

November 1—3, 2024 ** Tebala Event Center, Rockford, IL

Rock-Con Convention Staff would like to thank:

- ◇ **Director & Events Coordinator:** Antina Richards-Pennock
- ◇ **Registrar & Website** – Danielle Vance
- ◇ **Treasurer:** Alex Cohen
- ◇ **Public Relations:** Greg Johnson
- ◇ **Exhibitor/Vendor Coordinator:** Scott Johnson
- ◇ **Silent Auction:** Kate Moan, Erik Moan, Peter Czyzewski, Heather Czyzewski, as well as Minion in Training Tommy Moan
- ◇ **NAVCON Staff:** Mark Nies, Tom Beach, Rick Durand
- ◇ **Henchman:** Michael Pennock
- ◇ **....And the Mighty Minions:** Larry Vance, Pat Bailey, Kallie Bailey, Michka Bailey, Janna Bailey, Lisa Menkhaus, Tim Willard, Jill Cohen, Scott Parrie, and Pete Kies.

We'd also like to thank and welcome:

Sponsors: Pico Armor

Special Groups - NavCon, Cataclysm Games, Historical Miniature Gaming Society (HMGS)-Midwest, ASPIS, Rockford Pathfinder Society, and Paint & Take.

Judges – The staff thanks the Judges/GMs for their time & effort preparing and running games; without them, there is no Rock-Con.

Special Guests: Dan Houser and Harold Johnson

Admission for the Convention

Per day admissions are \$20.00. There are discounts available for military, police and firefighter personnel (active, reserve and retired with valid ID).

You MUST have a badge to enjoy any part of this convention!

****Keep track of your badge. Your badge is your admission, if you lose your badge you must pay for a new one.***



LIMITED EDITION CUSTOMIZED CONVENTION DICE

AVAILABLE!

There are some special dice for this year's convention (pictured left) can be purchased for \$0.50 each at **Registration**. There may be a few of the previous years' dice remaining, but they won't last long!

Convention Policies

- ◇ **Food/Alcohol** Rock-Con prohibits outside food or beverage from entering the building. **Outside alcohol is STRICTLY PROHIBITED!** There will not be a bar available on site this year. Rock-Con restricts the use of alcohol around minors. Please do not drink and drive. If you cannot drive, please alert the Rock-Con staff and we will contact a cab company for you.
- ◇ **Smoking:** Rock-Con prohibits smoking anywhere within the building. Smoking may only be done in areas designated by the facility. Please place butts in the provided receptacles.

Ejection from Rock-Con - We reserve the right to eject, without refund, anyone for any reason deemed appropriate by the staff. This includes but is not limited to poor sportsmanship, unruly behavior, and illegal activities. So far, the staff has never had to use the policy, and we would prefer to see everyone who attends have fun during the weekend.

Door Prizes

When you enter the convention you will receive a door prize ticket with your badge purchase. There will be TWO door prize tables with numbered glass bowls for you to place half of your ticket into. Please write your name on the back and you **must be present to win**. Additional tickets are available at Registration @ the cost of:

1 ticket for \$1.00

6 tickets for \$5.00

15 tickets for \$10.00

40 tickets for \$20.00.

The drawings will be held on Saturday at 1:30 and 6:30 PM respectively and the numbers will be marked on the white board so as not to interrupt games in progress. If you have a winning ticket, please contact a member of the Staff at the Registration Desk. You need to be able to present the other half of the winning ticket or ID to correspond with the full name printed on the back of the winning ticket. We will redraw for unclaimed prizes at times noted on the white board.

REMEMBER: FALL BACK on SUNDAY

for END OF DAYLIGHT SAVINGS TIME!!

How do I sign up for a game?

To reserve a seat in a game, head to the **Games Sign-up** area (to your left as you enter the building's main doors). Each game has a sheet, but please, only sign up for one game per time slot. If the game is full, please choose a different game or talk to one of the convention staff. If a game you signed up for has been cancelled, please see a staff member and we will try and get you into a different game for that time period.

Exhibitors Hours

Friday Set up will be until 6:00 PM, and the exhibitors have the option to be open from 4:00 PM - 9:30 PM
Saturday 9:30 AM until 6:30 PM
Sunday 9:30 AM until 1:00 PM, then the exhibitors will begin breaking down.

Hall / Registration Desk Hours

Friday 12:00 PM to 11:00 PM
Saturday 8:00 AM to 11:00 PM
Sunday 8:00 AM to 12:00 PM

GMs may have hall access up to 1 hour after Registration closes to clear their game. Thank you for your consideration!

All personnel need to be off premises by 3:00 PM Sunday, but we hope to see you all again in 2025!!!!

On-site Food Service Hours

Please see printed menu and hours on page 38.



The Saturday Silent Auction

Sellers may drop off items -

Friday 3PM - 6 PM and Saturday 8 AM - 12 PM.
Bidding will be open 10 AM - 2:30 PM on Saturday.
Winning bidders may Pick up starting at 3:30 PM.
Sellers may receive Payout at approximately 5 PM but does NOT begin until ALL buyers have paid for their purchases ~ No exceptions!

Times subject to change!!!!

Silent Auction Rules

- 1) You **MUST** have a number issued from Auction Staff to buy or sell. You may use the same number to buy or sell at the auction. If you have participated in What-Khan/Rock-Con's silent auction(s) since 2014, you are already in the system. If not, it's easy to get registered. In either case, your number will be the same as a seller or buyer and will stay the same year after year.
- 2) Opening bid must be at least \$1.00 (minimum).
- 3) Minimum raise must be at least \$1.00 increments.
- 4) Buyout price must be at least \$2.00 minimum. The Buyout Price is optional. This is the price that a person can pay and immediately purchase the entire lot.
- 5) Once a lot has received a bid, it cannot be withdrawn from the auction.
- 6) Once a lot has a bid equal to or higher than the buyout price, the buyout option may not be used.
- 7) Buyers bid on a lot by writing their bidder number and the amount bid on the attached form. If a lot receives more than 20 bids, it will be verbally auctioned off at the close of the auction.
- 8) Buyers who bid are committed to purchase the lot on Saturday evening at the auction close. Your bid is your bond!
- 9) The auction (buying or selling) is available to registered/paid convention attendees only.
- 10) Unsold items will be returned to their owners. Unsold and unclaimed product will become the property of What-Khan Convention LLC.

Auction SELLER Need to Knows

If you have participated in prior What-Khan/Rock-Con auction(s) (since 2014) you are already in the system. If not, it's easy to get registered. In either case, your number will be the same as a seller or buyer and will stay the same year after year and will be noted on your Convention Badge if you have registered with the auction previously.

Important Points:

- 1) The least expensive way to sell an item is by pre-registering and providing a buyout price.
- 2) Items pre-registered with a buyout price - \$1.00 seller's fee
- 3) Items pre-registered without a buyout price - \$1.50 seller's fee
- 4) Items registered at the convention with a buyout price - \$2.00 seller's fee
- 5) Items registered at the convention without a buyout price - \$2.50 seller's fee
- 6) Seller Fees are non-refundable.
- 7) Be sure to fill out your form completely. Minimum Bid must be at least \$1. Buyout Price at least \$2.
- 8) When you bring your item in, please have your bid slip (that you print at home) attached to your items. If you are selling 2 or more items in one lot, fasten them together.
- 9) Each lot may contain as many or as few items as you desire. One auction sheet must be completed for each lot. Unlike other silent auctions, Rock-Con will not take a percentage of the final sale price, only the entry fee.
- 10) If you are selling minis and want people to be able to see them, please put them in a plastic bag, clear box, or a box with plastic wrap over the top. The more prep you do at home, the less time you will spend at the convention prepping auction items instead of playing!
- 11) The auction staff reserves the right to refuse acceptance of any auction lot.
- 12) Space is limited and auction lots will be accepted on a first come, first served basis. When the auction staff determine that there is no more room for auction lots, no more will be accept-

- ed. So make sure you pre-register your items!
- 13) Finally, please be aware that we cannot pay you until we collect from the buyers. So while we will make every effort to pay you ASAP, we cannot pay until we collect.
 - 14) Please remember... Staff are volunteers. Be polite, they work hard to present your items fairly!

Auction BUYER Need to Knows

You MUST have a number to bid. Buyer and Seller numbers are the same. If you have participated in prior What-Khan/Rock-Con auction(s) (since 2014) you are already in the system and your number can be provided to you by the Auction Staff.

- 1) You must bid at LEAST the minimum.
- 2) Please write as legibly as possible.
- 3) All bids must be in \$1.00 increments (no change please)
- 4) If you want to look inside an item, be sure to ask one of the Auction Staff.
- 5) If you cannot pick up and pay for your item between 3:30 PM and 4:00 PM Saturday, please either buy it outright or do not bid. We hate to disappoint our sellers.
- 6) CASH payments are required. There is an ATM on site.

WWW.ADEPTICON.ORG



!!!! REMEMBER: FALL BACK on SUNDAY!!!!
!!!!END OF DAYLIGHT SAVINGS TIME!!!!

Special Thanks to FRIENDS OF  for their generous donations:



GMT Games

<https://www.gmtgames.com/>



High Flying Dice Games

www.hfdgames.com



Legion Wargames

<https://www.legionwargames.com/>



Multi-Man Publishing

<https://mmpgamers.com/>

Multi-Man Publishing



Decision Games

<http://shop.decisiongames.com/>

Special Guests

DAN HOUSER is a professional RPG illustrator and has worked on many different types of games. He's most well-known for his work as Line Artist on ICONS RPG by Ad Infinitum and Green Ronin games, but has done work for Goodman Games, Gaming Paper, Melior Via and several other companies. He resides in Milton, WI with his wife, a dog and a pair of cats.



HAROLD JOHNSON is owner, event consultant, and designer for Epic Quest Productions.

In the fall of 1978, Johnson responded to an ad in Dragon magazine for a job as a games editor at the magazine's publisher, TSR. He was not selected for the job after the interview, but applied for another job with TSR as a game designer, but instead TSR hired him as an editor. His first assignment was as a copy editor on the original Dungeon Masters Guide, to which he also contributed some rules. He also began working on a tournament module which would later become C1, Hidden Shrine of Tamoachan. "That was to prove to the company I could write."^[1]

Johnson was promoted to Manager of Production less than seven months after being hired by TSR. He had responsibility for editing, layout, and dealing with the printers—from design turnover to manufacturing turnover. In the following years, Johnson worked as Assistant to the Vice President for Research & Development, Manager of Game Design, and Manager of Editing. In 1982, Johnson was promoted to Director of Games Research & Development. The same year, Johnson married his wife V.J., and in 1984 they had their first child, Allison.^[1]

Johnson supervised all of the staff game designers for TSR, and also managed the company's Acquisition Department. Johnson was responsible for hiring many new game designers during his tenure with TSR, including Frank Mentzer, Jon Pickens, and Tracy Hickman. His co-creation of the concept for the Dragonlance line is among his credited roles in many projects.^[1] Johnson was the first to join in Hickman's "Project Overlord" and became the biggest proponent to upper management; he also convinced Hickman to expand Dragonlance from his initial idea of a three-adventure trilogy.^[2]

Mr. Johnson designed the modules The Hidden Shrine of Tamoachan (1980), and Secret of the Slavers Stockade (1981), and also wrote the IJAC1 Judge's Survival Pack, and IJ4 The Golden Goddess for the Indiana Jones role-playing game.^[1] He was part of the design team for several early Dragonlance modules and products. He also worked on other product lines, such as Forgotten Realms, Spelljammer, and Ravenloft, and worked as an editor and project coordinator on numerous D&D products throughout the 1980s and 1990s, and provided some design contributions early in the game's third edition.

Mr. Johnson is hosting multiple events at Rock-Con this year.

Leesa Almgren

MOBILE STRESS RELIEF UNIT

Will be at Rock-Con all weekend to massage the gaming stress away.

Exhibitors / Vendors

Exhibitors Hours

- **Friday** Set up will be until 6:00 PM, and the exhibitors have the option to be open from 4:00 PM - 9:30 PM
- **Saturday** 9:30 AM until 6:30 PM
- **Sunday** 9:30 AM until 1:00 PM, then the exhibitors will begin breaking down.



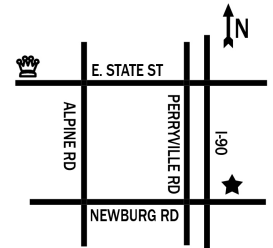
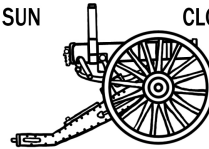
ROYAL HOBBY

3920 EAST STATE ST. ROCKFORD IL 61108

815-399-1771 OR FOLLOW US ON FACEBOOK

MINIATURES + MODELS + GAMES + SUPPLIES + BOOKS
AND MUCH MORE

MON - THURS 10AM - 3PM
FRI 10AM - 5PM
SAT 10AM - 4PM
SUN CLOSED



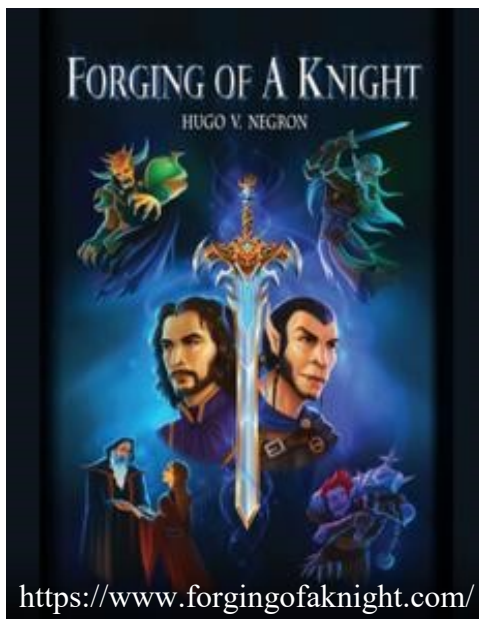
<https://www.facebook.com/royalhobbyshop/>



www.warlordgames.com



<https://www.facebook.com/midwintergamingconvention/>



<https://knuckleduster.com/>

CATAclysm

GAMES & COLLECTABLES

<http://mtg.biz>

8289 Burden Rd Ste SE, Machesney Park, IL 61115

NAVCON

| Date & Time | # | Event | Location (Area, Table) |
|---------------------------------------|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|
| SATURDAY at 9:00 AM, Duration: 2 hrs | 91 | Civil War D-Day. Hosted by: Terry Cabak. - Take part in the battle for Vicksburg in 1862-63 with 3D printed ships, forts and troops in 10mm. U.S. Grant's land army supported by naval ironclads "storm the beaches" but the Confederates under Pemberton are not just going to give it up. Hex Command Gunpowder and NEW Hex Command Oceans rules "From Galleons to Gunboats." Fast game for ages 12+. | Main Ballroom, Table A3 (16'x5') |
| Event Type: Miniatures | | | |
| SATURDAY at 9:00 AM, Duration: 2 hrs | 9 | Crossing Oceans by Mac Gerdts. Hosted by: Patrick Benson. - The age of sail is fading. In the place of sail comes the new steel and steam ocean liners. Can you as President of the Shipping company deliver the passengers, cargo, and block out your competitors to rule the lucrative Ocean shipping lanes? Age range: Teen (13+) | Main Ballroom, Table E1 (6' Round) |
| Event Type: Board Game | | | |
| SATURDAY at 11:00 AM, Duration: 4 hrs | 92 | Civil War monster hunt.. Hosted by: Ckosacranoid . - The US civil war is raging on. Somehow rumor start of monsters coming through a gate way to wreak havoc on both sides. Both sides put a truce together to bring down the gate and start more forces from coming through the gate. Support the North or the South and try to bring down the gate before more things from coming through. The players will be given two ships and the goal is to bring down the gate and any forces that have come though the gate. The rules will be Smoke on the Water Civil War naval action in 1/600 scale. Age range: All Ages | Main Ballroom, Table C3 (8'x5') |
| Event Type: Miniatures | | | |
| SUNDAY at 9:00 AM, Duration: 2 hrs | 8 | Crossing Oceans by Mac Gerdts. Hosted by: Patrick Benson. - The age of sail is fading. In the place of sail comes the new steel and steam ocean liners. Can you as President of the Shipping company deliver the passengers, cargo, and block out your competitors to rule the lucrative Ocean shipping lanes? Age range: Teen (13+) | Main Ballroom, Table E1 (6' Round) |
| Event Type: Board Game | | | |
| SUNDAY at 9:00 AM, Duration: 2 hrs | 54 | Sails of Glory -. Hosted by: crashx1680. - A Table Top miniatures game - Sail the Wooden Tall Ships in the time of the 1776 - 1815. Age range: Teen (13+) | Main Ballroom, Table D2 (8'x5') |
| Event Type: Miniatures | | | |

**Making History
One Game at a Time**



Screw City Showcase Primer 2024

Hello painters, scale-modelers, and miniature hobby enthusiasts of all walks! Cataclysm Games is proud to announce the first ever Screw City Showcase for Rock-Con 2024! The Screw City Showcase is a miniature painting competition where painters will show off their skill, creativity, and technique to our panel of judges and convention goers! The Screw City Showcase is a competition open to all who purchase a badge for Rock-Con 2024. Each participant may enter each of the twelve overall categories one time for a total of twelve maximum entries per person.

There is no additional cost beyond the purchase of your Rock-Con badge to enter the showcase. The Screw City Showcase will be judged by a panel of experienced regional/local artists, with feedback available upon request after judging has concluded, providing there is time available. In this open-style showcase, multiple commendation winners (or no winners) may be awarded in each category, with a single (or no) best in each overarching category (Historical/Alternate History & Sci-Fi/Fantasy) as well as a single (or no) Best in Show. Each submitting artists' work is individually evaluated for a level of award the judges feel their work merits, without regards to other pieces in the same category.

Categories

The Screw City Showcase uses 2 overarching categories, with 6 sub-categories for each. They are as follows:

- **Science Fiction and Fantasy Models** in this category deal with subject matter outside of real-world themes and may include, but are not limited to, Monsters, Superheroes, Space Warriors or other themes that would fall under these terms.

Sub-categories

- ◇ **Small Single Miniature** – A single miniature, no larger than 4"x4"x4".
- ◇ **Large Single Miniature** – Any dimension larger than 4"x4"x4".
- ◇ **Squad/Unit (All Scales)** - A group 3 to 15 Miniatures on individual gaming bases.
- ◇ **Vehicle (All Scales)** - Any Vehicle or "Vehicle-like" miniature.
- ◇ **Bust (All Scales)** - This includes Scale Busts and "partial figure" busts that include a torso.
- ◇ **Diorama (All Scales)** - Any Single model or group of models on a scenic display, with the intent of setting these models into an environment appropriate to the theme.

- **Historical and Alternate History Models** in this category deal with real world history or alternate history without the elements one might find in the Science Fiction and Fantasy Category and may include but should not be limited to, Historical Figures, Military History and Alternative versions of real world events.

Sub-categories

- ◇ **Small Single Miniature** – A single miniature, no larger than 4"x4"x4".
- ◇ **Large Single Miniature** – Any dimension larger than 4"x4"x4".
- ◇ **Squad/Unit (All Scales)** - A group 3 to 15 Miniatures on individual gaming bases.
- ◇ **Vehicle (All Scales)** - Any Vehicle or "Vehicle-like" miniature.
- ◇ **Bust (All Scales)** - This includes Scale Busts and "partial figure" busts that include a torso.

- ◇ **Diorama (All Scales)** - Any Single model or group of models on a scenic display, with the intent of setting these models into an environment appropriate to the theme.

We encourage all artists to submit their entries on scenic bases or plinths, however, Diorama is the only category that REQUIRES scenic basing.

“Scale” is how we describe the size of the model as a ratio compared to the full-size subject, this is NOT the size of the base used. Please note, where “All Scales” is permitted, if a piece is too large, it may impact Rock-Cons ability to display the model.

Other Rules, Eligibility and Requirements

All composition and painting MUST be the artist’s own work. No team or group entries are allowed. Uncredited scratch-built, sculpting, or conversion work, such as 3d printed models legally obtained and painted by the submitting artist are allowed.

Models from any manufacturer are allowed for entry, this includes but is not limited to 3d printed figures.

Artists agree to have their entries photographed, videoed, or otherwise recorded by Rock-Con and the Screw City Showcase. Winning artists, likewise, agree to have their person photographed, videoed, or otherwise recorded. All such recordings shall be the property of the Screw City Showcase for the purposes of identification and promotion, all likenesses will be unedited and credited to the artist.

Artists agree to provide all entries, at their own risk to Rock-Con/ The Screw City Showcase, for the duration of the competition for the purpose of display, photography, and judging. Screw City Showcase staff will make every effort to safely handle and secure entries, but Rock-Con and the Screw City Showcase accept no responsibility for damage to or loss of entries during the convention.

Screw City Showcase Staff and judges reserve the right to move or judge an entry to/in a different category than the one selected by the artist if they feel it is more appropriate for the piece in question.

Screw City Showcase displays artwork for viewing by all those who attend Rock-Con, which includes people from all ages and walks of life. Therefore, at its sole discretion, Rock Con/Screw City Showcase reserves the right to NOT DISPLAY any submission considered inappropriate or offensive. This provision is intended only to preserve flexibility in the rules with respect to the element of the competition. This rule ONLY applies to displaying the models in the public display. This decision is not made by the Screw City Showcase judges; as such, it will neither interfere with, nor affect the judging of any piece submitted. All submissions are eligible to win prizes in this competition.

Rock-Con and Screw City Showcase staff are eligible to enter each category and have their work judged for awards but are NOT eligible to win Best in Category or Best in Show.

Any artist who wishes to display an entry, but has concerns that their entry may be questionable is encouraged to contact Doug via cataclysmdoug@gmail.com

Check- In and Pick Up

The following information applies to ALL Screw City Showcase artists and entries.

Check-ins and pickups follow the posted Screw City Showcase schedule, and work in conjunction with the Rock-Con schedule. Submission for entry opens at 12:00PM Friday November 1st and ends at 5:00 PM Saturday November 2nd. No further entries will be accepted after this time.

Artists must register each of their individual entries in person, and must be submitted by the person who painted the entry.

Submitting artists must sign the Screw City Showcase registration form permitting display and judgment of their en-

try according to the rules specified in this document, this form must be filled out for EACH entry submitted by an artist. Artists must provide any special handling instructions for their entry, in writing, at the time of submission. Artists may assign a designee to pick up their model(s) or awards if said artist is unavailable. To assign a designee, artists must name the person on their entry form or speak with Screw City Showcase Staff.

Artist, or designee, must be present to claim prize awards during or after the Awards Ceremony starting at 11:00AM on Sunday November 3rd. Designees must be brought the attention of Screw City Showcase staff beforehand.

A valid Photo ID WILL BE REQUIRED to pick up your model(s) at the end of competition. Screw City Showcase will NOT release your model(s) to you without ID. NO exceptions will be made for this rule.

Any models not picked up by end of show at 3:00 PM Sunday November 3rd, will be transported to Cataclysm Games at 8289 Burden Road, Machesney Park Illinois 61115 and held for pick up until Saturday November 30th 2024. Any entries remaining after this time will be destroyed or otherwise disposed of.

CATACLYSM

GAMES & COLLECTABLES

8289 Burden Rd Ste SE, Machesney Park, IL 61115

<http://mtg.biz>

Special Groups or Events

PAINT & TAKE

Get the Lead Out Painting fun that benefits the Wounded Warrior Project

Ever wanted to learn to paint miniatures? Just want to fine tune your skills? Want to explore your creative side? Then wander over to the Paint & Take tables.

They have the tools and supplies for you to explore the pleasure of painting miniatures from start to finish. For a donation toward Wounded Warrior Project you can pick out a miniature from their stores or bring one purchased at the show and make it your very own. When you are done, you get to take your miniature home with you.

Welcome back all things Pathfinder through Aspis Consortium and the Pathfinder Society.



ASPIS
CONSORTIUM



Pathfinder games are listed with the Convention in lieu of Warhorn this year. Please check with Game Sign Up and/or in the Pathfinder room for openings in any scheduled games.

To get the latest news, join the discussion on the Aspis Consortium Discord Server!

<https://discord.com/invite/m3ZACn86XX>

HMGS Midwest



HMGS-Midwest is an Illinois Not-For-Profit Corporation dedicated to promoting the study of military history and its recreation in miniature. Each spring HMGS-Midwest holds Little Wars, the Midwest's premier historical gaming convention in Lombard, Illinois.

This year members from HMGS-Midwest will be running games such as *Destroy All Monster!*, *Babylon 5*, and *Modified Spanish Armada 1588*.

HMGS Midwest Membership provides several benefits including: discounts at HMGS organized conventions and other national shows as well as informative newsletters.

<https://www.facebook.com/HMGSMidwest/>

SCHEDULED GAMES

NOTE: Games are arranged by schedule and then alphabetically.

| Date & Time | # | Event | Location (Area, Table) |
|-----------------------------------------|------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|
| FRIDAY at 1:00 PM, Duration: 6 hrs | 113 | 1762-07-06 - Combat of Adelsbach. Hosted by: SaStensland. - A small SYW battle between Austrians and Prussians. Austrians protect their retreat route from a Prussian onslaught. | Main Ballroom, Table D1 (8'x5') |
| Event Type: Miniatures | | 15mm "Warfare in the Age of Reason" rules with modifications. Age range: All Ages | |
| FRIDAY at 1:00 PM, Duration: 10 hrs | 6 | Blood Bowl ExPaxis Open. Hosted by: ExPaxis - Blood Bowl 2020 event. Age range: Adult (18+) | Main Ballroom, Table A1 (16'x5') |
| Event Type: Miniatures | | | |
| FRIDAY at 1:00 PM, Duration: 3 hrs | 60 | El Alamein 2150 (Bolt Action goes SciFi). Hosted by: waylander45. - Forces of the Conclave and the Covenant battle for supremacy on the same sands where the pivotal battle took place during World War II in North Africa. Game will feature 15mm miniatures and use modified Bolt Action rules. Age range: Teen (13+) | Main Ballroom, Table B2 (8'x5') |
| Event Type: Miniatures | | | |
| FRIDAY at 1:00 PM, Duration: 3 hrs | 20 | Federation Commander: Dragons vs. Dinosaurs in Space. Hosted by: Seanxor. - An ancient space dragon will not leave the orbit of a planet that shows promising dilithium deposits. Take command of a starship and be part of the task force assigned to drive the creature away from the planet. Age range: Teen (13+) | Main Ballroom, Table E2 (6' Round) |
| Event Type: Board Game | | | |
| FRIDAY at 1:00 PM, Duration: 0.5 hrs | 63 | Judge Dredd Demo. Hosted by: tk1055. - Learn to Play Judge Dredd from Warlord Games. America is an irradiated wasteland. Within it lies a city. Outside the boundary walls, a desert. A cursed earth. Inside the walls, a cursed city, stretching from Boston to Washington D.C. An unbroken concrete landscape. 800 million people living in the ruin of the old world and the mega structures of the new one. Mega blocks. Mega highways. Mega City One. Convulsing. Choking. Breaking under its own weight. Citizens in fear of the street. The gun. The gang. Only one thing fighting for order in the chaos: the men and women of the Hall of Justice. Juries. Executioners. Judges. Age range: Preteen (8+) | Main Ballroom, Table C1 (8'x5') |
| Event Type: Miniatures | | | |



| Middle East | |
|-------------|---|
| Presence | 3 |
| Domination | 5 |
| Control | 7 |

TWILIGHT STRUGGLE
RED SEA: CONFLICT in the HORN OF AFRICA



Change history one game at a time.



Enjoy the Games!

GMTGames.com



| Date & Time | # | Event | Location (Area, Table) |
|--------------------------------------------------------------------------------|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|
| FRIDAY at 1:00 PM, Duration: 4 hrs Event Type: RPG | 93 | Playing in the Streets. Hosted by: Ckosacranoid - Running Inter-city's classic Playing in the Streets is an RPG based on the cop shows of the 70s and 80s now we can say it is a GTA RPG. You play criminals that run around getting money and power. This will be an intro game to get characters made and how to play the rules. Age range: All Ages | Main Ballroom, Table C3 (8'x5') |
| FRIDAY at 1:00 PM, Duration: 9 hrs Event Type: Tournament (Small) | 43 | Warhammer 40,000: Threaded With Destiny. Hosted by: CataclysmDoug. - Entry: \$20 https://docs.google.com/document/d/1gxzjuq_upUec4OsoW2CzP42edL3863zcaSqpY1-sPr8/edit?usp=sharing This Warhammer 40,000 event will be a narrative event where participants play their army of choice with their assigned team to attempt to complete a set of objectives over the course of the afternoon and evening. This event will be played using a 2000 Point army with no Epic Heroes (Named Characters). From the Crusade ruleset, one character will be given 15 experience points to use on upgrades, and one other unit will be given 5 experience points. The player pack will give more specific guidelines when it is posted. There will be 3 teams in total, with players assigned to a team according to a curated list of factions who fit the narrative of that specific teams. Note that Factions can be assigned to multiple teams. Age range: Teen (13+) Price: \$20 | Games Workshop Area, GW Large Tourney |
| FRIDAY at 1:00 PM, Duration: 1 hrs Event Type: Card Game | 111 | Welcome to the Dungeon. Hosted by: Turtledove. - come if you dare. Age range: Teen (13+) | Main Ballroom, Table D5 (8'x5') |

| Date & Time | # | Event | Location (Area, Table) |
|------------------------------------------------------------------------|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------|
| FRIDAY at 3:00 PM, Duration: 2 hrs Event Type: Board Game | 1 | 1944 Race to the Rhine by Phalanx. Hosted by: Patrick Benson. - After the breakout from Normandy the German Army is in full retreat. Can you as one of the Allied Generals get to the Rhine before the German Army can man the Siegfried Line? Generals start your Shermans and as Patton said Attack! Attack! Age range: Teen (13+) | Main Ballroom, Table E1 (6' Round) |
| FRIDAY at 3:00 PM, Duration: 4 hrs Event Type: Miniatures | 97 | ALIENS. Hosted by: JHARNES. - Game Over Man!!! Can the Colonial Marines fall back and evacuate LV426 before they are overrun, or will the Aliens eliminate them all before they can get safely back into orbit? Only the dice know and they aren't talking. (This is the 1980's board game by Leading Edge converted to 28mm miniatures.). Age range: Teen (13+) | Main Ballroom, Table D3 (8'x5'), Table E3 (6' Round) |
| FRIDAY at 3:00 PM, Duration: 4 hrs Event Type: Miniatures | 87 | Barbarossa River Crossing. Hosted by: repjr7@gmail.com. - Germany attacks an unprepared Soviet Union during WWII. You don't need a bridge when you have fast boats! 1/56 Bolt Action v3. Under 18 o.k. with adult.. Age range: Adult (18+) | Main Ballroom, Table A5 (16'x5') |
| FRIDAY at 3:00 PM, Duration: 7 hrs Event Type: Miniatures | 68 | Battle for Baraque Fraiture. Hosted by: Lokenr - December 23, 1944 elements of the 106th Inf., 82nd Airborne, 3rd Armored, & 7th Armored try to stop the German advance of the 560th Volksgrenadier, and 2nd SS "Das Reich" at the crossroads of Baraque Fraiture. This is a historical game where the 325 GIR Company F demonstrated, "Pull in behind me, as I am the 82nd and this is as far as the bastards are going!" Age range: Preteen (8+) | Main Ballroom, Table A3 (16'x5') |
| FRIDAY at 3:00 PM, Duration: 2 hrs Event Type: Miniatures | 7 | Bomber escort over Britain. Hosted by: Chad Murry. - The Luftwaffe seeks to pound Britain into submission. Become an ace in some Blood Red Skies action. Age range: All Ages | Main Ballroom, Table B1 (8'x5') |
| FRIDAY at 3:00 PM, Duration: 4 hrs Event Type: Miniatures | 61 | Deus Vult (Crusades Encounter). Hosted by: MGH. - Crusaders and Muslims clash over an oasis somewhere in the Holy Land during the early Crusade period, using modified Lion Rampart rules and 18mm Blue Moon minis. Age range: Teen (13+) | Main Ballroom, Table B3 (8'x5') |
| FRIDAY at 3:00 PM, Duration: 4 hrs Event Type: RPG | 108 | Secret of the Slavers Stockade. Hosted by: Wisconsin Johnson - You are hot on the trail of the sinister slavers who have kidnapped innocents from across the Flaness and smuggled their prizes into the Pomarj. Recent reports have identified a supposedly "abandoned" fort as the next station on their slave route. Experience this classic with the original author. Age range: Teen (13+) | Main Ballroom, Table E6 (6' Round) |



| Date & Time | # | Event | Location (Area, Table) |
|------------------------------------------------------------------------|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------|
| FRIDAY at 5:00 PM, Duration: 5 hrs Event Type: Miniatures | 79 | 2nd Battle of El Alamein- Action at Marsa Matrou. Hosted by: kca-bai@aol.com. - 2nd Battle of El Alamein- Action at Marsa Matrou- Nov 4th, 1942. The DAK prepares to retreat against Hitler's orders and Monty tries to cut them off at the coast. Boldly pushing forward with the 4th Armoured Brigade, he personally takes command for the newsreels. Jagdpanzer 2nd Edition. Age range: All Ages | Main Ballroom, Table A4 (16'x5') |
| FRIDAY at 5:00 PM, Duration: 4 hrs Event Type: Miniatures | 59 | 7 Heroes vs the Demonic Unholy Creeping Death. Hosted by: docalaban. - 1930's Rural China, a small village needs a group of heroes to save them from a scourge that has settled in the area. Death have started to Plague the village after a European aristocrat has moved into a shunned haunted villa on the outskirts of the town. Now the Unlikely 7 must band together to defeat the death that strikes at night. Pulp Alley. Age range: All Ages | Main Ballroom, Table D2 (8'x5') |
| FRIDAY at 5:00 PM, Duration: 5 hrs Event Type: RPG | 16 | ACORN B-01 See No Evil (levels 3-6). Hosted by: Sandrin of Blackthorn. - The Simian Protectorate for Lost Indigenous Treasures has asked you to locate a missing item in the Mwangi Expanse, and they've found a Pathfinder who can lead you to it. Getting him to cooperate is another matter, and the Protectorate isn't the only organization seeking this prize. The Bureau for Ape Nations Acquisition of Notable Artifacts also races to find its location. Will SPLIT be first, or BANANA?. Age range: Teen (13+) | Pathfinder Room, P-4 (5' Round), P-5 (5' Round) |
| FRIDAY at 5:00 PM, Duration: 4 hrs Event Type: Miniatures | 71 | AQMF - The Battle of Gap Grove. Hosted by: Stryker. - The small village of Gap Grove has a defensive force of Humans waiting on the Martians as they are heading west from Clinton, IA and has already run through Morrison. Will the Humans be able to stop the march east of the Martians or will the Martians plow on through? Using All Quiet on the Martian Front 1.8 Rules. Age range: Preteen (8+) | Main Ballroom, Table B5 (8'x5') |

| Date & Time | # | Event | Location (Area, Table) |
|------------------------------------------|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
| FRIDAY at 5:00 PM, Duration: 6 hrs | 33 | PFS Scenario #5-04: Equal Exchanges – Necessary Introduction. Hosted by: xilbusz@gmail.com. - PLEASE NOTE - This game will start at 6:30 PM!! | Pathfinder Room, P-2 (5' Round) |
| Event Type: RPG | | Since the defeat of Aslynn, the Waterfall has become more of a staple around the Grand Lodge, starting to hold strange, isolated meetings with leadership and seemingly putting together some plan. Her most recent request is that a team of Pathfinder agents journey to Hwanggot and meet with the underworld dragon, Valashinaz as an introductory team. Venture-Captain Yi Da Som arranged the meeting through Valashinaz's kobold assistant, Purepurin. Unfortunately, between then and the PCs arriving, Purepurin forgot about them in the midst of pickling recipes from goblins and creepy crawlies invading the vaults! It's up to the PCs to help Purepurin bring Valashinaz's vaults under control while she summons the dragon to ensure these introductions go off without a hitch! | |
| This game will start at 6:30 PM!! | | Age range: Teen (13+) | |
| FRIDAY at 5:00 PM, Duration: 4 hrs | 37 | Return to Moria: Battle of the 21st Hall. Hosted by: BillW. - Balin and the dwarves take on hundreds of goblins, wargs, spiders, bats and trolls in an epic initial battle to retake their ancestral home. | Main Ballroom, Table A2 (16'x5') |
| Event Type: Miniatures | | Game utilizes GW's excellent (but OOP) War of the Ring rule system. Easy learning curve, lots of action. It won the "Best Theme" award at 2024 Little Wars. | |
| | | Age range: All Ages | |
| FRIDAY at 7:00 PM, Duration: 3 hrs | 40 | 3D PanzerBlitz. Hosted by: Gregory Johnson. - German / Russian meeting engagement in Spring of '44. Play Avalon Hill's classic PanzerBlitz in 3D using 3mm (1/600) Oddzial Osmy miniatures from picoarmor.com. Beginners welcome. | Main Ballroom, Table B3 (8'x5') |
| Event Type: Board Game | | Age range: Teen (13+) | |
| FRIDAY at 7:00 PM, Duration: 2 hrs | 101 | Chaos In Cairo - A Pulp Alley Free-for-all. Hosted by: martydevine@gmail.com. - The streets of Cairo are teeming with danger, the least of which are the other player's leagues! Can your league locate the stolen map to Apophis's Tomb and escape with your lives? A game for 4 players using the Pulp Alley skirmish rule set. No experience necessary, we love to teach this game! | Main Ballroom, Table E3 (6' Round) |
| Event Type: Miniatures | | Age range: Teen (13+) | |
| FRIDAY at 7:00 PM, Duration: 4 hrs | 31 | Convoy OB-318. Hosted by: Darrell Hartsig. - 9 May 1941, halfway between Greenland and Iceland, the outward-bound Convoy is being stalked by four U-Boats of Wolfpack West. | Main Ballroom, Table B4 (8'x5'), Table C4 (8'x5') |
| Event Type: Miniatures | | Double-Blind play based on the Western Approaches Tactical Unit rules used to train escort groups from 1942-1945, | |
| | | Age range: All Ages | |

| Date & Time | # | Event | Location (Area, Table) |
|---------------------------------------|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|
| FRIDAY at 7:00 PM, Duration: 3 hrs | 13 | DEATHRACE MASSEYCURR!!!. Hosted by: Mithrilmil. - Gaslands rules post-apocalyptic car race to the death for the entertainment of the Massey!!! Basic rules (adjusted for con) Beginners always welcome into the grinder. Age range: Teen (13+) | Main Ballroom, Table B1 (8'x5') |
| Event Type: Miniatures | | | |
| FRIDAY at 7:00 PM, Duration: 4 hrs | 49 | Descent into the Lost Caverns of Tsojcanth. Hosted by: Sebastian Elgar - Deep in the Yatil Mountains lie the Lost Caverns of Tsojcanth, formerly occupied by the legendary archmage Iggwilv the Witch Queen. Though Iggwilv is long gone, the archmage's magical defenses remain intact. The rewards for braving these threats defy imagination. Iggwilv is rumored to have amassed a magical hoard of unsurpassed value, a trove of such fame that scores of adventurers have perished in search of it. Age range: All Ages | Main Ballroom, Table E1 (6' Round) |
| Event Type: RPG | | | |

Why Games?

From the very start of my teaching career I've used games to stimulate my students' interests in learning and history in particular. Conflict simulations, whether they are on economics, politics, or military history have unique abilities to involve the participants on a number of levels and to make learning interactive as well as fun.

Over the years, I've designed a lot of games on some fascinating topics that didn't have quite the commercial market appeal for the big publishers out there to show any interest. So they sat in my filing cabinets. Fortunately, technology has evolved to the point where all these little gems can be now published in DTP formats!

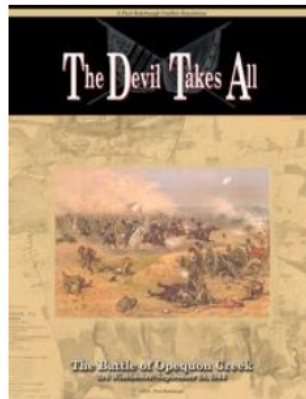
What's DTP stand for you say? Desk Top Published materials are produced directly from computers, using quality software and printers - no need to take unnecessary risks with doing a large print run or even pay for the printer's overhead - you want one, I print one.

So, High Flying Dice Games is primarily a desktop publishing house, our games providing hours of enjoyment in return for your providing some sweat equity when it comes to mounting and cutting out the counters. Yes, you have to spend a wee bit of time for the best results (or you can pay a bit extra get the pieces mounted for you - more on that later).

Our games are always fun, always educational, and best of all, easy on the wallet. So, what's not to like? Check out the samples here in this brochure or visit the website to see and learn even more! Let the dice fly high!

- Paul Rohrbaugh

Devil Takes All! The Battle of Opequon Creek, September 1864

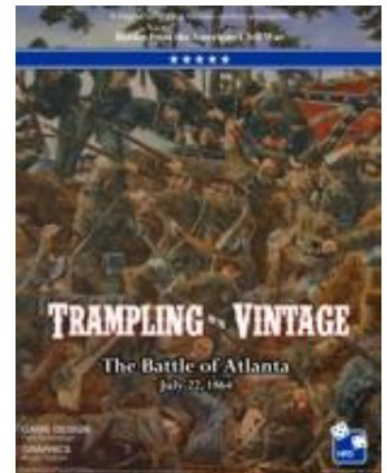


The Devil Takes All is a simulation of the battle fought on September 19th, 1864, at Opequon Creek (also called the Third Battle of Winchester) between the Confederate Army of the Valley under General Jubal Early and the Union Army of the Shenandoah under General Phillip Sheridan.

General Early concentrated his forces and held for several hours before being gradually driven back towards the town of Winchester. By mid-afternoon, the Union VIII Corps and cavalry turned the Rebel left flank and Early was forced to order a general retreat. The battle was one of the last fought in the Shenandoah Valley. Former Vice-President of the United States, John C. Breckinridge, was in titular command of the Confederate forces, while two future Presidents of the U.S.A., Rutherford B. Hayes and William McKinley, figured prominently in the battle's outcome.

Devil Takes All comes with four 11 by 17 inch map sections, two sheets of 366 single-sided, un-mounted counters, and an 8 page rule book. The game sells for \$20.95 plus shipping. Mounted counters can be had for an additional \$8.00.

High Flying Dice Games



| Date & Time | # | Event | Location (Area, Table) |
|---------------------------------------|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|
| FRIDAY at 7:00 PM, Duration: 3 hrs | 104 | Desert dogfight 1941. Hosted by: tpborg@msn.com. - November 1941, British Hurricanes and Tomahawk fighters escort Blenheim bombers try to soften up Rommel's Afrika Korps. Opposing Me109s and CR42's try and intercept. Played with 1/200 scale miniatures using Warbirds in Miniature rules. Age range: Teen (13+) | Main Ballroom, Table A5 (16'x5') |
| FRIDAY at 7:00 PM, Duration: 4 hrs | 29 | Gunfighters Ball: This Town Ain't Big Enough.... Hosted by: mdpennock. - Come and join us for a bit of Old West gunfight action as two factions clash in the street of a frontier town. Gun-fighter's Ball rules will be used. Age range: Teen (13+) | Main Ballroom, Table C1 (8'x5') |
| FRIDAY at 7:00 PM, Duration: 3 hrs | 50 | Mare Nostrum. Hosted by: Edward J Wisniowski. - Fight for supremacy of the ancient world. Enlist the help of the Gods and build the world's seven wonders. Will Atlantis rise again or will Rome dominate the Mediterranean? Rules are taught on-site and enjoy a casual game with six people as you attempt to rule the world. Age range: Teen (13+) | Main Ballroom, Table D3 (8'x5') |
| FRIDAY at 7:00 PM, Duration: 5 hrs | 23 | Pathfinder Society Intro: Year of Immortal Influence. Hosted by: a.klaus42@gmail.com. - A Pathfinder Society Scenario designed for 1st- through 4th-level characters. Age range: Teen (13+) | Pathfinder Room, P-3 (5' Round) |
| FRIDAY at 7:00 PM, Duration: 4 hrs | 94 | Playing in the streets...Going to camp.. Hosted by: Ckosacranoid - The group will have to deal with something that is happening at the local camp and figure out how to deal with the issues....can a bunch of crime types work out how to save the city from going to the dogs? You can use your characters from the first session of the day for this one. Age range: All Ages | Main Ballroom, Table C5 (8'x5') |
| FRIDAY at 7:00 PM, Duration: 3 hrs | 11 | Somewhere in Normandy..... Hosted by: Chad Murry. - It's weeks after D-Day, and Allied armour is spearheading the charge across France. Take command of either Allied or German armour in a game of "Achtung Panzer!" Age range: Teen (13+) | Main Ballroom, Table B2 (8'x5') |



Hugo Negrón

Author

FORGING OF A KNIGHT SERIES



www.forgingofaknight.com



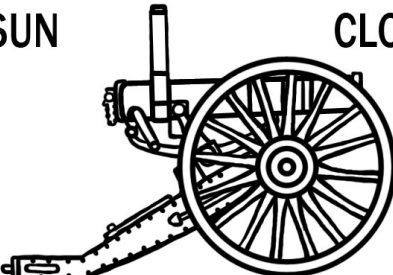
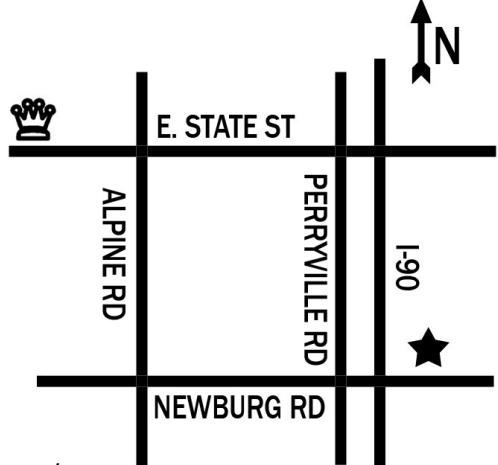
<https://www.facebook.com/midwintergamingconvention/>

| Date & Time | # | Event | Location (Area, Table) |
|---------------------------------------|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|
| FRIDAY at 7:00 PM, Duration: 2 hrs | 72 | Space Cube: Infowars. Hosted by: BitCook. - Space Cube is a new spaceship miniatures combat game with unique and very visual mechanics. See if you can guide your fleet to victory and gather the incredibly valuable data packets. No experience/materials necessary, rules will be taught. Age range: Teen (13+) | Main Ballroom, Table C2 (8'x5') |
| FRIDAY at 7:00 PM, Duration: 2 hrs | 55 | Wings of Glory WW1 - Flight School. Hosted by: crashx1680. - Learn how to fly miniature WW1 tabletop Aircraft. Age range: Teen (13+) | Main Ballroom, Table D1 (8'x5') |
| FRIDAY at 7:00 PM, Duration: 4 hrs | 82 | Ziggurat of the Mega-Maiden Blackest Night (DCC). Hosted by: Ophorio. - 2 minutes to midnight. A 20-round race to the top. The fate of the world in the balance! Can your 2nd level DCC characters become heroes? Age range: Teen (13+) | Main Ballroom, Table E2 (6' Round) |
| FRIDAY at 9:00 PM, Duration: 2 hrs | 56 | World of Tanks - Day of the Tiger. Hosted by: crashx1680. - A simplified version of the World of Tanks game system, German vs USA armor. Age range: Teen (13+) | Main Ballroom, Table D1 (8'x5') |

ROYAL HOBBY

3920 EAST STATE ST. ROCKFORD IL 61108
815-399-1771 OR FOLLOW US ON FACEBOOK
MINIATURES + MODELS + GAMES + SUPPLIES + BOOKS
AND MUCH MORE

| | |
|--------------------|-------------------|
| MON - THURS | 10AM - 3PM |
| FRI | 10AM - 5PM |
| SAT | 10AM - 4PM |
| SUN | CLOSED |

<https://www.facebook.com/royalhobbyshop/>

| Date & Time | # | Event | Location (Area, Table) |
|---------------------------------------|-----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------|
| SATURDAY at 9:00 AM, Duration: 6 hrs | 114 | <p>1762-07-06 - Combat of Adelsbach. Hosted by: SaStensland. - A small SYW battle between Austrians and Prussians. Austrians protect their retreat route from a Prussian onslaught</p> <p>Event Type: Miniatures</p> <p>* may be a continuation of the first day's battle!!</p> <p>15mm "Warfare in the Age of Reason" rules with modifications. Age range: All Ages</p> | Main Ballroom, Table D2 (8'x5') |
| SATURDAY at 9:00 AM, Duration: 5 hrs | 80 | <p>2nd Battle of El Alamein- Action at Marsa Matrou. Hosted by: kca-bai@aol.com. - 2nd Battle of El Alamein- Action at Marsa Matrou- Nov 4th, 1942. The DAK prepares to retreat against Hitler's orders and Monty tries to cut them off at the coast. Boldly pushing forward with the 4th Armoured Brigade, he personally takes command for the newsreels. Jagdpanzer 2nd Edition.</p> <p>Age range: All Ages</p> | Main Ballroom, Table A4 (16'x5') |
| SATURDAY at 9:00 AM, Duration: 3 hrs | 39 | <p>3D PanzerBlitz. Hosted by: Gregory Johnson. - German / Russian meeting engagement in Spring of '44. Play Avalon Hill's classic PanzerBlitz in 3D using 3mm (1/600) Oddzial Osmy miniatures from picoarmor.com. Beginners welcome.</p> <p>Age range: Teen (13+)</p> | Main Ballroom, Table B2 (8'x5') |
| SATURDAY at 9:00 AM, Duration: 4 hrs | 15 | <p>ACORN N-04 Suspicious Mimes (levels 1-4). Hosted by: Sandrin of Blackthorn. - A traveling theater company is experiencing some problems, and some doubt they'll be ready to put on a good show when the lights come up on opening night. Will the PCs uncover the cause of their troubles in time and put an end to it, or will the show close on the same night it plans to open? Also, as if they didn't already have enough things to worry about, why do they have so many mimes in the troupe?</p> <p>Age range: Adult (18+)</p> | Pathfinder Room, P-1 (5' Round) |
| SATURDAY at 9:00 AM, Duration: 12 hrs | 45 | <p>Age of Sigmar: The Spear of Dawn. Hosted by: CataclysmDoug. - Entry: \$20 https://docs.google.com/document/d/1v5dvp9PFxdifaRCGOSpvoMR0AwLCX_E0vmFJLME4GyY/edit?usp=sharing</p> <p>This Age of Sigmar event will be looking and Spearhead through a different lens!</p> <p>Players will be playing their Spearhead of choice throughout the day, competing against one another to complete a set of Event Specific Objectives and declare themselves the Herald of Dawn!</p> <p>Age range: Teen (13+) Price: \$20</p> | Games Workshop Area, GW Large Tourney |

| Date & Time | # | Event | Location (Area, Table) |
|-----------------------------------------------------------------------|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|
| SATURDAY at 9:00 AM, Duration: 4 hrs Event Type: Miniatures | 75 | AQMF - The Battle of Gap Grove (2). Hosted by: Stryker - The small village of Gap Grove has a defensive force of Humans waiting on the Martians as they are heading west from Clinton, IA and has already run through Morrison. Will the Humans be able to stop the march east of the Martians or will the Martians plow on through? Using All Quiet on the Martian Front 1.8 Rules. Age range: Preteen (8+) | Main Ballroom, Table C1 (8'x5') |
| SATURDAY at 9:00 AM, Duration: 8 hrs Event Type: Miniatures | 69 | Battle for Baraque Fraiture. Hosted by: Lokenr - December 23, 1944 elements of the 106th Inf., 82nd Airborne, 3rd Armored, & 7th Armored try to stop the German advance of the 560th Volksgrenadier, and 2nd SS "Das Reich" at the crossroads of Baraque Fraiture. This is a historical game where the 325 GIR Company F demonstrated, "Pull in behind me, as I am the 82nd and this is as far as the bastards are going!" Age range: Preteen (8+) | Main Ballroom, Table A1 (16'x5') |
| SATURDAY at 9:00 AM, Duration: 2 hrs Event Type: Board Game | 19 | Battlestations: Capture the Dignitary. Hosted by: Seanxor - Take the role of a crew member of a starship in this board game/roleplaying game hybrid. Pick your class, man your battle station, and try not to die when hijinks inevitably happen. Age range: Teen (13+) | Main Ballroom, Table E2 (6' Round) |
| SATURDAY at 9:00 AM, Duration: 2 hrs Event Type: Miniatures | 91 | Civil War D-Day. Hosted by: Terry Cabak. - Take part in the battle for Vicksburg in 1862-63 with 3D printed ships, forts and troops in 10mm. U.S. Grant's land army supported by naval ironclads "storm the beaches" but the Confederates under Pemberton are not just going to give it up. Hex Command Gunpowder and NEW Hex Command Oceans rules "From Galleons to Gunboats." Fast game for ages 12+. | Main Ballroom, Table A3 (16'x5') |



Again this year the Rock-Con Convention is teaming up with Marine Toys for Tots Foundation to set up a donation point near Registration.

The mission of the U.S. Marine Corps Reserve Toys for Tots Program is to collect new, unwrapped toys during October, November and December each year, and distribute those toys as Christmas gifts to needy children in the community in which the campaign is conducted.

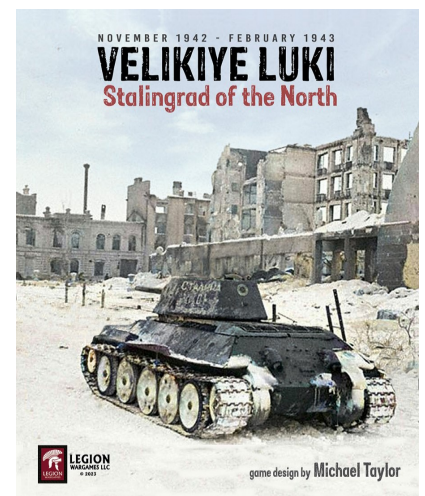
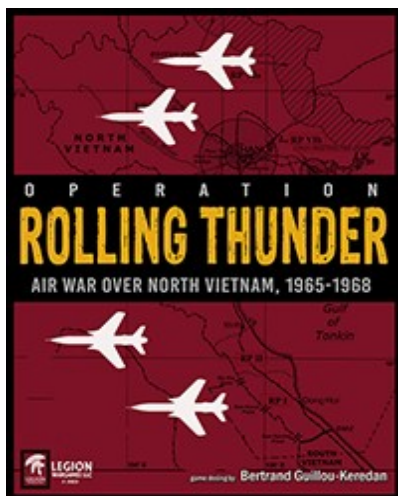
Each attendee that provides a donation will receive extra chances at the door prizes as a small thank you for helping with the 2024 Christmas Campaign.

| Date & Time | # | Event | Location (Area, Table) |
|--------------------------------------------------------------------------------------------------|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------|
| <p>SATURDAY at 9:00 AM, Duration: 12 hrs</p> <p>Event Type: Tournament (Large)</p> | 44 | <p>Blood Bowl Carnage Series 2024. Hosted by: CataclysmDoug. - Welcome to the ROCK-CON Blood Bowl Carnage Series (BBCS) 2024!</p> <p>We'll be playing some Blood Bowl 2020 with some light rules theming for this event.</p> <p>Seeing as NCAA Bowl Season will be approaching at the time of the event, we're going to introduce some good old American grid-iron NCAA style Team Spirit to this event, making sidelines a little more powerful, giving you some less expensive cheerleaders, and making our last round of pairings a BOWL game determined by your placement in some scoring metrics used throughout the event, featuring BOWL games like the "GORE-ange BOWL" for between the two teams with the most casualties caused, the "BOOGER BOWL" between the two best performing stunts teams, and the "ROTTEN BOWL" between the two teams with the most casualties suffered!</p> <p>This event will be 3 rounds of general swiss, with a 4th round of seeded BOWL games determined by some choice metrics gathered throughout the swiss!</p> <p>https://docs.google.com/document/d/1TCe_BA4o0SCH_i9tmOg4uSBwNddmqutuz2d</p> <p>Age range: Adult (18+)</p> <p>Price: \$40</p> | <p>Games Workshop Area, GW Large Tourney</p> |



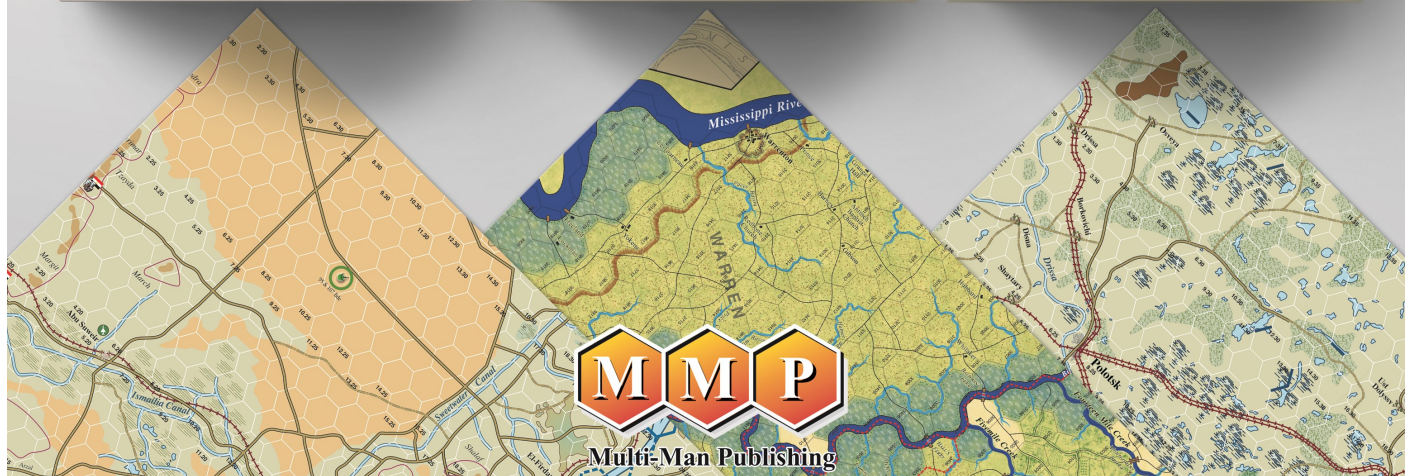
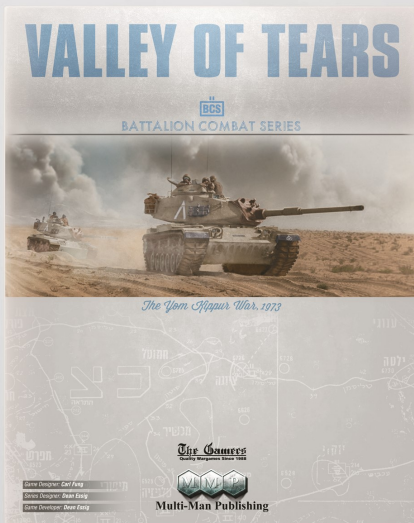
Check out all current and upcoming Customer Pre-Order (CPO) Games from Legion Wargames at:

<https://www.legionwargames.com/>



| Date & Time | # | Event | Location (Area, Table) |
|-----------------------------------------------------------------------|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------|
| SATURDAY at 9:00 AM, Duration: 4 hrs Event Type: Miniatures | 32 | Convoy OB-318. Hosted by: Darrell Hartsig. - 9 May 1941, halfway between Greenland and Iceland, the outward-bound Convoy is being stalked by four U-Boats of Wolfpack West. Double-Blind play based on the Western Approaches Tactical Unit rules used to train escort groups from 1942-1945. Age range: All Ages | Main Ballroom, Table B5 (8'x5'), Table C5 (8'x5') |
| SATURDAY at 9:00 AM, Duration: 2 hrs Event Type: Board Game | 9 | Crossing Oceans by Mac Gerdts. Hosted by: Patrick Benson. - The age of sail is fading. In the place of sail comes the new steel and steam ocean liners. Can you as President of the Shipping company deliver the passengers, cargo, and block out your competitors to rule the lucrative Ocean shipping lanes? Age range: Teen (13+) | Main Ballroom, Table E1 (6' Round) |
| SATURDAY at 9:00 AM, Duration: 3 hrs Event Type: Miniatures | 102 | Dockside Deadrise - A Pulp Alley Adventure. Hosted by: martydevine@gmail.com. - A mysterious fog has encircled the docks of China Station, preventing our heroes from leaving the docks. And wait...did you hear that noise? Coming from the river? And is that a...wet, webbed footprint? Be the last man standing in this Pulp Alley Adventure! 4 players, no experience necessary, we love teaching this game! Age range: Teen (13+) | Main Ballroom, Table E6 (6' Round) |
| SATURDAY at 9:00 AM, Duration: 4 hrs Event Type: Board Game | 21 | Fallen Land: A Post-Apocalyptic Board Game (2E). Hosted by: darknite. - Lead a group of savvy survivors to bring your settlement to glory in the Fallen Land. Age range: Teen (13+) | Main Ballroom, Table E3 (6' Round) |
| SATURDAY at 9:00 AM, Duration: 3 hrs Event Type: Board Game | 12 | Formula De. Hosted by: Mithrilmail. - Formula De formula one racing board game enlarged to accommodate micro-machine sized vehicles. 3 lap race. Standard rules. Age range: Teen (13+) | Main Ballroom, Table B4 (8'x5') |
| SATURDAY at 9:00 AM, Duration: 4 hrs Event Type: Miniatures | 98 | Hatfields & McCoys (Stay away from my shine!!!). Hosted by: JHARNES. - The McCoys launch a raid on a Hatfield still. Can the Hatfield lookouts hold them off until the rest of the clan arrives? This is a 28mm skirmish game using modified Desperadoes rules. Age range: Teen (13+) | Main Ballroom, Table D5 (8'x5'), Table E5 (6' Round) |
| SATURDAY at 9:00 AM, Duration: 4 hrs Event Type: Miniatures | 105 | Marine VS Marine 15mm Not 30k. Hosted by: tpborg@msn.com. - Loyal White Scars Space Marines battle the Traitorous Sons of Horus Space Marine Legion for control of a desert planet. Played using 15mm figures and Chaos Cubed rules, of my own creation. Age range: Teen (13+) | Main Ballroom, Table C4 (8'x5') |
| SATURDAY at 9:00 AM, Duration: 4 hrs Event Type: RPG | 24 | PFS Scenario #5-04: Equal Exchanges – Necessary Introduction. Hosted by: a.klaus42@gmail.com. - PFS Scenario #5-04: Equal Exchanges – Necessary Introduction. Age range: Teen (13+) | Pathfinder Room, P-2 (5' Round) |

| Date & Time | # | Event | Location (Area, Table) |
|-----------------------------------------------------------------------|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| SATURDAY at 9:00 AM, Duration: 5 hrs Event Type: RPG | 53 | <p>PFS Scenario #6-02: Rain Falls L1-4. Hosted by: xil-busz@gmail.com. - Many newer agents are often sent to the Three Gates Lodge to make sure that the wildlife on the island isn't out of control, and that the various allies that the Society made when claiming the lodge are rewarded for their continued aid. The tasks are routine, as the greatest threats were dealt with when initially setting up the lodge, and Venture-Captain Kukuha Mukai performed a ritual utilizing the ley-lines. This ritual is a form of powerful defensive magic and almost guarantees safety from all but the direst threats.</p> <p>The PCs are the latest agents dispatched for this duty. Unfortunately for them, shortly after they arrive, so too does the direst of threats: a god dies, and a strange rain falls over the island, just as the PCs are being briefed. Now they have to deal with the literal fallout, as no one else is near, and no help can come for some time.</p> <p>Age range: Teen (13+)</p> | Pathfinder Room, P-4 (5' Round) |
| SATURDAY at 9:00 AM, Duration: 3 hrs Event Type: Miniatures | 10 | <p>Ravenfeast - The Battle of Ashdown. Hosted by: Chad Murry. - Have you ever wanted to give miniature wargaming a try or new to the hobby? Ravenfeast is an easy to learn, quick style war-game set in the age of Vikings. Play as the "Great Heathen Army" invading Wessex, or try to defend your land against the Danes.</p> <p>Age range: All Ages</p> | Main Ballroom, Table B1 (8'x5') |
| SATURDAY at 9:00 AM, Duration: 4 hrs Event Type: Miniatures | 38 | <p>Return to Moria: Battle for the Dwarrowdelf. Hosted by: BillW. - Following their victory over the goblins at the Battle of the 21st Hall, Balin and the dwarves enter the lower mines to wipe out Goblintown, seat of Durbûrz, King of the Goblins, and his vassals. Hundreds of goblins, wargs, spiders, bats and trolls face off against the dwarves in this mass combat game utilizing GW's War of the Ring rule system. Easy to learn, fast play, lots of action. This game was the "Best Theme" winner at Little Wars 2024.</p> <p>Age range: All Ages</p> | Main Ballroom, Table A2 (16'x5') |
| SATURDAY at 9:00 AM, Duration: 2 hrs Event Type: Miniatures | 70 | <p>Space Cube: Infowars. Hosted by: BitCook. - Space Cube is a new spaceship miniatures combat game with unique and very visual mechanics. See if you can guide your fleet to victory and gather the incredibly valuable data packets. No experience/materials necessary, rules will be taught.</p> <p>Age range: Teen (13+)</p> | Main Ballroom, Table B3 (8'x5') |



© 2024 Multi-Man Publishing, LLC - www.multimanpublishing.com - 403 Headquarters Drive, Suite 8, Millersville, MD 21108

| Date & Time | # | Event | Location (Area, Table) |
|--------------------------------------------------------------------------------|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|
| SATURDAY at 9:00 AM, Duration: 4 hrs Event Type: RPG | 81 | The Horror in Lakecrest (D&D 5e). Hosted by: Ophorio. - Something's wrong in Lakecrest. Is it a witch? Or is it a DEMON as Mad Murdaigean thinks!?! The caravan you were traveling with ended up in this sleepy town with big problems on the edge of the northern highland, just miles from the edge of the Wizard Sea (from Wizard Sea Chronicles Vol 1). Age range: All Ages | Main Ballroom, Table E4 (6' Round) |
| SATURDAY at 9:00 AM, Duration: 12 hrs Event Type: Tournament (Large) | 48 | v3 Bolt Action Tournament. Hosted by: sabas1182@yahoo.com. - This 12-person tournament will allow you to play Bolt Action using the newly released version 3 rules. Each player will play three games throughout the tournament with prizes provided to the top three finishers. Players must bring a 1250 point and 1000-point list from the version 3 rulebook. The final point limit for lists will be determined after the release of the version 3 book. Players need to bring five printed copies of their lists to share with their opponents and tournament organizers. Games will last three hours and players will be on a one-minute timer to choose activations. A one hour lunch break will be taken after the first game. Age range: All Ages | Games Workshop Area, GW Miniatures Space |

| Date & Time | # | Event | Location (Area, Table) |
|----------------------------------------------------------------------|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|
| SATURDAY at 11:00 AM, Duration: 4 hrs Event Type: Miniatures | 86 | After Barbarossa; Soviets Push Back. Hosted by: repjr7@gmail.com. - Later in the war the Germans cross the same river, but in much more desperate straits. Age range: Adult (18+) | Main Ballroom, Table A5 (16'x5') |
| SATURDAY at 11:00 AM, Duration: 4 hrs Event Type: Miniatures | 92 | Civil War monster hunt.. Hosted by: Ckosacranoid . - The US civil war is raging on. Somehow rumor start of monsters coming through a gate way to wreak havoc on both sides. Both sides put a truce together to bring down the gate and start more forces from coming through the gate. Support the North or the South and try to bring down the gate before more things from coming through. The players will be given two ships and the goal is to bring down the gate and any forces that have come through the gate. The rules will be Smoke on the Water Civil War naval action in 1/600 scale. Age range: All Ages | Main Ballroom, Table C3 (8'x5') |
| SATURDAY at 11:00 AM, Duration: 4 hrs Event Type: Miniatures | 62 | Deus Vult (Crusades encounter). Hosted by: MGH - Crusaders and Muslims clash over an oasis somewhere in the Holy Land during the early Crusade period, using modified Lion Rampart rules and 18mm Blue Moon minis. Age range: Teen (13+) | Main Ballroom, Table B3 (8'x5') |
| SATURDAY at 11:00 AM, Duration: 0.5 hrs Event Type: Miniatures | 64 | Judge Dredd Demo. Hosted by: tk1055. - Learn to Play Judge Dredd from Warlord Games. America is an irradiated wasteland. Within it lies a city. Outside the boundary walls, a desert. A cursed earth. Inside the walls, a cursed city, stretching from Boston to Washington D.C. An unbroken concrete landscape. 800 million people living in the ruin of the old world and the mega structures of the new one. Mega blocks. Mega highways. Mega City One. Convulsing. Choking. Breaking under its own weight. Citizens in fear of the street. The gun. The gang. Only one thing fighting for order in the chaos: the men and women of the Hall of Justice. Juries. Executioners. Judges. Age range: Preteen (8+) | Main Ballroom, Table C2 (8'x5') |
| SATURDAY at 1:00 PM, Duration: 4 hrs Event Type: Miniatures | 106 | 15mm Not 40K: Uprising. Hosted by: tpburg@msn.com. - The White Scar space marines have been sent to eliminate a rebellious imperial Governor and his local forces. played with 15mm figures using C3 (Chaos Cubed) rules. Age range: Teen (13+) | Main Ballroom, Table C4 (8'x5') |
| SATURDAY at 1:00 PM, Duration: 2 hrs Event Type: Board Game | 2 | 1944 Race to the Rhine by Phalanx. Hosted by: Patrick Benson. - After the breakout from Normandy the German Army is in full retreat. Can you as one of the Allied Generals get to the Rhine before the German Army can man the Seigfried Line? Generals start your Shermans and as Patton said Attack! Attack! Age range: Teen (13+) | Main Ballroom, Table E1 (6' Round) |

| Date & Time | # | Event | Location (Area, Table) |
|--------------------------------------|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
| SATURDAY at 1:00 PM, Duration: 3 hrs | 76 | 878 Vikings. Hosted by: ericruethling. - 878 Vikings is a board-wargame in the same vein as 'Risk' but two teams of two factions square off for control on England during the time of the Viking invasions starting in 865. Players have command cards to move units, so decision making is streamlined, and event cards to add some spiciness to the game. There are several victory conditions that don't involve complete elimination of a side to win the game. All of this makes for a fun, fast light wargame. Age range: Preteen (8+) | Main Ballroom, Table B2 (8'x5') |
| Event Type: Board Game | | | |
| SATURDAY at 1:00 PM, Duration: 4 hrs | 14 | ACORN S-01 Swap Meet 4714 (levels 2-9). Hosted by: Sandrin of Blackthorn. - The Consortium's arrangement with the Nightsoil Marauders in Magnimar has opened markets previously unavailable to non-goblins. Business has been so successful that the Wind Whisper goblin tribe has offered to host a swap meet in the Mushfens, inviting Aspis agents and neighboring goblin tribes. The risk of Pathfinder interference in the swamp is low, but can the PCs overcome other hazards and get to the event before the best trade opportunities are gone? Age range: All Ages | Pathfinder Room, P-1 (5' Round), P-2 (5' Round) |
| Event Type: RPG | | | |
| SATURDAY at 1:00 PM, Duration: 2 hrs | 67 | Aerodrome: World War 1 Dog Fights! Hosted by: Windingo. - Aerodrome game system 1.1 by Stanley F Kubiak utilizing homemade and painted 1:72 models on a 5" hex mat grid. Imagine that you are a new pilot patrolling no man's land between France and Germany in late 1917. From the corner of your eye you think you spy a trio of Fokker DR1's arc into a cloud above you. You and your squad pull immelmann turns to head back toward the cloud. You hear the popping echoes of the DR1's Spandau machine guns as the tri-plane punches through the edge of the cloud! Pulling the trigger, you send hot lead from your Vickers machine gun back at the German Ace! This could be your first victory or your final defeat! Keep a cool head and outthink enemy pilots to survive. This will be a four team vs. four team dog fight using various planes from World War I. In Aerodrome, players plot three turns at a time. It is easy and fun to learn but can take years to master. This will be my first time running a game at a convention. This is a social event. Age range: All Ages | Main Ballroom, Table C1 (8'x5'), Table C2 (8'x5') |
| Event Type: Miniatures | | | |
| SATURDAY at 1:00 PM, Duration: 4 hrs | 74 | AQMF - The Battle of Gap Grove (3). Hosted by: Stryker. - The small village of Gap Grove has a defensive force of Humans waiting on the Martians as they are heading west from Clinton, IA and has already run through Morrison. Will the Humans be able to stop the march east of the Martians or will the Martians plow on through? Using All Quiet on the Martian Front 1.8 Rules. Age range: Preteen (8+) | Main Ballroom, Table B5 (8'x5') |
| Event Type: Miniatures | | | |



<https://knuckleduster.com/>



www.warlordgames.com

| Date & Time | # | Event | Location (Area, Table) |
|-------------------------------------------------------------------|-----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|
| SATURDAY at 1:00 PM, Duration: 4 hrs Event Type: Board Game | 47 | Avalon Hill's Circus Maximus. Hosted by: Gregory Johnson. - Play Avalon Hill's classic game of chariot racing Circus Maximus. Take the reigns and become Ben Hur as you race around the Circus Maximus. Can you make to the finish line in one piece? Age range: Teen (13+) | Main Ballroom, Table D1 (8'x5') |
| SATURDAY at 1:00 PM, Duration: 1 hrs Event Type: Card Game | 112 | Eleminis. Hosted by: Turtledove. - Age range: Preteen (8+) | Main Ballroom, Table D5 (8'x5') |
| SATURDAY at 1:00 PM, Duration: 3 hrs Event Type: Miniatures | 103 | Mordheim Warpstone Grab - A Pulp Alley Adventure! Hosted by: martydevine@gmail.com. - Mordheim and Pulp Alley! Two great games that taste great together! Guide your warband through the streets of the dead city of Mordheim in search of that rare mineral, Warpstone! Can you survive the perils of Mordheim and the other warbands? A game for 4 players, no experience necessary. Age range: Teen (13+) | Main Ballroom, Table E2 (6' Round) |
| SATURDAY at 1:00 PM, Duration: 5 hrs Event Type: RPG | 25 | PFS Scenario #5-09: Equal Exchanges – Skymetal Hoard. Hosted by: a.klaus42@gmail.com. - PFS Scenario #5-09: Equal Exchanges – Skymetal Hoard. Age range: Teen (13+) | Pathfinder Room, P-5 (5' Round) |
| SATURDAY at 1:00 PM, Duration: 2 hrs Event Type: Miniatures | 73 | Space Cube: Infowars. Hosted by: BitCook. - Space Cube is a new spaceship miniatures combat game with unique and very visual mechanics. See if you can guide your fleet to victory and gather the incredibly valuable data packets. No experience/materials necessary, rules will be taught. Age range: Teen (13+) | Main Ballroom, Table B4 (8'x5') |

| Date & Time | # | Event | Location (Area, Table) |
|-----------------------------------------------------------------------|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|
| SATURDAY at 3:00 PM, Duration: 3 hrs Event Type: Miniatures | 4 | Assault on Facility 13 (game #1). Hosted by: Chad Murry. - Mechanized walkers, robotic infantry, zombies and werewolves in WW2? Come play an epic game of Konflikt '47 and immerse yourself in the weird war of "What if". Age range: Teen (13+) | Main Ballroom, Table B1 (8'x5') |
| SATURDAY at 3:00 PM, Duration: 4 hrs Event Type: Miniatures | 85 | Bad Day at Dead Doug Gulch. Hosted by: Entilzha42. - A strange mist has covered the valley, as the town of Dead Doug Gulch discovers at Sunrise... Strange things moving in the mist, weird sounds, all seeming to be approaching the town... 28mm Old West Miniatures, Modified Desperado 3rd edition rules. Age range: Preteen (8+) | Main Ballroom, Table B3 (8'x5') |
| SATURDAY at 3:00 PM, Duration: 4 hrs Event Type: Board Game | 22 | Fallen Land: A Post-Apocalyptic Board Game (2E). Hosted by: darknite. - Lead a group of savvy survivors to bring your settlement to glory in the Fallen Land. Age range: Teen (13+) | Main Ballroom, Table E3 (6' Round) |
| SATURDAY at 3:00 PM, Duration: 4 hrs Event Type: RPG | 34 | Pathfinder Society Scenario #5-19: Demonic Afterparty L3-6. Hosted by: xilbusz@gmail.com. - A demonic cult recently performed a ritual to great success, part of its leader's grander schemes. Her work near Nerosyan complete for now, she left a token force to guard the site, no longer needing it, and prepared to travel elsewhere for grander plans. This activity, though, has been noticed. The ritual site was supposed to be completely abandoned, but a group of traveling merchants noticed the strange activity. This was reported to the Nerosyan leadership, who in turn have pressured Venture-Captain Jorsal of Lauterbury to get involved. Jorsal has decided to send the PCs, to investigate the site itself, assuming that a place so near the city likely isn't much of a threat. Age range: Teen (13+) | Pathfinder Room, P-3 (5' Round) |
| SATURDAY at 3:00 PM, Duration: 4 hrs Event Type: Miniatures | 36 | Return to Moria: Goblin Wars. Hosted by: BillW. - Balin's ill-fated expedition to Moria has ended, his army dead to the last dwarf. Goblin forces also have been gutted, but two remaining factions will now battle for control of Moria: Durbûrz, self-appointed King of the Goblins, and Drûzhag the Beastcaller. Two armies of goblins, wargs, trolls, spiders, bats and cave dragons fight over the remains of Goblintown using GW's War of the Ring rule system. Easy to learn, fast to play, lots of action. This game won Best Theme at Little Wars. Age range: All Ages | Main Ballroom, Table A2 (16'x5') |

| Date & Time | # | Event | Location (Area, Table) |
|-----------------------------------------------------------------------|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------|
| SATURDAY at 3:00 PM, Duration: 4 hrs Event Type: Miniatures | 99 | With Friends Like These.... Hosted by: JHARNES. - You are all part of the Dirt Gang. You have successfully robbed the bank in Rock Ridge and have made it back to your hideout. All that is left to do is split up the money. Easy peasy... (This is a 28mm Old West skirmish game using modified Desperadoes rules.) Age range: Teen (13+) | Main Ballroom, Table D5 (8'x5'), Table E5 (6' Round) |
| SATURDAY at 5:00 PM, Duration: 5 hrs Event Type: Miniatures | 78 | 1st El Alamein-2nd Battle of Ruweisat Ridge. Hosted by: kca-bai@aol.com. - 1st El Alamein-2nd Battle of Ruweisat Ridge, July 21, 1942. The 23rd Armoured Brigade (Valentines) attempts to out flank the Germans on the south side of the ridge. Gott im Himmell!, Jagdpanzer 2nd Edition. Age range: All Ages | Main Ballroom, Table A4 (16'x5') |
| SATURDAY at 5:00 PM, Duration: 5 hrs Event Type: RPG | 17 | ACORN 5-15 Race to Seeker's Folly (levels 5-9). Hosted by: Sandrin of Blackthorn. - A Garundi noble hires agents of the Aspis Consortium to locate a treasure she believes lies buried in the Sahure Wastes. They trek across the desert and contend with the harsh environment and its weather-hardened inhabitants. When they finally find the ruins where the prize is rumored to rest, will they be better prepared than the last group of adventurers to deal with what they find inside? Age range: Adult (18+) | Pathfinder Room, P-1 (5' Round), P-4 (5' Round) |
| SATURDAY at 5:00 PM, Duration: 4 hrs Event Type: RPG | 109 | C1, Return to the Hidden Shrine of Tamoanchan. Hosted by: Wisconsin Johnson - Fate brought your band of adventurers to the ruins of Tamoanchan, fabled city of the Olman Gods. First discovered the summer of 1979, one of the first tourneys from the lands of Greyhawk. It set the style and format for generations of adventures to come. Rated one of the 10 most deadly dungeons. Age range: Teen (13+) | Main Ballroom, Table E6 (6' Round) |
| SATURDAY at 5:00 PM, Duration: 4 hrs Event Type: Miniatures | 84 | Grand Napoleonic - Waterloo. Hosted by: MattConkrite. - We will simulate the Waterloo Campaign of 1815 with three battles - Ligny, Quatre Bras, and Waterloo using 2mm armies with brigade and battery level bases on a miniature landscape featuring Belgian farm complexes, roads, fields, and woods. The rules used are based on 2x2 by Rod Humble and modified to extend to full armies on a grand scale. As Wellington or Blucher, will you finally destroy the Corsican Monster and bring peace to the European Monarchy? As Napoleon, will you brush aside the Anglo-Prussian forces and recapture the glory of Imperial France? It's up to you! Age range: Teen (13+) | Main Ballroom, Table B2 (8'x5') |

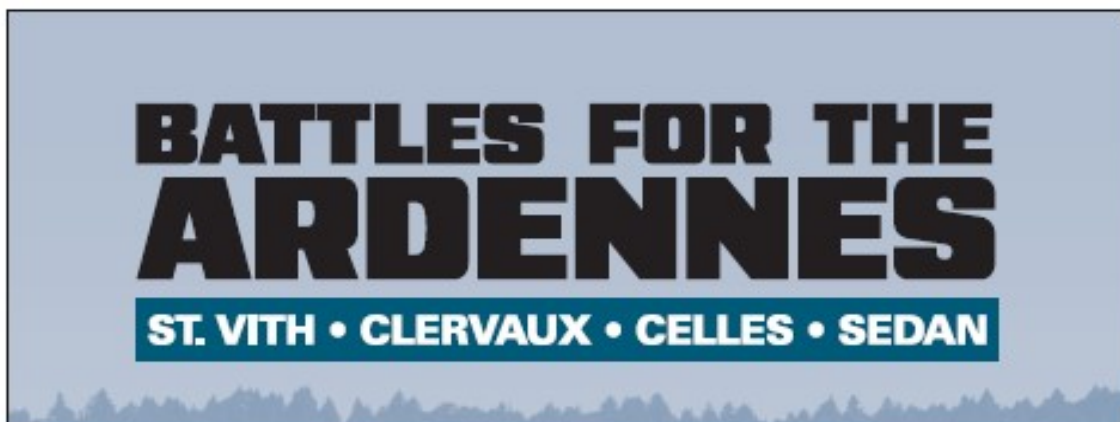
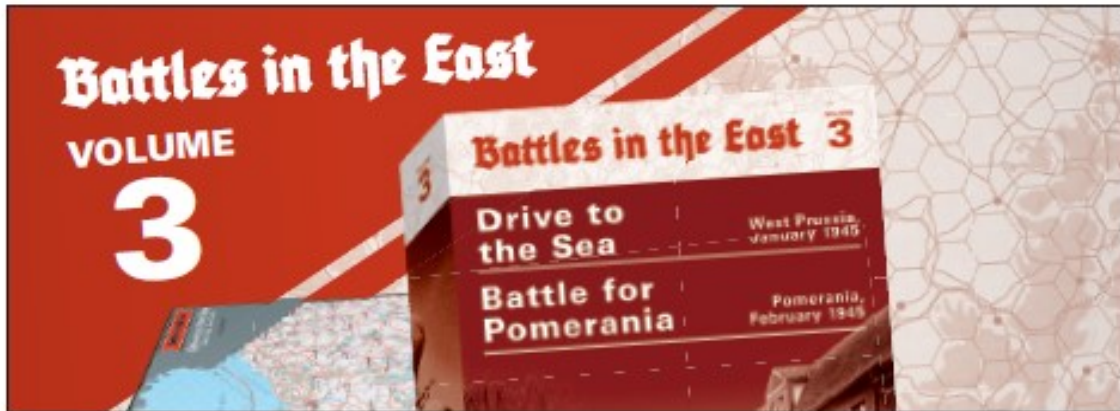
| Date & Time | # | Event | Location (Area, Table) |
|-----------------------------------------------------------------------|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------|
| SATURDAY at 5:00 PM, Duration: 4 hrs Event Type: Miniatures | 96 | Lepanto 1571: Galleys in the Mediterranean. Hosted by: Wisercj - Sharpen your swords, load the cannon and man the oars! Will the Ottomans continue their expansion in the Mediterranean or will the Catholic Holy League put aside their disputes long enough to contest them? Command a squadron of 3-4 colorful 15mm renaissance galleys in this easy to learn 'wine and dates' style skirmish game. Age range: Teen (13+) | Main Ballroom, Table A3 (16'x5'), Table B4 (8'x5') |
| SATURDAY at 5:00 PM, Duration: 4 hrs Event Type: Board Game | 77 | Memoir 44 OVERLORD - Operation Market Garden. Hosted by: ericruethling. - Memoir 44, but with the two-team multiplayer OVERLORD variant. This time we'll be using the Market Garden battle map, where the allies have a dwindling supply of Command Cards as the game progresses ratcheting up the stress if all victory conditions can be met before the Germans can close the door. Age range: Preteen (8+) | Main Ballroom, Table D4 (8'x5') |
| SATURDAY at 5:00 PM, Duration: 4 hrs Event Type: Miniatures | 88 | Stalingrad-ish. Germans and Soviets Slugfest. Hosted by: repjr7@gmail.com. - The classic adversaries duke it out in a head-to-head confrontation. 1/56 Bolt Action v3. Age range: Adult (18+) | Main Ballroom, Table A5 (16'x5') |
| SATURDAY at 5:00 PM, Duration: 4 hrs Event Type: Miniatures | 57 | Whirling Yellow death vs the Flying Fangs of Death. Hosted by: doccalaban. - In the rural town on the outskirts of Chicago something strange is going on. Can the locals discover what is lurking in the shadows and taking the innocent for some demonic purposes. Set in 1930s rural Illinois using Pulp Alley Rules. Age range: All Ages | Main Ballroom, Table D2 (8'x5') |
| SATURDAY at 5:00 PM, Duration: 4 hrs Event Type: RPG | 83 | Ziggurat of the Megaton Maiden (MCC). Hosted by: Ophorio. - The Mutation Nation, a lawless radiation cult who worship the Megaton Maiden, strive to bring the gift of the atom to all. The Doomsday Clock stands at 2 minutes to midnight and their ritual will irradiate the region and bring mutation or death to all. Can you save everyone from the detonation? Age range: Teen (13+) | Main Ballroom, Table E1 (6' Round) |
| SATURDAY at 7:00 PM, Duration: 3 hrs Event Type: Miniatures | 5 | Assault on Facility 13 (game #2). Hosted by: Chad Murry. - Mechanized walkers, robotic infantry, zombies and werewolves in WW2? Come play an epic game of Konflikt '47 and immerse yourself in the weird war of "What if". Age range: Teen (13+) | Main Ballroom, Table B1 (8'x5') |

Winter 2024 Releases
Pre-Order available



661.587.9633 | Shop.DecisionGames.com

PO Box 21598, Bakersfield, CA 93390-1598

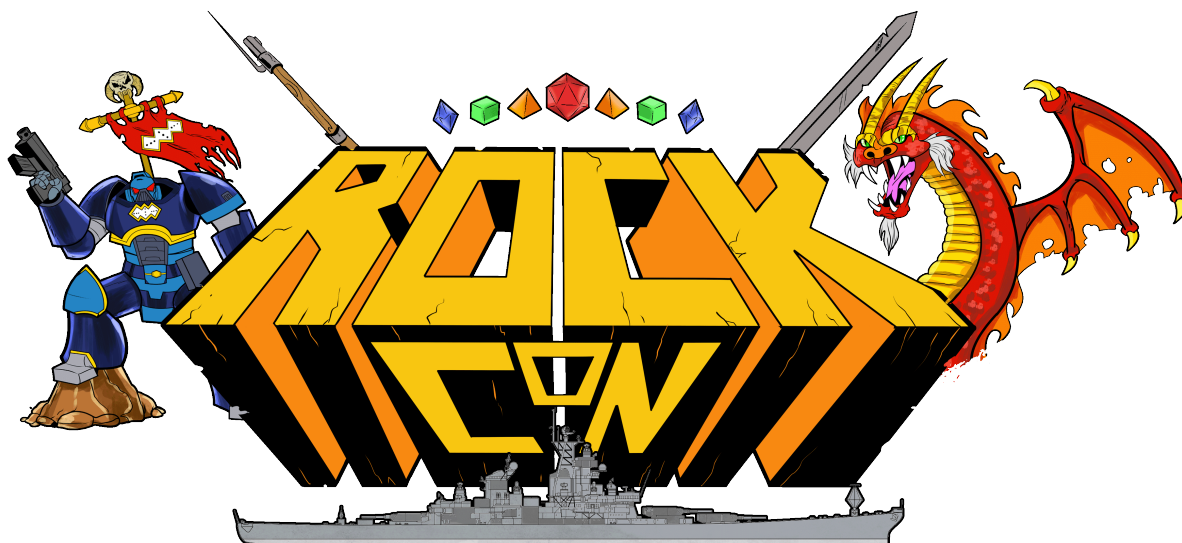


| Date & Time | # | Event | Location (Area, Table) |
|-----------------------------------------------------------------------|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|
| SATURDAY at 7:00 PM, Duration: 4 hrs Event Type: Miniatures | 28 | B Movie Game 2024: Inglorious Wizerds. Hosted by: mdpennock. - The World is in Danger! The Nazis have discovered a Tome of Great Power and are conspiring to awaken an Unstoppable Evil, and only the Resistance is aware of the threat. Fortunately, they have managed to secure a copy of a ritual to summon Magical Aid that can put an end to the Nazi's Nefarious Plans. This ritual is duly performed and a band of Stalwart Heroes are summoned. At least, you think they're the Heroes... At the very least they don't seem to like the Nazis, so what could possibly go wrong? The World needs Saving, so grab your Wand. And your Night Vision Tiara. And a submachinegun... do Wizards really use submachineguns?. Age range: Teen (13+) | Main Ballroom, Table A1 (16'x5') |
| SATURDAY at 7:00 PM, Duration: 4 hrs Event Type: RPG | 95 | Intro to Twilight 2000 4th edition. Hosted by: Ckosacranoid - I am running a concise intro and rough play though of the Twilight 2000 game. Age range: All Ages | Main Ballroom, Table C3 (8'x5') |
| SATURDAY at 7:00 PM, Duration: 3 hrs Event Type: Board Game | 51 | Mare Nostrum. Hosted by: Edward J Wisniowski. - Fight for supremacy of the ancient world. Enlist the help of the Gods and build the world's seven wonders. Will Atlantis rise again, or will Rome dominate the Mediterranean? Rules are taught on-site and enjoy a casual game with six people as you attempt to rule the world. Age range: Teen (13+) | Main Ballroom, Table D3 (8'x5') |
| SATURDAY at 7:00 PM, Duration: 4 hrs Event Type: Miniatures | 107 | Not Battletech; Hot Pursuit. Hosted by: tpburg@msn.com. - A company of raiding mechs attempt to extract in the face of strong pursuit forces. Played using my own rules designed to play faster than classic battletech, with more flavor than Alpha Strike. Each player commands a lance of mechs. Age range: Teen (13+) | Main Ballroom, Table C4 (8'x5') |
| SATURDAY at 7:00 PM, Duration: 4 hrs Event Type: RPG | 26 | PFS Scenario #5-11: Equal Exchanges – The Hidden Current. Hosted by: a.klaus42@gmail.com. - PFS Scenario #5-11: Equal Exchanges – The Hidden Current. Age range: Teen (13+) | Pathfinder Room, P-2 (5' Round) |
| SUNDAY at 9:00 AM, Duration: 4 hrs Event Type: Miniatures | 46 | 15mm Seven Year War. Hosted by: Gregory Johnson. - The Prussian have stumbled across an Austrian supply depot in a small Silesian village. Can the Prussian's take the town and feast in the evening on the spoils of war? Rules: Frederick the Great. Age range: Adult (18+) | Main Ballroom, Table D1 (8'x5') |

| Date & Time | # | Event | Location (Area, Table) |
|------------------------------------------------------------------------|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|
| SUNDAY at 9:00 AM, Duration: 3 hrs Event Type: Miniatures | 3 | A Game of Thrones - Stark vs. Lannister. Hosted by: Chad Murry. - Dive into the world of Westeros and take control of one of the great houses. Play as Stark, Lannister, Martell or the Night's Watch and seek glory on the battlefield. Age range: Teen (13+) | Main Ballroom, Table B1 (8'x5') |
| SUNDAY at 9:00 AM, Duration: 5 hrs Event Type: RPG | 18 | ACORN 5-16 Sanctum of the Sages (levels 7-11). Hosted by: Sandrin of Blackthorn. - The Sage Jewels were rumored to contain knowledge and power from ancient Osirion, and the PCs now find themselves in possession of several of them. While they agreed to acquire the jewels for others, the idea of keeping the jewels gives them cause to reconsider. Can they outmaneuver other interested parties and determine where the jewels will best serve the Consortium's interests? Or will the secrets of the past be lost or fall into the wrong hands? Age range: Adult (18+) | Pathfinder Room, P-1 (5' Round) |
| SUNDAY at 9:00 AM, Duration: 4 hrs Event Type: Board Game | 100 | Age of Renaissance. Hosted by: phobar. - A game that is often described as a semi-sequel to Civilization. Players attempt to build up their cultures during the Middle Ages and Renaissance periods. The game features a card deck that holds events, payout cards, and famous leaders of the particular eras. Age range: Teen (13+) | Main Ballroom, Table A1 (16'x5') |
| SUNDAY at 9:00 AM, Duration: 4 hrs Event Type: Miniatures | 66 | All That Glitters. Hosted by: Zeke99. - The Rojo Vaqueros drinking to their own reputation in town at the 1881 border are about to get a visit from the Ortega Clan. Seems the Rojos stole bags of gold from the Big Bend Stagecoach Co. that belonged to the renowned Ortegas who want the lucre back. Can the Rojos sober up fast enough to meet the challenge? Are the Ortega's now led by two accomplished gun women the hard case as their reputations declares? Did the jefe Vaquero fashion a tooth from that gold? What A Cowboy rules, every six gun gets a loaded cylinder. 32mm in a hard scrabble Texas border town awaits. I've got the bullets in .45 caliber. Bring your boots, a personal epitaph of your choosing, and your courage. Age range: Teen (13+) | Main Ballroom, Table C3 (8'x5') |
| SUNDAY at 9:00 AM, Duration: 3 hrs Event Type: Miniatures | 58 | BAR ROOM BLITZ. Hosted by: doccalaban. - He slowly walked into the tavern just after closing time, and called out to the lone bar-keep Good evening, Madame... Pulp Alley. Age range: All Ages | Main Ballroom, Table D4 (8'x5') |

| Date & Time | # | Event | Location (Area, Table) |
|--------------------------------------------------------------------------|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|
| SUNDAY at 9:00 AM, Duration: 2 hrs Event Type: Board Game | 8 | Crossing Oceans by Mac Gerdts. Hosted by: Patrick Benson. - The age of sail is fading. In the place of sail comes the new steel and steam ocean liners. Can you as President of the Shipping company deliver the passengers, cargo, and block out your competitors to rule the lucrative Ocean shipping lanes? Age range: Teen (13+) | Main Ballroom, Table E1 (6' Round) |
| SUNDAY at 9:00 AM, Duration: 3 hrs Event Type: Miniatures | 30 | Girls und Panzer: Sunday Morning Tankery. Hosted by: mdpennock. - We will once again be running Girls und Panzer on Sunday morning for Rock-Con. 15mm tank combat as girl's high school sport - based on the anime series Girls und Panzer. Age range: Teen (13+) | Main Ballroom, Table C1 (8'x5') |
| SUNDAY at 9:00 AM, Duration: 0.5 hrs Event Type: Miniatures | 65 | Judge Dredd Demo. Hosted by: tk1055. - Learn to Play Judge Dredd from Warlord Games. America is an irradiated wasteland. Within it lies a city. Outside the boundary walls, a desert. A cursed earth. Inside the walls, a cursed city, stretching from Boston to Washington D.C. An unbroken concrete landscape. 800 million people living in the ruin of the old world and the mega structures of the new one. Mega blocks. Mega highways. Mega City One. Convulsing. Choking. Breaking under its own weight. Citizens in fear of the street. The gun. The gang. Only one thing fighting for order in the chaos: the men and women of the Hall of Justice. Juries. Executioners. Judges. Age range: Preteen (8+) | Main Ballroom, Table C2 (8'x5') |
| SUNDAY at 9:00 AM, Duration: 3 hrs Event Type: Board Game | 52 | Mare Nostrum. Hosted by: Edward J Wisniowski. - Fight for supremacy of the ancient world. Enlist the help of the Gods and build the world's seven wonders. Will Atlantis rise again, or will Rome dominate the Mediterranean? Rules are taught on-site and enjoy a casual game with six people as you attempt to rule the world. Age range: Teen (13+) | Main Ballroom, Table D3 (8'x5') |
| SUNDAY at 9:00 AM, Duration: 3 hrs Event Type: Miniatures | 89 | More German Soviet Bolt Action. Hosted by: repjr7@gmail.com. - Another meeting engagement between Germans and Soviets. 1/56 Bolt Action v3. Age range: Adult (18+) | Main Ballroom, Table A5 (16'x5') |
| SUNDAY at 9:00 AM, Duration: 4 hrs Event Type: RPG | 35 | Pathfinder Society Scenario 2E #5-03: Heidmarch Heist L5-8. Hosted by: xilbusz@gmail.com. - The PCs are tasked with escorting a valuable item slated to be gifted to a powerful potential ally of the Pathfinder Society, but as they are being briefed on their mission, an unknown thief is pulling off a heist within Heidmarch manor, and the item the PCs were to escort has been stolen just as Venture-Captain Shiela Heidmarch goes to show them the item. The PCs must pick up the thief's trail in a race across Magnimar to recover the treasure they haven't even had the opportunity to see, much less guard. Age range: Teen (13+) | Pathfinder Room, P-3 (5' Round) |

| Date & Time | # | Event | Location (Area, Table) |
|------------------------------------------------------------------------|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|
| SUNDAY at 9:00 AM, Duration: 5 hrs Event Type: RPG | 27 | PFS Scenario #5-18: Equal Exchanges - Tapestry of the Mind. Hosted by: a.klaus42@gmail.com. - PFS Scenario #5-18: Equal Exchanges - Tapestry of the Mind. Age range: Teen (13+) | Pathfinder Room, P-2 (5' Round) |
| SUNDAY at 9:00 AM, Duration: 2 hrs Event Type: Miniatures | 54 | Sails of Glory -. Hosted by: crashx1680. - A Tabletop miniatures game - Sail the Wooden Tall Ships in the time of the 1776 - 1815. Age range: Teen (13+) | Main Ballroom, Table D2 (8'x5') |
| SUNDAY at 9:00 AM, Duration: 3 hrs Event Type: Miniatures | 90 | Treasures of King Boka. Hosted by: JonMichal. - A group of adventurers have been hosted by King Boka. Being the person that he is, King Boka lavished prizes upon the adventurers and showed them his three prized possessions. Being the unscrupulous persons that they are, the adventurers have absconded with the King's treasures. Can they get to their boat before King Boka's revenge? Age range: Preteen (8+) | Main Ballroom, Table B2 (8'x5') |
| SUNDAY at 9:00 AM, Duration: 4 hrs Event Type: RPG | 110 | What's in the Box? Hosted by: Wisconsin Johnson - Age range: Preteen (8+) | Main Ballroom, Table E6 (6' Round) |



November 7-9, 2025

For more information please visit:

WWW.ROCK-CON.COM or

<https://www.facebook.com/rockconconvention>



TEBALA SHRINERS

MENU for Friday

5:00 PM - 7:30 PM

| | |
|--------------------------------------------------------------|---------|
| Pork Chop Sandwich & Chips | \$ 8.00 |
| Hamburger & Chips | \$ 7.00 |
| Brat & Chips | \$ 7.00 |
| Hot Dog & Chips | \$ 7.00 |
| Veggie Burger & Chips | \$ 8.00 |
| Tortilla Chips & Nacho Cheese | \$ 5.00 |
| Chips, Cookies, Snacks | \$ 2.00 |
| Soda (Coke, Diet Coke, Mountain Dew, Sprite) Coffee or Water | \$2.00 |

MENU for Saturday

12:00 PM - 2:00 PM and 5:00 PM - 7:30 PM

| | |
|--------------------------------------------------------------|---------|
| Pork Chop Sandwich & Chips | \$ 8.00 |
| Hamburger & Chips | \$ 7.00 |
| Brat & Chips | \$ 7.00 |
| Hot Dog & Chips | \$ 7.00 |
| Veggie Burger & Chips | \$ 8.00 |
| Tortilla Chips & Nacho Cheese | \$ 5.00 |
| Chips, Cookies, Snacks | \$ 2.00 |
| Soda (Coke, Diet Coke, Mountain Dew, Sprite) Coffee or Water | \$2.00 |

Breakfast Only

8:00 AM - 10:00 AM

| | |
|---------------------------|---------|
| Biscuit and Sausage Gravy | \$ 5.00 |
| Assorted Pastries | \$ 2.00 |

THIS SPACE INTENTIONALLY LEFT BLANK

OUR THANKS TO OUR SPONSOR:

