold Warren

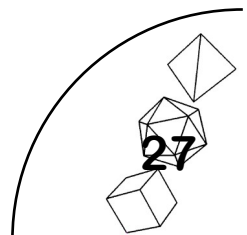
Table: B64

Player Skill: All

Character Levels: Levels 5-10

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.



FR-DC-TDD2- CLOUDED VISIONS

D&D 5th Edition Adventurers League

Game Master: Randall Harris

Table: B62

Player Skill: All

Character Levels: Levels 5-10

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

GOBLIN QUEST!

Goblin Quest!

Game Master: Meagan Wilson

Table: B03

Player Skill: Novice

Character Levels:

Tags:

Goblin Quest is a roleplaying game. As you play, we'll tell stories about goblins trying to achieve basic tasks and meeting fatal misadventure as they do it. You'll play the goblins, and you'll steer them through (or, more commonly, directly into) adversity!

This is a d6 system. Expect 2-3 hours.

Players: 6

Run Time: 3 hours

Type: RPG

Audience: Teens (13+)

LOG: FREE CITY OF GREYHAWK- SHADOWS OVER THE FREE CITY

Legends of Greyhawk

Game Master: Marcello Velazquez

Table: B57

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

POINT SALAD TOURNAMENT

Point Salad

Game Master: Becky Alexander

Table: B41,B42,B48

Player Skill: Novice

Character Levels:

Tags: Tournament

Another convention year, another POINT SALAD tournament! Who will be the best salad creator? This event is best for all levels of gamer. Stop by The Game Shoppe booth and we will teach you Point Salad.

The most wins, wins the whole event after three rounds! Limited to 18 players.

Players: 18

Run Time: 2 hours

Type: Card

Audience: Everyone

SFS2 2-00 MOONBUSTERS (MULTI INSTANCE)

Starfinder 2nd Edition

Game Master: Omaha PFS

Table: Levels 1-2—B01, B02, B06

Levels 3-4—B04, B05

Player Skill: Novice

Character Levels: 1-2 OR 3-4

Tags: Organized Play

See full descriptions for Pathfinder events on page 31.

Players: 6

Run Time: 5 hours

Type: RPG

Audience: Everyone

THE DOOM OF CEAR FERROS

Shadowdark

Game Master: William Kuhfahl

Table: B38

Player Skill: Novice

Character Levels: 1st level

Tags:

See full descriptions for Shadowdark events on page 31.

Players: 8

Run Time: 4 hours

Type: RPG

Audience: Teens (13+)

BATTLE OF FIVE ARMIES

Oath Mark

Game Master: Ray Parrish

Table: B29

Player Skill: All

Character Levels:

Tags:

The climatic Battle of Five Armies from The Hobbit.

Players: 5

Run Time: 3 hours

Type: Miniatures

Audience: Teens (13+)

FALLING

Falling

Game Master: Ann Journey

Table: Spielmasons

Player Skill: Novice

Character Levels: n/a

Tags: Demo

One day, a tower fell from the sky, and in Falling you are an explorer searching for valuable relics and other items in that crumbling tower. By placing special devices in the tower, you increase the income of certain resources in the game, but as the round progresses, the tower collapses!

Players: 3

Run Time: 3 hours

Type: Board

Audience: Everyone

NODE RUN

Node Run

Game Master: Stephen Arico

Table: B56

Player Skill: Novice

Character Levels:

Tags: Demo

Post-Singularity Criminals scramble to escape a job-gone-wrong. Only the first one to their Exit Code lives—trust no one! Node Run is a strategic path-building game for 2 to 6 players, featuring asymmetric player powers, simple rules, and deep strategy.

Players: 6

Run Time: 2 hours

Type: Board

Audience: Everyone

SLEEPY HOLLOW - WAKING THE WITCH

Sleepy Hollow RPG

Game Master: Matt Helms

Table: B13

Player Skill: All

Character Levels:

Tags:

1810. Some twenty years after the mysterious events recorded by Washington Irving, the village of Sleepy Hollow, New York is still plagued by haunted woods, cursed artifacts and malevolent spirits. (18+ Please)

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

SPIELBOUND PRESENTS: BLOOD ON THE CLOCKTOWER

Blood on the Clocktower

Game Master: Lily Wang

Table: P11

Player Skill: Skilled, Novice

Character Levels:

Tags: Demo

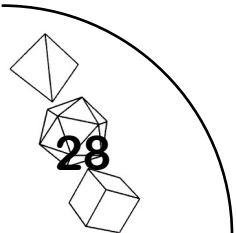
Blood on the Clocktower is a game of murder and mystery, lies and logic, deduction and deception for up to fifteen courageous players and one devious storyteller. Join Spielbound as they host this #1 rated party game on Boardgamegeek.com; pre-register online or at the Spielbound table!

Players: 15

Run Time: 3 hours

Type: Board

Audience: Teens (13+)



Saturday 10 PM

ESCAPE ROOM

Escape Room: The Game

Game Master: Cat Souliere

Table: B14

Player Skill: Novice

Character Levels:

Tags:

Escape Room: The Board Game.

Can you escape your doom? You get one hour to solve the puzzles and escape.

The allotted time of 2 hours is to provide for explanation and to finish the Escape even if you failed the time.

I have enough of these to run a fresh one multiple times. All ages welcome.

Players: 6

Run Time: 2 hours

Type: Board

Audience: Everyone

TWO ROOMS AND A BOOM

Two Rooms and a Boom

Game Master: Mike Kelley

Table: The Grinder Garden

Player Skill: All

Character Levels:

Tags:

In this social game of hidden roles and deduction, players are divided into 2 different rooms. Find your teammates, establish trust, and exchange hostages before time runs out and the bomb explodes! It's the party game that's always a blast.

Players: 30

Run Time: 2 hours

Type: Card

Audience: Everyone

Sunday 8 AM

KIDS GAMES

Kids Games

Game Master: Liam Vraspir

Table: B32

Player Skill: All

Character Levels:

Tags:

Kids games run by a kid for kids. Various Kids Games available to play at any point all day Sunday.

Players: 99

Run Time: 1 hours

Type: Board

Audience: Everyone

Sunday 9 AM

ARKHAM HORROR, 2ND ED.

Arkham Horror

Game Master: William Guldemon

Table: B14

Player Skill: Novice

Character Levels:

Tags:

Arkham Horror is a cooperative adventure game themed around H.P. Lovecraft's Cthulhu Mythos. Players choose from 16 Investigators and take to the streets of Arkham. Before the game, one of the eight Ancient Ones is chosen and it's up to the Investigators to prevent it from breaking into our world.

Players: 7

Run Time: 4 hours

Type: Board

Audience: Everyone

ARTEMIS SPACESHIP BRIDGE SIMULATOR

Artemis

Game Master: Richard Norton

Table: Room H

Player Skill: All

Character Levels: N/A

Tags:

Artemis is a cooperative spaceship bridge simulation game, where 2 to 6 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. The minimum number to fly a ship is 2, since Helm and Weapons are required.

Players: 6

Run Time: 1 hours

Type: Computer

Audience: Everyone

BMG-DRW-KS-07 WRATH OF THE UNAVENGED

D&D 5th Edition Adventurers League

Game Master: Meagan Wilson

Table: B60

Player Skill: Skilled

Character Levels: Levels 11-16

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

Sunday 9 AM Continued

BUMPER CARS (PLAYTEST)

Bumper Cars (Playtest)

Game Master: Kenneth Turner

Table: B33

Player Skill: All

Character Levels:

Tags:

You are on the bumper car arena. Your goal is to be the first player to get 3 large bumper cars in a row before the other players. This proves to be tricky as each bumper car placed or moved can bump other bumper cars away.

Players: 4

Run Time: 1 hours

Type: Board

Audience: Everyone

FR-DC-GARY04- FROST TO FIRE

D&D 5th Edition Adventurers League

Game Master: Jerrold Warren

Table: B61

Player Skill: Skilled

Character Levels: Levels 5-10

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

FR-DC-TDD3- THE ZEPHYR'S FOLD

D&D 5th Edition Adventurers League

Game Master: Randall Harris

Table: B62

Player Skill: Skilled

Character Levels: Levels 5-10

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

FR-DC-YRL01_05-FROM THE SHADOW TO THE STARS

D&D 5th Edition Adventurers League

Game Master: James Bowen

Table: B53

Player Skill: Skilled

Character Levels: Levels 11-16

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

LOG: FREE CITY OF GREYHAWK- SWORD IN THE SHADOWS

Legends of Greyhawk

Game Master: Wayne Fuller

Table: B64

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

LOG: THE LORDSHIP ISLES- HAVOC AND HIGH SEAS

Legends of Greyhawk

Game Master: Josh Sauter

Table: B59

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

PFS2 8-05 A SHARK'S GUIDE TO PIRACY (LEVEL 1-2)

Pathfinder 2nd Edition

Game Master: Omaha PFS

Table: B05

Player Skill: Novice

Character Levels: 1-2

Tags: Organized Play

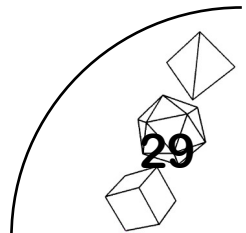
See full descriptions for Pathfinder events on page 31.

Players: 6

Run Time: 3 hours

Type: RPG

Audience: Everyone



Legends of Greyhawk

DDAL 09-19—Fang and Claw

An object of great importance has gone missing, and the Cleric Lena needs to get it back. A Legends of Greyhawk: Free City of Greyhawk Region adventure for levels 1-4. Pre-gens are available. Players should be familiar with Legends of Greyhawk Play.

LoG : The Lordship Isles—Echoes of Betrayal

Adventurers in Turtleback Cove find themselves in the midst of gang rivalry, intrigue and murder! A Legends of Greyhawk: The Lordship of Isles Region adventure for levels 1-4. Pre-gens are available. Players should be familiar with Legends of Greyhawk play.

LoG : The Lordship Isles—Shadows Beneath the Skull

A feared gang in Turtleback Cove is recruiting and needs to know more about a new gang trying to muscle in on their territory. Where do you fit in all of this? A Legends of Greyhawk: The Lordship Isles Region adventure for levels 1-4. Pre-gens are available. Players should be familiar with Legends of Greyhawk play.

LoG: Free City of Greyhawk—Murder Among Thieves

There's been a murder! ...and two cutpurse comrades need some extra help to find out who is responsible. A Legends of Greyhawk: Free City of Greyhawk Region adventure for levels 1-4. Pre-gens are available. Players should be familiar with Legends of Greyhawk play.

LoG: Free City of Greyhawk—Shadows Over the Free City

A concerned cleric requests the help of adventurers to investigate a recent break-in at The Great Library. A Legends of Greyhawk: Free City of Greyhawk Region adventure for levels 1-4. Pre-gens are available. Players should be familiar with Legends of Greyhawk play.

LoG: Free City of Greyhawk—Sword in the Shadows

An object of great importance has gone missing, and the Cleric Lena needs to get it back. A Legends of Greyhawk: Free City of Greyhawk Region adventure for levels 1-4. Pre-gens are available. Players should be familiar with Legends of Greyhawk play.

LoG: The Lordship Isles—Havoc and High Seas

Characters help crew the Tallyho, a vessel determined to successfully navigate the cove and the nearby atoll to test the ship out! What could possibly go wrong? A Legends of Greyhawk: The Lordship of Isles Region adventure for levels 1-4. Pre-gens are available. Players should be familiar with Legends of Greyhawk play.

Adventures in Faerun

Fury Grove/The Tenebrous Stone

An Adventures in Faerun Double Feature! A revered druid who normally blesses the spring festival in Julkoun is missing. Help find them. Then, a Monk of the Yellow Rose left to investigate a malevolent presence at the local basalt quarry, which the people believe is cursed. Is it? How is the monk involved? Pre-gens are available.

The Robber Baron/The Curse on Humble Hill

An Adventures in Faerun Double Feature! Bandits in the regions have been taking a toll on the locals; literally. Their roadway tollstops have been the source of many kidnapping ransoms. A trader's brother has been taken and he is willing to do whatever it takes to get his brother back. Then the Church of Chauntea needs help dealing with a blight that takes the heroes to a nearby isle. Pre-gens are available.

The Siege of Shale Spire Priory/The Weeping Goddess

An Adventures in Faerun Double Feature! A sanctuary to Lathander is raided--adventurers must repel the raiders! Then characters investigate a woeful sobbing that echoes from The Idol island. Pre-gens are available.

Other

The Lost City 1

A long lost city has been found! But what dangers and mysteries lie within its halls and who will discover it first? A D&D Adventurers League adventure for levels 1-4 characters. This adventure will be run across two events, but it is not necessary to participate in both. Pre-gens are available.

The Lost City 2

A long lost city has been found! But what dangers and mysteries lie within its halls and who will discover it first? A D&D Adventurers League adventure for levels 1-4 characters. This adventure will be run across two events, but it is not necessary to participate in both. Pre-gens are available.

BMG-DRW-KS-05 The Ruins of Ancient Rauthamar

The hunt for living artifact takes adventurers deep into The North Country, where the search takes them deep into the heart of old wars and their ruins. A D&D Adventurers League adventure for levels 11-16. No pre-gens available for this event.

BMG-DRW-KS-06 In the Palace of a 1000 Halls

A living artifact needs to recover its memories--manifestations which the Red Wizards of Thay desperately want, along with the artifact. Can the craving cabal be kept at bay long enough for adventurer's to complete the task? A D&D Adventurers League adventure for levels 11-16. No pre-gens are available for this event.

BMG-DRW-KS-07—Wrath of the Unavenged

The hunt for three figures of importance to a Rashemi witch and her ally bring the characters to Rasheman's capital, where finding them may help forge a powerful alliance in the region. A D&D Adventures League adventure for levels 11-16. No pre-gens available for this event.

CCC-GHC-BK02-09—Breath of Fire

A merchant of the Border Kingdoms wants you to deal with a fire-breathing monster that has been destroying caravans...but he'd rather you capture the monster. How hard can that be? A D&D Adventurers League adventure for levels 11-16 characters. No pre-gens available for this event.

DDEP 05-01—The Iron Baron (Multiple Instances at Multiple Levels)

The Fire Giant Baron Ugarak has captured many of the folk of the Greypeak Mountains, who now toil in iron mines, extracting a magical mineral to aid in the fire giant's rise in power. This is a D&D Adventurers League multi-table EPIC event. The Dungeon Master is assigned at event. Event mustering will happen 10 minutes before the event at the D&D Event HQ.

FR-DC-GARY01—Sand to Ash

Among the tremoring sands of the Anaroch Desert, a forgotten threat poisons the desert! This big problem comes with a giant request for small folk help. A D&D Adventurers League adventure for levels 5-10 characters. Pre-gens available.

FR-DC-GARY02—Wind to Stone

Powerful storms wreck the Nether Peaks! Behind the giant storm is another giant problem--a cult of Talos and a powerful artifact that giantkind cannot allow them to keep. A D&D Adventure for levels 5-10 characters. Pre-gens available.

FR-DC-GARY03—Blade to Branch

In the Jungles of Chult, a corruption has caused a giant problem between local tribes and new settlers that can only be settled by adventurers. A D&D Adventurers League adventure for levels 5-10 characters. Pre-gens available.

FR-DC-GARY04—Frost to Fire

Out on the Reghed Glacier, tremors threaten to break and topple its glacial walls and remote communities. At its center is the raging fire of a vengeful giant who longs for destruction of the glacier and everyone else. A D&D Adventurers League adventure for levels 5-10 characters. Pre-gens available.

FR-DC-STRAT-FIEND07—Go There and Kill More Things

There are times in Faerun where powerful threats require only one response. But be careful--those threats may respond to you in kind. A D&D Adventurers League adventure for levels 11-16 characters. You'll need to have a tier-appropriate character. No pre-gens available for this event.

FR-DC-TDD1—Lofty Ambitions

A famed treasure hunter is looking for a big score, but to get it she needs a giant favor. A D&D Adventurers League adventure for levels 5-10 characters. Pre-gens are available.

FR-DC-TDD2—Clouded Visions

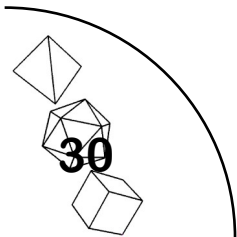
An oracle provides treasure seekers with the key to a giant's hoard, but they'll need to hightail it there to get to it! A D&D Adventurers League adventure for levels 5-10 characters. Pre-gens are available.

FR-DC-TDD3—The Zephyr's Fold

The heroes must escape a crashing castle AND win a race to free themselves or become the thrall of a powerful genie. A D&D Adventurers League adventure for levels 5-10 characters. Pre-gens are available.

FR-DC-YRL01_05—From the Shadow to the Stars

A powerful artifact has been taken from a Temple of Selune, but to recover it, adventurers must travel to realms beyond to help the one person who can lead them to it! A D&D Adventurers League adventure for levels 11-16 characters. You'll need a tier appropriate character. No pre-gens for this event.



Omaha Pathfinder and Starfinder Society

PFS 2-09 Seven Secrets of Dacilane Academy (level 1-4)

Dacilane Academy is a storied institution that sees to the education of many children of Pathfinders. However, the academy's benefactor, J Dacilane, has recently heard rumors from his students of seven strange phenomena manifesting on campus.

PFS 3-18 Dacilane Academy's Delightful Disaster (level 1-4)

The students of Dacilane Academy are going on a field trip to the Woodsedge Lodge, one of the most famous Pathfinder Society lodges and the hub of the vast, mystical hedge maze known as the Maze of the Open Road.

PFS 5-18 Tapestry of the Mind (level 9-12)

Her identity finally revealed to the Pathfinders, the Waterfall makes a final request: have a group of senior agents travel into the mindscape attached to her and extract whatever it is that ties her to entities unknown. No pregens area available, you must have a PFS character of the correct level to play.

PFS 7-07 Draconic Folly (7-10)

With their resources stretched thin recovering the rest of the region and cleansing more significant demonic remnants, the elves of Kyonin have asked the Pathfinders to deal with an upstart dragon.

PFS Quest 1 The Sandstone Secret (level 1-4)

When the Pathfinder Society receives word of a promising, unexplored ruin in Osirion, the PCs set out to uncover the site's secrets.

PFS2 7-18 Freedom on the Sea (level 5-6)

The Pathfinders will need to hurry to help the citizens of Anthisis fight back against part of the Chelaxian fleet before winding up face to face with one of the most brutal captains in the navy.

PFS2 8-01 Intro: Year of Clockwork Mystery (level 1-2)

Sornina Westyr, the master of spells in the Pathfinder Society, calls on the PCs to help her with some experiments. But of course, as it's a Pathfinder experiment, nothing ever goes as it seems!

PFS2 8-02 The Fey Reclamation (level 3-4)

The Thane, a fey monarch of great power, has decided to play a game with the Society with the fate of Bhopan, a small island off the Impossible Lands, at stake.

PFS2 8-03 For the Love of Vanity (level 5-6)

New disappearances have prompted the Pathfinder Society to investigate and see what remains of the Solstice Amphitheater's former glory.

PFS2 8-04 A Theft in Riddleport (level 1-2)

With the fall of Runelord Belimarius, relics from ancient Thassilon have found their way onto the black markets throughout the Saga Lands. The Pathfinder Society is doing what it can to obtain these relics to catalogue and preserve them.

PFS2 8-05 A Shark's Guide to Piracy (level 1-2)

As the Pathfinders travel into a marsh-ridden island to infiltrate an old tavern, they'll be met with creepy crawlies, leaping lizards, and a smoking gun!

PFS2 8-06 Falling Sparks (level 5-6)

Within the bowels of Starfall, a member of the fallen Technic League has reached out to the Pathfinder Society with information about clockwork magic.

PFS2 Dawn of the Frogs: Mystery at the old Mill (level 1)

Play part one of the Pathfinder Game Night adventure, Dawn of the Frogs. Pregens are available. Players do not need to play all three parts to participate.

PFS2 Dawn of the Frogs: Swamp Stalkers (level 1)

Play part two of the Pathfinder Game Night adventure, Dawn of the Frogs.

PFS2 Dawn of the Frogs: A Dirge for Dunmire (level 1)

Play part three of the Pathfinder Game Night adventure, Dawn of the Frogs.



SFS 2-01 The First Cut (level 1-2)

Battle bloodspawned beasts to save your fellow civilians on the streets of Absalom Station! Yet, as the blood dries and the magic fades, one thing becomes clear: this is not the end of Absalom Station's troubles—it's just the first cut.

SFS 2-03 Bittersweet (level 1-2)

Explore this strange candy factory and mend the rift between Sweetie's rival protégés before Stellar Sweets is forced to close for good!

SFS 2-04 A Watery Grave (level 3-4)

The Starfinder Society partnered with an esteemed local explorer, Greffgo, to scout the ruins on one of these moons. Unfortunately, Greffgo never reported back in.

SFS 2-05 File Corrupted (level 1-2)

The recent magical attack against Absalom Station was heralded by a threatening but garbled transmission. Determined to identify the mastermind of this attack, the Starfinders visit the district of Synthhaven to consult the hacktivist collective Syzygy.

SFS 2-06 An Inside Job (level 1-2)

Venture-Captain Arvin tasks a team of Starfinders with investigating a theft, retrieving a stolen relic, tracking down Brelomari, and uncovering what connection she has to the Rending's perpetrators.

SFS2 1-02 Mystery on the Frozen Moon (level 1-2)

Believing VAM-723 could be the perfect jumping off point to explore the local stellar bodies and surrounding system, the Starfinder Society dispatches a team of agents to perform initial surveys of the moon.

SFS2 1-21 Breaching the Wreck (level 3-4)

It's up to you to navigate underground tunnels through the Sloughscar Hills on Akiton to gain entry to the Wreck of the Returned and secure an entry point without being discovered!

SFS2 1-22 Rescue in the Wreck (level 3-4)

First Seeker Sarmak has tasked one special team with breaching the conversion facility's central control room and dispatching the cure to conversion through the ventilation system.

SFS2 1-23 Psychic Echoes (level 1-2)

Explore a mysterious ice cave overflowing with psychic activity while accompanied by lu-venon researcher and Starfinder ally, Uloa Su-Tae.

SFS2 2-00 Moonbusters (level 1-2) (Multiple Instances)

Fitch gathers dozens of Starfinder field agents aboard the Master of Stars and departs to swiftly explore the asteroid and secure the moon-busting superweapon before it's used again. The fate of Preluria and its people is in your hands!

SFS2 2-05 File Corrupted (level 1-2)

Enter a virtual recreation of this glitching broadcast while hackers work externally to repair and restore the corrupted file. What secrets will this high-tech team-up uncover?

SFS2 2-06 An Inside Job (level 1-2)

Venture-Captain Arvin tasks a team of Starfinders with investigating a theft, retrieving a stolen relic, tracking down Brelomari, and uncovering what connection she has to the Rending's perpetrators.

SFS 2-02 Solar Shakeup (level 1-2)

It's time to put on some sunglasses, calibrate those scientific devices, mingle with fellow attendees, and pilot a starship into the Vast for this once-in-a-lifetime stellar show!



Shadowdark RPG

Isle of Bones

Join DM Samuel Moorhead for a Shadowdark RPG campaign.

Scarlet Minotaur

Join DM Jonathan Capps for a Shadowdark RPG campaign.

Shadowdark: Trouble at Port Igtus

Join DM Don Furukawa for a Shadowdark RPG campaign.

Shadowdark: Trouble in Port Ignatious Pt 1

Join DM Don Furukawa for a Shadowdark RPG campaign.

Shadowdark: Trouble in Port Ignatious Pt2

Join DM Don Furukawa for a Shadowdark RPG campaign.

The Doom of Cear Ferros

Join DM William Kuhfahl for a Shadowdark RPG campaign.

The Vault of Thieves

Join DM Bill Harvat for a playtest of an adventure from his next adventure book. Righteous Vow Volume 5: The Mirrored City

Under a Violet Sun

Join DM Samuel Moorhead for a Shadowdark RPG campaign.

ShadowDark RPG



**PFS2 DAWN OF THE FROGS:
A DIRGE FOR DUNMIRE (LEVEL 1)**

Pathfinder 2nd Edition

Game Master: Omaha PFS
Table: B06
Player Skill: Novice
Character Levels: 1
Tags: Organized Play
See full descriptions for Pathfinder events on page 31.

Players: 4
Run Time: 4 hours
Type: RPG
Audience: Everyone

PFS 5-18 TAPESTRY OF THE MIND (LEVEL 9-12)

Pathfinder 2nd Edition

Game Master: Omaha PFS
Table: B02
Player Skill: Experienced
Character Levels: 9-12
Tags: Organized Play
See full descriptions for Pathfinder events on page 31.

Players: 6
Run Time: 5 hours
Type: RPG
Audience: Mature (18+)

QUEEN BY MIDNIGHT

Queen by Midnight

Game Master: Anthony Alston
Table: B49
Player Skill: Novice
Character Levels:
Tags:
The Midnight Queen is dead... As her kingdom weeps, the Queen's dying command was to invoke the Rule By Midnight: a trial of combat and guile, where the Princesses of the Twelve Lands meet in secret to battle and scheme against one another.

Players: 6
Run Time: 3 hours
Type: Board
Audience: Teens (13+)

SFS 2-05 FILE CORRUPTED (LEVEL 1-2)

Starfinder 1st Edition

Game Master: Omaha PFS
Table: B01
Player Skill: Novice
Character Levels: 1-2
Tags: Organized Play
See full descriptions for Pathfinder events on page 31.

Players: 6
Run Time: 3 hours
Type: RPG
Audience: Everyone

SFS2 1-02 MYSTERY ON THE FROZEN MOON (LEVEL 1-2)

Starfinder 2nd Edition

Game Master: Omaha PFS
Table: B04
Player Skill: Novice
Character Levels: 1-2
Tags: Organized Play
See full descriptions for Pathfinder events on page 31.

Players: 6
Run Time: 3 hours
Type: RPG
Audience: Everyone

SHADOWDARK: TROUBLE AT PORT IGTUS

Shadowdark

Game Master: Don Furukawa
Table: B36
Player Skill: All
Character Levels: 0-2nd Level
Tags: Organized Play, Demo
See full descriptions for Shadowdark events on page 31.

Players: 8
Run Time: 3 hours
Type: RPG
Audience: Everyone

SURPRISE, SURPRISE, SURPRISE!

Wooden Ships & Iron Men

Game Master: Kurt Zachary
Table: B26
Player Skill: All
Character Levels:
Tags:
Experience Captain Aubrey's battle with the HMS Surprise.

Players: 8
Run Time: 3 hours
Type: Board
Audience: Teens (13+)

APOTHEBAKERY

Apothebakery: The Culinary Alchemists

Game Master: Elise A Fountain
Table: B09
Player Skill: Skilled, Novice
Character Levels:
Tags:
In the enchanted forest... anyone can be a doctor. So why not put your amazing beginner baking skills to good use? Join us to see if you can withstand curses and collect the resources necessary to save the foolish heroes who are gallivanting around. Drafting & Resource Management.

Players: 4
Run Time: 2 hours
Type: Board
Audience: Teens (13+)

**ATTACK OF THE MUTANT MONKEY MEN FROM MARS!
Savage Worlds**

Game Master: Steven Thum
Table: B03
Player Skill: Novice
Character Levels:
Tags:
It's 1947 and a group of special agents from WWII are asked to reunite to investigate a mystery that threatens the entire world! Pre-generated characters are provided in this pulp-style adventure.

Players: 8
Run Time: 4 hours
Type: RPG
Audience: Everyone

CTHULHU: DEATH MAY DIE (SEASON 2)

Cthulhu: Death May Die

Game Master: Robert Ramos
Table: B10
Player Skill: All
Character Levels:
Tags:
The cultists are once again trying to end the world by summoning an ancient evil to consume all. Who will rise up and try to stop them? (This will be Season 2 episodes)

Players: 5
Run Time: 3 hours
Type: Board
Audience: Teens (13+)

GONE SQUATCHIN

Beyond the Supernatural

Game Master: Steve Dawes
Table: Room J
Player Skill: Experienced, Skilled
Character Levels: Pregen
Tags:
From the memoirs of Dr. Edmond Smythe: "I've only 'Gone Squatchin' once during my 40 years of investigating the paranormal. I led a team that hunted a Sasquatch in Oregon that had reportedly kidnapped a child. But what we'd found... was something far more horrifying."

Players: 6
Run Time: 6 hours
Type: RPG
Audience: Teens (13+)

INVINCIBLE - METRO MAYHEM

Invincible RPG

Game Master: Matt Helms
Table: B50
Player Skill: All
Character Levels:
Tags:
The Guardians of the Globe are gone. Omni-Man has left earth. Heroes are in short supply and nefarious forces are taking advantage of the situation. The Global Defense Agency calls in some untested new recruits to try to prevent... Metro Mayhem. (18+ Please)

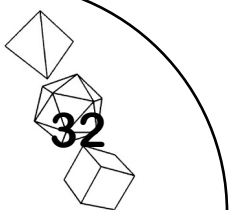
Players: 5
Run Time: 4 hours
Type: RPG
Audience: Mature (18+)

MINI PAINTING DROP IN SESSION

Painting

Game Master: RJ Redden
Table: B34
Player Skill: All
Character Levels:
Tags:
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 hours
Type: Painting
Audience: Everyone



Sunday 10 AM Continued

SILENCE OF THE GRAVES

D&D 5e

Game Master: Shannon Brown

Table: B32

Player Skill: All

Character Levels:

Tags:

Audience: Everyone
Draw into the Gloomports seedy streets, your party uncovers a fiends twisted mirror feeding on fear. To stop a deadly beacon of discord, they must survive gangs, cults, and rising chaos in Gothic horror adventure which leans heavily on investigation and role play.

SOCIETY IN SHADOWS

Six Stones Game System

Game Master: Sean Hegdahl

Table: B40

Player Skill: All

Character Levels:

Tags:

Audience: Teens (13+)
Society in Shadows is a Live Action Role Playing game set in the modern day. An urban fantasy setting, with elements of secrecy and politics, but with a penchant for saving the world, players take on the roles of Expressed - Supernatural Beings. Mature themes 18 , Ages 13-17 with parental consent

Sunday 11 AM

ANNUAL NUKE-CON BOARD MEETING

Meeting

Game Master: Michael McIntyre

Table: B13

Player Skill: All

Character Levels:

Tags:

Audience: Everyone
This is the annual board meeting for the Nuke-Con board of directors. Board officers are elected. Any matters of concern for the convention can be brought up and discussed. All are invited.

FOUR PLAYER PACO SAKO

Paco Sako

Game Master: Bill Pitcher

Table: B35

Player Skill: Experienced, Skilled

Character Levels:

Tags:

Audience: Everyone
Four Player Paco Sako adds two additional players to the Peace Chess. Players always have a chance to win even when their King is embraced. A player wins by embracing two other kings with their pieces.

Sunday Noon

DAGGERHEART - FAIRIES VS PI-RATS,

Daggerheart

Game Master: Ken Boucher

Table: B31

Player Skill: All

Character Levels: Pregen

Tags: Demo

Audience: Everyone
A journey to a new land upon the great turtle, sailing across waters larger than you had ever imagined, each of you looking forward to a new life where the humans you know have settled. Unfortunately, others have mistaken you for easy pickings.

DRAGONHOARD

Dragonhoard

Game Master: Stephen Arico

Table: B56

Player Skill: Novice

Character Levels:

Tags: Demo

Audience: Everyone
You are a Dragon, a creature of Legend, whose power grows with the Names by which you are known! Dragonhoard is a tongue-in-cheek character builder for 2 to 6 players, featuring simultaneous play, asymmetric abilities, and push-your-luck. Become the Dragon you were meant to be!

ESCAPE ROOM

Escape Room: The Game

Game Master: Cat Souliere

Table: B16

Player Skill: Novice

Character Levels:

Tags:

Escape Room: The Board Game.

Can you escape your doom? You get one hour to solve the puzzles and escape.

The allotted time of 2 hours is to provide for explanation and to finish the Escape even if you failed the time.

I have enough of these to run a fresh one multiple times. All ages welcome.

HABITATS

Habitats

Game Master: Elise A Fountain

Table: B09

Player Skill: Skilled, Novice

Character Levels:

Tags:

Audience: Teens (13+)
Do you have what it takes to craft the best nature preserve? In this tile drafting game, you will drive around collecting flora, fauna, and buildings in an effort to create a well balanced preserve. You will strive to meet annual (round) goals while satisfying the needs of the critters on your board!

LEGO-BUILT SETTLERS OF CATAN - FULLY PLAYABLE!

Settlers of Catan

Game Master: Brian Hirt

Table: B52

Player Skill: All

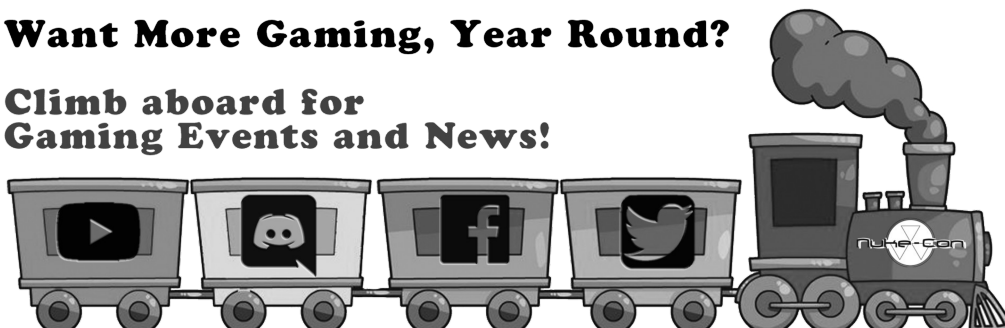
Character Levels: na

Tags:

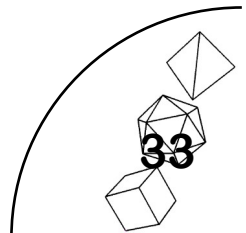
Audience: Everyone
The Lincoln and Omaha LEGO User Group (LOLUG) will be displaying custom builds at Nuke-Con, and our member Craig Spilker has created a fully playable Settlers of Catan out of LEGO for you to enjoy! Come trade sheep, build roads, and bump elbows -- all rendered in the world's most beloved brick!

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
Ancient Battles	Miniatures	B29	2
BMG-DRW-KS-05 The Ruins of Ancient Rauthamar	RPG	B60	4
Feld Friday Marathon	Dice	Spielemasons	3
FR-DC-GARY01- Sand to Ash	RPG	B64	4
Jackbox Games	Party	B15	1
LoG: Free City of Greyhawk- Shadows over the Free City	RPG	B65	4
LoG : The Lordship Isles- Echoes of Betrayal	RPG	B57	4
Scarlet Minotaur	RPG	B38	4
Shadowdark: Trouble in Port Ignatious Pt 1	RPG	B36	3
The Robber Baron/The Curse on Humble Hill	RPG	B61	4
The Vault of Thieves	RPG	B37	4

Friday 3:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Dragonhoard	Board	B56	2
Fantasy Realms	Board	B33	1
Jackbox Games	Video Game	B15	1
LEGO Tabletop Games!	Panel	Room I	1
PFS2 Dawn of the Frogs: Mystery at the old Mill	RPG	B06	4
Return to Dark Tower	Board	B14	3
Society In Shadows	LARP	B40	9
Thunder Road: Ignition	Board	B49	2

Friday 4:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Battletech Boot Camp - Learn to play	Miniatures	B18	1
Broken and Beautiful	Board	B33	1
Jackbox Games	Party	B15	1
Marvel Super Heroes RPG	RPG	B13	3
PFS2 7-18 Freedom on the Sea	RPG	B05	0
PFS Quest 1 The Sandstone Secret	RPG	B02	2
Skirmishes on the Moon	Miniatures	B24	3
Spielbound Hosts: Pinched!	Board	B21	1

Friday 5:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Feld Friday Marathon	Board	Spielemasons	3
Jackbox Games	Video Game	B15	1
Learn to Play/Refresh Red Dragon Inn	Card	B33	1
Talisman Revised 4th edition	Board	B52	4
Thunder Road: Vendetta Maximum Chrome	Board	B48	2

Friday 6:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Battle of the Denmark Strait	Miniatures	B22	3
Battletech: Blood Vows on Kesselgrave	Miniatures	B18	5
Betrayal at House on the Hill	Board	B49	2
Bumper Cars (Playtest)	Board	B33	1
Car Wars	Miniatures	B16,B17	4
Cthulhu: Death May Die (Season 2)	Board	B10	3
Dragonhoard	Board	B56	2
Escape Room	Board	B14	2
Invincible - Metro Mayhem	RPG	B31	4
Jackbox Games	Party	B15	1
Palette Quest: A Festival Demo	RPG	B08	4
Scooby Doo Cthulhu - Sasquatchlanche	RPG	B35	4
Spielbound Hosts: Galaxy Trucker	Board	B21	2

Friday 7:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
CCC-GHC-BK02-09 Breath of Fire	RPG	B53	4
Flip 7 Tournament	Card	B50,B55	2
Fly Fight Win: RESCAP	Board	B25	3
Forest Shuffle Smoky Mountain	Board	B09	2
FR-DC-GARY02 Wind to Stone	RPG	B64	4
FR-DC-TDD1- Lofty Ambitions	RPG	B62	4
Goblin Quest!	RPG	B03	3
Heat: Pedal to the Metal	Board	B48	2
Jackbox Games	Party	B15	1
Karuba	Board	B33	1
LoG: Free City of Greyhawk- Sword in the Shadows	RPG	B57	4
LoG: The Lordship Isles- Havoc and High Seas	RPG	B59	4
PFS 7-07 Draconic Folly	RPG	B02	5
The Lost City 1	RPG	B58	4
Things in Rings	Board	B44	1
Under a Violet Sun	RPG	B37	4
Venture Crew Info Meeting	Meeting	Room I	1
Wandering Towers	Board	B32	1

Friday 8:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Battle of Five Armies	Miniatures	B29	3
Dragonhoard	Board	B56	2
Feld Friday Marathon	Dice	Spielemasons	3
Jackbox Games	Party	B15	1
Mall Zer0	RPG	B14	4
PFS2 8-01 Intro: Year of Clockwork Mystery	RPG	B05	3
Roll Player	Board	B06	2
SFS 2-01 The First Cut	RPG	B01	3
SFS2 2-05 File Corrupted	RPG	B04	3
Spielbound Presents: Blood on the Clocktower	Board	P11	3
Sprocketforge	Board	B12	2
Ultimate Werewolf	Card	Room I	2
Wingspan Pocket	Board	B33	1

Friday 9:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Furnace	Board	B33	1
Jackbox Games	Party	B15	1
Shackleton Base: A Journey to the Moon	Board	B51	2

Friday 10:00 pm

Event Title	Type	Table(s)	Length
Jackbox Games	Party	B15	1

Friday 11:00 pm

Event Title	Type	Table(s)	Length
Jackbox Games	Party	B15	1

Saturday 8:00 am

Event Title	Type	Table(s)	Length
PFS 2-09 Seven Secrets of Dacilane Academy	RPG	B02	5
PFS2 8-02 The Fey Reclamation	RPG	B05	3
SFS2-02 Solar Shakeup	RPG	B01	3
SFS2 2-06 An Inside Job	RPG	B04	3

Saturday 9:00 am

Event Title	Type	Table(s)	Length
13 Omens Demo	RPG	B06	3
Alliance: The Napoleonic Wars	Board	B25	6
BMG-DRW-KS-06 In the Palace of a 1000 Halls	RPG	B60	4
Castle of Magic	Board	B14	2
Chateau Roquefort	Board	B44	1
FR-DC-STRAT-FIEND07	RPG	B59	4
Go There and Kill More Things			
LoG: Free City of Greyhawk- Murder Among Thieves	RPG	B57	4
LoG : The Lordship Isles- Shadows Beneath the Skull	RPG	B64	4
Painting the Roses Red	Board	B56	1
Queen by Midnight	Board	B49	3
Scarlet Minotaur	RPG	B38	4
Scouts BSA Game Design Merit Badge	Other	P07	3
Shadowdark: Trouble in Port Ignatious P12	RPG	B36	3
Spielbound Hosts: Ark Nova	Strategy	B21	3
The Lost City 2	RPG	B58	4
The Siege of Shale Spire Priority/ The Weeping Goddess	RPG	B61	4
The Vault of Thieves	RPG	B37	4

Saturday 10:00 am

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Battle for Ponyri Train Station	Miniatures	B28	3
"BOWL THEM OVER" or "GUTTER DONE"	RPG	B07	2
Car Wars	Miniatures	B17,B16	4
Cascadia Landmarks	Board	B33	2
Covenant	Board	Spielemasons	3
Cthulhu: Death May Die (Season 2)	Board	B10	3
Dragonhoard	Board	B56	2
Forest Shuffle Smoky Mountain	Board	B09	2
HeroScape - Casual Play	Board	B51,B54,B55	10
Icons: The Assembled Edition	RPG	B03	2
Kingdomino	Board	B32	1
Marvel super heroes RPG	RPG	B13	3
Mini Painting Drop In Session	Painting	B34	1
NC Heroescape Tournament (Valkyrie Trial)	Board	J01-09	8
Society In Shadows	LARP	B40	14

Saturday 11:00 am

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
BattleTech Grinder	Miniatures	The Grinder Garden	5
Daggerheart Weird West	RPG	B31	4
Kit Bash Your Cosplay	Panel	Room I	1
Minecraft: Builders & Biomes	Board	B11	1
Mini Painting Drop In Session	Painting	B34	1
Paco Sako	Board	B35	1

Saturday Noon

Event Title	Type	Table(s)	Length
Apothekbakery	Board	B09	2
Artemis Spaceship Bridge Simulator	Computer	Room H	1
King of Tokyo	Dice	B33	1
Mini Painting Drop In Session	Painting	B34	1
Palette Quest: A Festival Demo	RPG	B08	2
PFS2 8-03 For the Love of Vanity	RPG	B05	3
SFS 2-03 Bittersweet	RPG	B01	3
SFS2 1-21 Breaching the Wreck	RPG	B04	3
Venture Crew Info Meeting	Meeting	Room I	1

Saturday 1:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Dragonhoard	Board	B56	2
Game Design and Publication	Panel	Room I	1
Icons: The Assembled Edition	RPG	B03	2
LEGO-Built Settlers of Catan - Fully Playable!	Board	B52	4
Mini Painting Drop In Session	Painting	B34	1
Paco Sako	Board	B35	1
PFS2 Dawn of the Frogs: Swamp Stalkers	RPG	B06	4
Scouts BSA Competitive Gaming Merit Badge	Other	P07	3
SETI: Search for Extraterrestrial Intelligence	Board	B14	4
Silence of the Graves	RPG	B32	4
Spielbound Hosts: Moon Colony Bloodbath	Board	B21	2
Wingspan Pocket	Board	B33	1
Xerxes vs. Leonidas!	Miniatures	B25	3



Remember to check at game registration or on the wall grid for new events!

Quick Game List Continued

Saturday 2:00 pm

Event Title	Type	Table(s)	Length
A Game of Gnomes	Board	Spielmasons	3
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Cthulhu: Death May Die (Season 2)	Board	B10	3
DDEP 05-01, The Iron Baron	RPG	B58-61, B65	4
Escape Room	Board	B16	2
Furnace	Board	B33	1
Habitats	Board	B09	2
Isle of Bones	RPG	B37	4
Jackbox Games	Video Game	B15	1
Marvel Super Heroes RPG	RPG	B13	3
Mini Painting Drop In Session	Painting	B34	1
Our Last Best Hope	RPG	B63	4
Palette Quest: A Cozy RPG Playtest	RPG	B08	4
PFS 3-18 Dacilane Academy's Delightful Disaster	RPG	B02	5
The Essentials of Cosplay	Panel	Room I	1
Twilight 2000 - The Children's Crusade	RPG	B50	4
Welcome to Floor 3	RPG	B07	4
X-wing Battle Scenarios	Miniatures	B18,B19	3

Saturday 3:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Battle for Ponyri Train Station	Miniatures	B28	3
Broken and Beautiful	Board	B33	1
Chariot Racing in Ancient Rome	Board	B24	2
Dragonhoard	Board	B56	2
Fallen Land: A Post-Apocalyptic Board Game	Board	B03	2
Forest Shuffle	Board	B31	1
Jackbox Games	Party	B15	1
Mini Painting Drop In Session	Painting	B34	1
Puppy Pounders	Miniatures	B35	2
Spielbound Hosts: Earth	Board	B21	2
Terrorscape	Board	B45	2

Saturday 4:00 pm

Event Title	Type	Table(s)	Length
Andromeda's Edge	Board	B49	3
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Daggerheart Animal Adventures	RPG	B31	4
Escape Room	Board	B16	2
Jackbox Games	Video Game	B15	1
Karuba	Board	B33	1
Mini Painting Drop In Session	Painting	B34	1
PFS2 8-04 A Theft in Riddleport	RPG	B05	3
SFS 2-04 A Watery Grave	RPG	B01	3
SFS2 1-22 Rescue in the Wreck	RPG	B04	3
Venture Crew Info Meeting	Meeting	Room I	1

Saturday 5:00 pm

Event Title	Type	Table(s)	Length
Apothebakery	Board	B09	2
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Australian Army vs Emus	Miniatures	B27	3
Jackbox Games	Video Game	B15	1
Spielbound Hosts: Magical Athlete	Board	B21	1

Saturday 6:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Battletech - Urbie Derby	Miniatures	B18	4
Betrayal at House on the Hill	Board	B52	2
Cthulhu: Death May Die (Season 2)	Board	B10	3
Dragonhoard	Board	B56	2
Jackbox Games	Video Game	B15	1
Paco Sako	Board	B35	1
Red Dragon Inn Tournament	Card	B32,B33	3
Rubbin' IS Racin'	Board	B25	3
Sea Shanty Showdown:	Panel	Room I	1
Pirates, Board Games & Comedy!			

Saturday 7:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Camp Grizzly	Board	B14	2
DDAL 09-19 Fang and Claw	RPG	B53	4
Dune Imperium (not Uprising) w/ expansions	Board	B49	3
FR-DC-GARY03-Blade to Branch	RPG	B64	4
FR-DC-TDD2- Clouded Visions	RPG	B62	4
Goblin Quest!	RPG	B03	3
Jackbox Games	Party	B15	1
LoG: Free City of Greyhawk- Shadows Over the Free City	RPG	B57	4
Point Salad Tournament	Card	B41,B42,B48	2
SFS2 2-00 Moonbusters	RPG	B01,B02,B04-06	5
The Doom of Cear Ferros	RPG	B38	4

Saturday 8:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Battle of Five Armies	Miniatures	B29	3
Falling	Board	Spielmasons	3
Jackbox Games	Party	B15	1
Node Run	Board	B56	2
Sleepy Hollow - Waking the Witch	RPG	B13	4
Spielbound Presents: Blood on the Clocktower	Board	P11	3

Saturday 9:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Jackbox Games	Video Game	B15	1

Saturday 10:00 pm

Event Title	Type	Table(s)	Length
Escape Room	Board	B14	2
Jackbox Games	Video Game	B15	1
Two Rooms and a Boom	Card	The Grinder Garden	2

Saturday 11:00 pm

Event Title	Type	Table(s)	Length
Jackbox Games	Party	B15	1

Sunday 8:00 am

Event Title	Type	Table(s)	Length
Kids Games	Board	B32	1

Sunday 9:00 am

Event Title	Type	Table(s)	Length
Arkham Horror, 2nd Ed	Board	B14	4
Artemis Spaceship Bridge Simulator	Computer	Room H	1
BMG-DRW-KS-07 Wrath of the Unavenged	RPG	B60	4
Bumper Cars (Playtest)	Board	B33	1
FR-DC-GARY04- Frost to Fire	RPG	B61	4
FR-DC-TDD3- The Zephyr's Fold	RPG	B62	4
FR-DC-YRL01_05-From the Shadow to the Stars	RPG	B53	4
Kids Games	Board	B32	1
LoG: Free City of Greyhawk- Sword in the Shadows	RPG	B64	4
LoG: The Lordship Isles- Havoc and High Seas	RPG	B59	4
PFS2 8-05 A Shark's Guide to Piracy	RPG	B05	3
PFS2 Dawn of the Frogs: A Dirge for Dummire	RPG	B06	4
PFS 5-18 Tapestry of the Mind	RPG	B02	5
Queen by Midnight	Board	B49	3
SFS 2-05 File Corrupted	RPG	B01	3
SFS2 1-02 Mystery on the Frozen Moon	RPG	B04	3
Shadowdark: Trouble at Port Igts	RPG	B36	3
Surprise, Surprise, Surprise!	Board	B26	3

Sunday 10:00 am

Event Title	Type	Table(s)	Length
Apothebakery	Board	B09	2
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Attack of the Mutant Monkey	RPG	B03	4
Men From Mars!			
Cthulhu: Death May Die (Season 2)	Board	B10	3
Gone Squatchin	RPG	Room J	6
Invincible - Metro Mayhem	RPG	B50	4
Kids Games	Board	B33	1
Mini Painting Drop In Session	Painting	B34	1
Silence of the Graves	RPG	B32	4
Society In Shadows	LARP	B40	6

Sunday 11:00 am

Event Title	Type	Table(s)	Length
Annual Nuke-Con Board Meeting	Meeting	B13	2
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Four Player Paco Sako	Strategy	B35	2
Kids Games	Board	B33	1
Mini Painting Drop In Session	Painting	B34	1

Sunday Noon

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
Daggerheart - Fairies vs Pi-Rats	RPG	B31	4
Dragonhoard	Board	B56	2
Escape Room	Board	B16	2
Habitats	Board	B09	2
LEGO-Built Settlers of Catan - Fully Playable!	Board	B52	4
Mini Painting Drop In Session	Painting	B34	1
Play Test Your Game with the Spielmasons	Game Jam	Room I	2
The aMAZEing Labyrinth	Board	B49	1
Tsuro	Board	B33	1
X-wing Battle Scenarios	Miniatures	B18,B19	3

Sunday 1:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Room H	1
BMG-DRW-KS-05 The Ruins of Ancient Rauthamar	RPG	B60	4
Fury Grove/The Tenebrous Stone	RPG	B61	4
Kids Games	Board	B33	1
LoG: Free City of Greyhawk- Murder Among Thieves	RPG	B58	4
Mini Painting Drop In Session	Painting	B34	1
PFS2 8-06 Falling Sparks	RPG	B05	3
SFS 2-06 An Inside Job	RPG	B01	3
SFS2 1-23 Psychic Echoes	RPG	B04	3
The Clash of Demon Princes!	RPG	B53	4

Sunday 2:00 pm

Event Title	Type	Table(s)	Length
Betrayal at House on the Hill	Board	B49	2
Cthulhu: Death May Die (Season 2)	Board	B10	3
Forest Shuffle Smoky Mountain	Board	B09	2
Jackbox Games	Party	B15	1
Kids Games	Board	B32	1
Mini Painting Drop In Session	Painting	B34	1
Node Run	Board	B56	2
Tales of the Arthurian Knights	Board	B14	3
Three Player Paco Sako	Board	B35	2

Sunday 3:00 pm

Event Title	Type	Table(s)	Length
Cartographers	Board	B11	2
Jackbox Games	Video Game	B15	1
Kids Games	Board	B33	1
Mini Painting Drop In Session	Painting	B34	1

Sunday 4:00 pm

Event Title	Type	Table(s)	Length
Ancient Battles	Miniatures	B29	2
Jackbox Games	Party	B15	1
Kids Games	Board	B33	1
Mini Painting Drop In Session	Painting	B34	1



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PLAY TEST YOUR GAME WITH THE SPIELMASON

Personally designed games

Game Master: Ann Journey

Table: Room 1

Player Skill: Novice

Character Levels: n/a

Tags:

The Spielmasons invite you to playtest a game you designed! During the weekend, come to our table for free components to get inspired! Attendees interested in playtesting are invited to join us for the Sunday event! We will playtest your game, offer feedback, and suggest next steps for your game!

Players: 100

Run Time: 2 hours

Type: Game Jam

Audience: Everyone

THE AMAZEING LABYRINTH

The aMAZEing Labyrinth

Game Master: Stephanie Murphy

Table: B49

Player Skill: Novice

Character Levels:

Tags: Kids Track

Deep within the labyrinth, players race in a search for treasures. Stopped by a stone wall? Slide the passageways with the extra tile to get to your goal!

This is a play to win game (used). Ages 7 and up

Players: 4

Run Time: 1 hours

Type: Board

Audience: Everyone

TSURO

Tsuro

Game Master: Adam Vraspir

Table: B33

Player Skill: All

Character Levels:

Tags:

A beautifully simple game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else's. Easy to introduce to new players, lasts a mere 15 minutes.

Players: 8

Run Time: 1 hours

Type: Board

Audience: Everyone

X-WING BATTLE SCENARIOS.

X-Wing 2.5

Game Master: Adam Steffes

Table: B18,B19

Player Skill: Novice

Character Levels: Quick builds

Tags: Demo

Fight with the Rebels or help defend the Empire in Star Wars X-wing Minatures scenarios. Engage in space combat above Yavin or Endor in this space simulation game.

Players: 8

Run Time: 3 hours

Type: Miniatures

Audience: Everyone



www.elderwoodacademy.com/



Thank you!



www.nuke-con.com

BMG-DRW-KS-05 THE RUINS OF ANCIENT RAUTHAMAR

D&D 5th Edition Adventurers League

Game Master: Meagan Wilson

Table: B60

Player Skill: All

Character Levels: Levels 11-16

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)

FURY GROVE/THE TENEBROUS STONE

D&D 5th Edition Adventurers League

Game Master: Robert Weaver

Table: B61

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

LOG: FREE CITY OF GREYHAWK- MURDER AMONG THIEVES

Legends of Greyhawk

Game Master: Emily Fuller

Table: B58

Player Skill: All

Character Levels: Levels 1-4

Tags: Organized Play

See full descriptions for D&D Adventurers League events on page 30.

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Everyone

PFS2 8-06 FALLING SPARKS (LEVEL 5-6)

Pathfinder 2nd Edition

Game Master: Omaha PFS

Table: B05

Player Skill: Novice

Character Levels: 5-6

Tags: Organized Play

See full descriptions for Pathfinder events on page 31.

Players: 6

Run Time: 3 hours

Type: RPG

Audience: Everyone

SFS 2-06 AN INSIDE JOB (LEVEL 1-2)

Starfinder 1st Edition

Game Master: Omaha PFS

Table: B01

Player Skill: Novice

Character Levels: 1-2

Tags: Organized Play

See full descriptions for Pathfinder events on page 31.

Players: 6

Run Time: 3 hours

Type: RPG

Audience: Everyone

SFS2 1-23 PSYCHIC ECHOES (LEVEL 1-2)

Starfinder 2nd Edition

Game Master: Omaha PFS

Table: B04

Player Skill: Novice

Character Levels: 1-2

Tags: Organized Play

See full descriptions for Pathfinder events on page 31.

Players: 6

Run Time: 3 hours

Type: RPG

Audience: Everyone

THE CLASH OF DEMON PRINCES!

Special Event

Game Master: James Bowen

Table: B53

Player Skill: Skilled

Character Levels: Special

Tags:

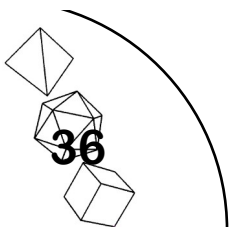
The Demons Lords are unleashed upon the Underdark!!! The opportunity for one of them to destroy the other cannot be ignored, but it should be egged on by the Drow and everyone else. In this 5th edition D&D event, players will take on the roles of one of five demons lords and duke it out in a battle royale, where not only the other Demon Princes are your enemy, but so is time and your surroundings. But in the end, if you are the victor, you'll get bragging rights as The 2026 Demon Lord Death Match Champion!

Players: 5

Run Time: 4 hours

Type: RPG

Audience: Mature (18+)



Sunday 2 PM

BETRAYAL AT HOUSE ON THE HILL

Betrayal at House on the Hill

Game Master: Anthony Alston

Table: B49

Player Skill: All

Character Levels:

Tags:

The House on the Hill still sits abandoned, and a fearless group of explorers has been drawn to the house to discover its dark secrets. Immerse yourself in the narrative gameplay as you take on the role of one of those explorers.

CTHULHU: DEATH MAY DIE (SEASON 2)

Cthulhu: Death May Die

Game Master: Robert Ramos

Table: B10

Player Skill: All

Character Levels:

Tags:

The cultists are once again trying to end the world by summoning an ancient evil to consume all. Who will rise up and try to stop them? (This will be Season 2 episodes)

FOREST SHUFFLE SMOKY MOUNTAIN

Forest Shuffle

Game Master: Elise A Fountain

Table: B09

Player Skill: Novice, Skilled

Character Levels:

Tags:

Our forest crafting journey has set its sights on North America. Introducing rivers, new furry critters, and exciting new twists on familiar mechanics. Come and build a balanced forest full of trees and critters...do you think you have what it takes to make the best forest?

NODE RUN

Node Run

Game Master: Stephen Arico

Table: B56

Player Skill: Novice

Character Levels:

Tags: Demo

Post-Singularity Criminals scramble to escape a job-gone-wrong. Only the first one to their Exit Code lives—trust no one! Node Run is a strategic path-building game for 2 to 6 players, featuring asymmetric player powers, simple rules, and deep strategy.

Sunday 2 PM Continued

TALES OF THE ARTHURIAN KNIGHTS

Tales of the Arthurian Knights

Game Master: William Guldemon

Table: B14

Player Skill: Novice

Character Levels:

Tags:

You are a hero or heroine in a story of adventure and awe! You and your fellows will travel the land at the behest of the renowned King Arthur. Make impactful choices that will steer the course of your journey. Gather your band of Knights around the table to enjoy your own epic tale as it unfolds!

THREE PLAYER PACO SAKO

Paco Sako

Game Master: Bill Pitcher

Table: B35

Player Skill: Skilled, Experienced

Character Levels:

Tags:

Three Player Paco Sako adds an additional player to the Peace Chess, played on 3 player board.

Sunday 3 PM

CARTOGRAPHERS

Cartographers

Game Master: Todd Furler

Table: B11

Player Skill: Novice

Character Levels: N/A

Tags:

Explore lands over four seasons on behalf of the queen. Draw the most favored maps to earn the queen's reward.

Sunday 4 PM

ANCIENT BATTLES

De Bellis Antiquitatis (Simplified)

Game Master: Matt Johnson

Table: B29

Player Skill: All

Character Levels:

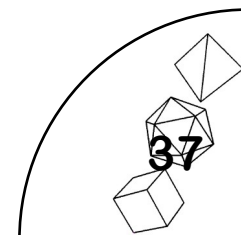
Tags:

Ancient Battles throughout History.

Do You Miss Us While We're Gone?

Watch for the **Aftershocks** throughout the year. These are low-key, get-together-with-your-friends game days that are free or low-cost and still offer hours of face-to-face entertainment.

Would you like to schedule an Aftershock near you?
Contact us! We'd love to talk to you about it.



Panels

Nuke-Con welcomes folks presenting on a variety of topics related to gaming, fandom, and nerd culture. Check out the panels in Room I over the course of the weekend.

LEGO Tabletop Games!

Friday 3 PM

Brian Hirt

The Lincoln & Omaha LEGO User Group (LOLUG) is bringing the ultimate inside scoop and plenty of show-and-tell to the world of LEGO tabletop gaming. Discover official releases alongside incredible fan-built adaptations of your favorite games, including Risk, Catan, D&D, and Warhammer 40K. If you love bricks and board games, don't miss this panel! Come for the building tips, stay for the trivia, and walk away with official LEGO prize giveaways.

Kit bash Your Cosplay

Saturday 11 AM

Mary Kate

Starting a cosplay can be overwhelming. Start with some existing pieces to get going and make it your own. I will discuss how I started cosplaying using existing burlesque pieces but how those techniques, such as quick releases could also be adapted for cosplay or to uniquely style your look.

Game Design and Publication

Saturday 1 PM

Ann Journey and Alex Wolf

Local designers Alex Wolf and Ann Journey discuss game design and publication. Panel will include a Q&A, so bring any questions you might have about these topics!

The Essentials of Cosplay

Saturday 2 PM

Justin Hanson

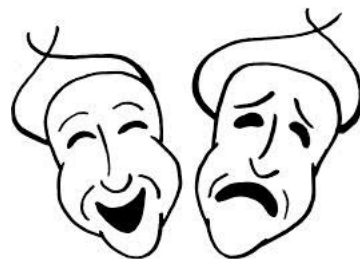
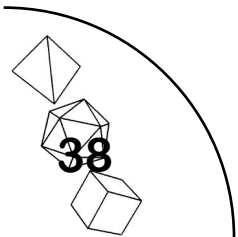
Cosplay doesn't have to be intimidating. Discover how easy it is to jump in, scale your skills, and take your projects anywhere you want - from casual convention wear to professional, paid appearances and content creation.

Sea Shanty Showdown: pirates, board games & comedy!

Saturday 6 PM

The Singing Scallywags

The Singing Scallywags, a local pirate troupe that improvises musical comedies, proudly presents the 'Sea Shanty Showdown!' Join us for a musical adventure romping on the high seas, featuring board game trivia, games, and shanties that you as the audience influence with your choices!



Ataxia Connection

A Link to a Better Tomorrow®



CELEBRATING 10 YEARS OF COMMUNITY IMPACT

MISSION

Ataxia Connection's nonprofit mission is to help those affected by ataxia through direct assistance, community and professional education and awareness, support for care partners, and funding for medical therapies, equipment, and research. Our organization's programs and partnerships focus on improving the quality of life for ataxians in our service area of Nebraska and Iowa.



FINANCIAL ASSISTANCE



SUPPORT GROUP
MEETINGS & OUTINGS



COMMUNITY EDUCATION



FUNDRAISING

GET INVOLVED

Volunteer • Participate • Educate • Donate

AtaxiaConnection.org

info@ataxiaconnection.org



BASIC OVERVIEW OF ATAXIA

Ataxia is a medical term that refers to difficulty with coordination. It can occur as a symptom of a treatable condition, but sometimes it is diagnosed as a distinct, progressive disease of the nervous system. The symptoms include problems with balance, coordination, speech, and swallowing. Most ataxia is caused by degeneration of part of the brain, called the cerebellum, which is responsible for coordinating movement. Sometimes the spinal cord is also affected. Ataxia can strike at any age and affects an estimated 150,000 people in the U.S. and 24,000 in the Midwest. At this time, ataxia has no effective treatment or cure.

LIKE FUN? JOIN US FOR OUR GAME NIGHT FUNDRAISER

Get your tickets at AtaxiaConnection.org

November 5, 2026 | Doors open at 6:30 pm – games begin at 7:30 pm | Omaha Firefighters Hall, 6005 Grover St, Omaha

Cosplay Convention Rules

Cosplay is NOT consent! Do not touch cosplayers, their costumes or their props without explicit permission.

Always ask permission before taking photos of cosplayers. Respect someone's decision if they decline. Try not to block walkways when you do take a photo.

Don't take a photo of a cosplayer eating or drinking or when they're changing.

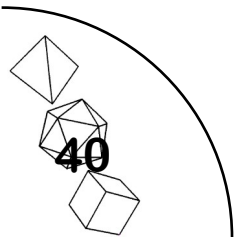
Feel free to tell a cosplayer what you like about their costume. BUT don't put down people's costumes or compare them to someone else's.

Cosplay is for EVERYONE! People of all body shapes and sizes, ages, races, genders, etc., are encouraged to cosplay whomever they want. It's ok!

If you like a character, you can let the cosplayer know but be mindful of their time. If they're doing something else, find them later and have a short conversation.

Cosplayers are NOT the characters. There's a real person behind that costume of an unreal character.

Cosplaying is supposed to be fun, so let's all enjoy it!



General Convention Rules 2026

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. Convention staff has the final say.
- 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 GM's 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 hotel or convention facilities. This includes putting signs on walls. Locations to put public information are provided. Please contact the staff 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 for the Council Bluffs Police Department is (712) 328-5737.

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!

FIND YOUR PATH THROUGH NUKE-CON

There's a lot to do and we don't want you to get lost. Here's a handy guide.

If you want to:	You can:
Play a game.	Filter the online schedule for type of game and time it's being played.
Learn how role-playing games work.	Ask the GMs at the DnD Adventurers League, The Pathfinder Society, or Shadowdark.
Explore your artistic side.	Spend some time with Special Guest Fredd Gorham. Visit with the artists in the Vendor Alley. Paint your own mini figure at the Paint-n-Take Table.
Peek behind the screen of the different game types.	Sit in on a panel.
Try a new board game.	Borrow a game from the library at the Board Game Wagon.
Fight a WWII battle in miniature.	Check out the activities at The War Room.
Buy gifts for your friends or for yourself.	Cruise the Vendor Alley.
Eat!	The Mid-America Center provides food and drinks.
Have fun with your kids.	Search the schedule for "kid-friendly" events.
Hang out with your friends.	Relax at one of the tables in the hallway outside the game room.
Earn Prize Rads.	Play a game.
Spend your Prize Rads.	Browse the Prize Vault.
Ask a question about the convention.	Find a staff person in a hot pink STAFF shirt or a pink vest.

EARLY BIRD REGISTRATION

Early Bird Registration: \$30
Deadline: December 31, 2026

Name: _____

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 _____	= _____
	M	\$22	x _____	= _____
	L	\$22	x _____	= _____
	XL	\$22	x _____	= _____
	2XL	\$24	x _____	= _____
	3XL	\$26	x _____	= _____
	4XL	\$28	x _____	= _____
	5XL	\$30	x _____	= _____

Reg + Shirt
Total = _____

Tall and long-sleeve options available.
Other options may be available.
Email tshirts@nuke-con.com for prices.