

Welcome to *Chaoticon 14!* Chaoticon (Chaotic Convention) is the event-of-the-year for the UWGB Gamers' Club. This booklet contains the scheduled events that will be run as well as other useful info.

Any Questions or comments should be delivered to Jeff, lead Coordinator, or any other Club Members manning the Desk.

Enjoy the Con!

Event Times

Events are listed alphabetically. If at any time you wish to announce a game not in the booklet, please use the microphone to advertise the game you want to start. We encourage open gaming!

Event Locations

Events will run in the Phoenix rooms, A, B or C, and in the Niagra rooms. In each room there will be tables labeled to which room they're in (B-1, B-2...C-1). Phoenix A and B are used mainly for board, strategy, war, and card games. Phoenix C and the Niagra Rooms will be used for Role-playing games, mainly the RPGA events.

**Event times and locations are subject to change.*

Important Rules

1. Only our official vendors may sell at the con. (Please visit them!) No one else is permitted to sell ANYTHING. This is a University Policy. Anyone caught selling will be ejected from the convention without reimbursement.
2. No Alcohol is allowed into the con.
3. All food must be purchased from the university Dining Service, Corner Store, or vending machines. No delivery food or outside food may be brought into the union. This is a University Policy.
4. Act in a respectful manner and enjoy yourself.

Convention Coordinator:

Jeff Harpold

With help from:

Gamers Club Members

Design:

Todd Schumacher

Thanks to our Club Founders:

Adam Bauknecht
Chris Bauknecht
James Brunn

And Finally to

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Office of Student Life

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SATURDAY RPGA

	Phoenix C	Niagra A	Niagra B	Niagra C
10:00		Living Force Decision Almas	Living Greyhawk COR 501 Stone Mans Missive	Living Greyhawk HIG 501
12:00				
2:00	Living Force Decision Corsicant	Living Greyhawk COR 502 Voice of Reason	Living Greyhawk HIG 502	
4:00				
6:00		Living Force 6PM-10PM Decision Cularin	Living Greyhawk 6PM-10PM IUZ 501	
8:00				

SUNDAY RPGA

	Phoenix C	Niagra A	Niagra B	Niagra C
10:00	Mark of Heros Ebberon 1		Living Greyhawk HIG 502	Living Greyhawk COR 502 Voice of Reason
12:00		Living Force Interactive		
2:00	Mark of Heros Ebberon 2		Living Greyhawk COR 4-18 If Never Rains in Nyrond	
4:00				

SOME EVENTS NOT SCHEDULED AT THE TIME OF PRINTING

NOTES

ALL DAY TRAIN GAMES

Judge: Sam Kopf
System: Various
Game Type: Board and Card Game
Time : Saturday 10:00am-10:00pm
Location: Phoenix A-5
Difficulty: Easy - Will Teach
Knowledge of Game Required: No
Number of Players: any

Description of the Game:

Any number of train games to choose from. Set up a time to play or learn. Empire builder, Iron Dragon, Aussie Rails, British Rails, Euro Rails, Lunar Rails, Nippon Rails, India Rails, Rail Baron, Express.

THE APRIL FOOL'S SUPRISE!

Judge: Craig J. Shaft
System: Condotteni 2543
Game Type: Skirmish Miniature Game
Time : Saturday 12:00pm-4:00pm
..... Sunday 2:00pm-6:00pm
Location: Phoenix A-6
Difficulty: The same as Monopoly
Knowledge of Game Required: No
Number of Players: 4-6

Description of the Game:

Set in the modern day in a village which was hit by five hurricanes in succession. Each player will control five figures representing either one of two Stazzt gangs, the patrons of a biker bar, an elite police squad, a squad of private security guards, or a group of mafistas. Each player will have their choice of "Agendas". Unknown to the players, a zombie army waits to attack. Will these diverse groups put aside their differences to fight a common enemy?

BANG

Judge: Jason Winkel
System: Bang
Game Type: Card Game
Time : Saturday 4:00pm-6:00pm
Location: Phoenix B-1
Difficulty: Easy
Knowledge of Game Required: No
Number of Players: 8

Description of the Game:

Card Game. The outlaws hunt the sheriff. The Sheriff hunts the outlaws. The renegade plots secretly, and the Sheriff has his deputies.

CHAOTICON 500

Judge:Graham Callis
System: Formula De
Game Type: Racing Board Game
Time : Sunday 12:00pm-2:00pm
Location:Phoenix A-1
Difficulty:..... Medium
Knowledge of Game Required: Some would be good
But will teach
Number of Players:..... 10 Max

Description of the Game:

Sunday! Sunday! Sunday! Come and race your very own formula race car to victory on one of the largest race courses ever created. Maneuver difficult turns and avoid debris to be the first to cross the finish line.

CHEZ EVERYTHING

Judge:Patt Christie
System: Chez Geek
Game Type: Card Game
Time :Saturday 6:00pm-8:00pm
Location:Phoenix A-2
Difficulty:.....Easy
Knowledge of Game Required: No
Number of Players:..... 4-8

Description of the Game:

All the players are roommates in a competition to see who can slack off the most. All 6 Chez Geek decks are mixed along with Chez Goth, Chez Greek, and Chez Grunt.

CLAY-O-RAMA-THON

Judge: Amy Piaget Callis
System:Play-Dough and Dice
Game Type: Wargame-Ish
Time : Saturday 12:00pm-2:00pm
Location:Phoenix A-2
Difficulty:.....Easy
Knowledge of Game Required: No
Number of Players:..... 6+

Description of the Game:

Create your own monstrous Claydonian beastie out of clay to battle in the Phoenix Coliseum for ultimate fame and glory... Witness the triumphant battles and merciless deaths of beloved Claydonians... Will your Claydonian triumph or be squashed by the all powerful masters?

Living Force

Decision: Almas

It has become increasingly clear that dark forces, both Force Sensitive and not, seek to discredit or destroy the Jedi of Almas. Moreover, the Almas Academy's nonstandard philosophy has continuously been called into question. Can the heroes of Cularin show their support for the Republic, while Master Lanius comes to his final decision regarding the path of Almas' Jedi Academy? Meanwhile, the tension between Cularin and Thaere reaches the breaking point...

An adventure for LIVING FORCE heroes of levels 1-13. This scenario must be played as the first of the "Decisions" trilogy. This is a single-round scenario. Parts 2 and 3 are effectively a 2-round scenario and must be played in sequence.

IMPORTANT NOTE: THIS specific scenario (Decisions I, Decision: Almas) may be played, while still allowing the hero to be played in previous releases. The remaining two parts lead in to Year 5 and the specific hero played in them may not later play scenarios earlier in the LIVING FORCE chronology.

Decision: Coruscant

The representatives of Thaere have demanded that the Imperial Senate Hearings, regarding the "Cularin Question", come to a decision. A mission of paramount importance will send the heroes running a space race and an urban gauntlet to get crucial evidence to the Senate Hearings. The danger remains, however: could Cularin suffer more by winning, than by losing, this decision?

An adventure for LIVING FORCE heroes levels 1-13. A diplomat would be especially helpful in this scenario, as will pilots. This scenario must be played after "Decision: Almas" (Episode I of the "Decisions" trilogy) and any earlier LIVING FORCE scenarios. It also must be followed by "Decision: Cularin" (Episode III of the trilogy). The sequence of events in these scenarios is important to proper enjoyment of the campaign. It is recommended that the heroes have been played through the trilogy "The Jedi Code".

IMPORTANT NOTE: This is an "exit trilogy" for Year 4 of the LIVING FORCE campaign. Any LIVING FORCE hero that is played in this two round tournament, scenarios 2 and 3 of the "Decisions" trilogy, may NO LONGER be played in earlier-release scenarios, from Years 1 to 4. If the player has another, different hero, that hero can still be played in older scenarios.

Decision: Cularin

As the Senate is about to decide the "Cularin Question", the Thareians decide to make it simple for them, by rendering the whole process moot. For the moment, the "movers and shakers" of the galaxy turn their eyes to the little system of Cularin.

An adventure for LIVING FORCE heroes of levels 4-12. This scenario must be played after "Decision: Coruscant" (Episode II of the "Decisions" trilogy) and any earlier LIVING FORCE scenarios. This scenario is especially appropriate for pilot heroes and any with good combat skills, but all heroes can be useful.

IMPORTANT NOTE: "Decisions" is an "exit trilogy" for Year 4 of the LIVING FORCE campaign. Any LIVING FORCE hero that is played in scenarios 2 and 3 of this trilogy may NO LONGER be played in earlier-release scenarios, from Years 1 to 4. Once the hero plays this scenario (#3, "Decision: Cularin"), that hero then exits Year 4 of the Campaign, to the Year 5 scenarios, presuming that the hero survives. If the player has another, different hero, that hero can still be played in older scenario

DIAMOND ED. L5R TOURNAMENT

Judge: Derick K
System: Legend of the Five Rings
Game Type: CCG
Time : Saturday 3:00pm-8:00pm
Location: Niagra C
Difficulty: Moderate
Knowledge of Game Required: Yes
Number of Players: TBD

Description of the Game:

ENTRY FEE \$5.⁰⁰.

Legend of the Five Rings Tournament.

EVERYONE MUST DESTROY PETE!!

Judge: Pete Homar
System: Robo•Rally
Game Type: Board Game
Time : Saturday 2:00pm-4:00pm
Location: Phoenix A-2
Difficulty:
Knowledge of Game Required: Previous RoboRally
experience will definitely help, but isn't necessary.
Number of Players: Up to 7

Description of the Game:

Judge Pete's skill at RoboRally is the stuff of Legend. This is your chance to bring him down!

Up to 8 people can play RoboRally, and in this Event, Judge Pete will be one of them. Join forces with the other players and unite against him! Shove his Robot into pits, mine-fields, and crushers. Shoot his robot with missiles, lasers, tractor-beams, and anything else you can get your greasy little robotic clamps on! Feel free to do this to other players too. Devious, cut-throat style competition is what this game is all about, after all. But a seat will be saved for you in the Halls of Robot Vallhalla if you manage to be part of the Alliance that brings Pete down! IT IS ON!!!

GRAND FRENCHY HEAD CHOPPIN TOURNEY V

Judge: Graham Callis
System: Guillotine
Game Type: Non-Collectible Card Game
(That's right I said Non-Collectible!!)
Time : Saturday 4:00pm-6:00pm
Location: Phoenix B-3
Difficulty: Easy
Knowledge of Game Required: No
Number of Players: 16 Max

Description of the Game:

When a revolutionary movement turns into the right movement, will you be ready? Ask your revolt leader about Guillotine.

COR 4-19 That Which Was Not Meant to be Known (APL 2-6)

A favor takes you from the town of Diamond Lake to the tiny village of Rowanfen on the edge of the Mistmarsh where nothing is quite as it seems. A Core adventure set in the Domain of Greyhawk for APLs 2 to 6

Highfolk Events Highfolk Regional Premier!

HIG5-02 Goblin Knights (APL 2-12)

HIG 5-01 Pooling Resources (APL 6 - 12)

HIG4-08 Harmony of a Wicked Fate (APL 6 - 12)

HIG 4-09 The Cauldron of Hope and Despair (APL 6-12)

IUZ Meta-Regional Events

IUZ 5-01 Portal of Hate (APL 10 - 16)

IUZ 4-08 Shattered Reflections (APL 10 - 16)

IUZ 4-09 A Little Soul Searching (APL 10 - 16)

Dungeons & Dragon Campaigns

Eberron: Mark of Heroes

EMH - 1 Reflections on the Multiverse

EMH - 2 Pirates Bounty and the Island of Fire

A trip by sea to Newthrone turns into a harrowing adventure on the high seas as pirates attack! Pirates, cannibals and buried treasure await those will to make the trek into the interior of the Isle of Fire! An adventure set in Eberron and optimized for 1st-level characters

Blackmoor the MMRPG

Episode 1 DAB - DA01 The ComeBack Inn by Dave Arneson

For decades, the infamous ComeBack Inn has been a haven to adventurers. It is rumored that all true Blackmoorian adventurers discover themselves within its strange and mysterious walls. Though none speak of it openly, it is rumored that adventure is but a few steps away. What will you find within the ComeBack Inn? A Dave Arneson's Blackmoor adventure for first level PCs.

Episode 2 DAB - DA02 A Night Out Under the Stars? by Brad Ruby

For decades, the infamous ComeBack Inn has been a haven to adventurers. It is rumored that all true Blackmoorian adventurers discover themselves within its strange and mysterious walls. Though none speak of it openly, it is rumored that adventure is but a few steps away. What will you find within the ComeBack Inn? A Dave Arneson's Blackmoor adventure for first level PCs.

3 DAB - WC01 Redwood Distraction by Dawn Coakley

The southern border of the Redwood has again become infested with orcs. The elves have dispatched hunting parties to drive them off, but with no success. A dark shadow is falling over the woods. A Dave Arneson's Blackmoor adventure for levels 1-4.

Episode 4 DAB - RP01 Blood Wind by Tad Kilgore

The High Hak is a deadly place for even its hardiest of residents. Peshwah nomads tread carefully for the land is riddled with treachery. Among these nomads, trust is not given lightly, but in this harsh environment, adventurers will quickly learn the true need for trust. A Dave Arneson's Blackmoor adventure for PCs levels 1-6.

LAST EMBRACE VAMPIRE: THE REQUIEM

Judge: Jake Harkins, Ben Panzer,
Jon Wier, John Wayne Laux
System: LARP
Game Type: LARP
Time : Saturday 4:00pm-10:00pm
Location: TBD
Difficulty: MATURE AUDIENCE
Knowledge of Game Required: World of Darkness
Vampire: The Masquerade
Vampire the Requiem
Number of Players: 10-40

Description of the Game:

Green Bay by Night. Modern Horror in gothic-punk GB.

LORD OF THE RINGS RISK

Judge: Vince Czahor
System: Risk
Game Type: Strategy Wargame
Time : Saturday 12:00-6:00pm
Location: Phoenix A-5
Difficulty: Easy
Knowledge of Game Required: No
Number of Players: 2-4

Description of the Game:

Dominate Middle Earth as the forces of Light or Dark. If you are familiar with Risk or always wanted to be Sauron, join us in this game.

MLB SHOWDOWN (DEMO)

Judge: Dan Rieder
System: CCG (head to head)
Game Type: Card
Time : Saturday 6:00pm-8:00pm
Location: Phoenix B-1
Difficulty: Easy
Knowledge of Game Required: Basic rules of baseball.
Number of Players: 2+

Description of the Game:

Players either bring own teams, or use what is provided. Basic simulation of a baseball game, But MORE FUN!!! You make strategy decisions and control your teams.

RPGA EVENTS

System: Dungeons & Dragons/Star Wars
Game Type: RPGs
Time : TBD
Location: TBD

The complete RPGA event list:

Living Greyhawk:

Core Events

COR 5-01 Stone Man's Missive (APL 6 - 12)

Drell, the peaceful and reclusive stone giant, has gone visiting some local miners in the Abbor-Alz Hills. All he finds are empty homes, and signs that his friends disappeared in the middle of their daily tasks. Drell asks the help of trusted adventurers to solve this mystery: who would want to spirit away a clan of miners? A loose sequel to COR4-02 The Stone Man's Puzzle. A scenario for APLs 6 to 12.

COR 5-02 Voice of Reason (APL 2-12) * 2 Round Event

Something stalks the people of Moorwych. Something steals their cattle and invades their homes. The people of Moorwych know who it is... and they seek justice. But, are the usual suspects the enemy this time? Countess Tasali Bregohan hopes the truth will prevent blood being shed. But if the truth can be found, it had better be found quickly. The pitchforks are readied and the torches set aflame. A two-round core adventure set in the Solnor Compact, and sequel to the Sunndi regional adventure SND4-01 Arrows of the Sun. An adventure for characters level 1-12 (APLs 2 - 12)

COR 4-14 Sympathy for the Baatzu (APL 2-8)

Digging deeper into the dark alleys of Eastfair has cleared up some puzzles, but the sickly dust quickly settles to create new obfuscation. Perhaps it is time to step out for some fresh air. A favor for a favor, new friends may be able to help you help yourself and get to the bottom of this mystery. With the who's and how's covered, its time to gather up a motive. The pillows and linen are freshly changed, so head on over to The Whirling Dervish and get a good rest, you'll need it. An adventure for APL 2-8. Part Three of the "Running with the Baatezu" series.

COR 4-15 War of the Dust (APL 4 - 14) * 2 Round Event

What greater tragedy than a realm at war with itself over the ruins of past glories? What greater sorrow than blood spilled for a legacy of dust? What greater need than hope for a despairing people, than life for a dying land? An adventure for characters of Average Party Level 4-14. Part 3 of the Children of the Dust Trilogy,

COR 4-17 Real Hero Blues (APL 8 -14)

Defeating the forces of evil, assisting those in need, protecting the common folk from dire threats, and undertaking special missions: all these are the purview of heroic adventurers. But what happens when such heroes are themselves in need of help? And what connection might this have to events of the past? That is where you come in. A sequel to Witch Hunt for APLs 8 to 16.

COR 4-18 If Never Rains in Nyronid (APL 2 - 12)

With the constant pressure and sorrow that Eastfair extrudes, even the most stout hearted can get the blues from time to time. But missions must be completed and duties upheld with little time left over for lamenting on greener grass. Now an old friend needs you to carry on where others have failed. A package needs to go from point A to point B, and even with a severe storm brewing; this side trip should not take you far out of the way of your own destination. That said destination is that of the instigator of all this. An adventure for APL 2-8. Part four of the Running with the Baatezu series.

WIZKIDS TOURNAMENTS

Judge: Jesse Anderson
System: Various Clicky games
Game Type: Miniature Skirmish
Time : Saturday & Sunday
Mage Knight 300 pt Saturday 10:00am-2:00pm
Heroclix 300pt Saturday 10:00am-2:00pm
Mage Knight Sealed Saturday 2:00pm-6:00pm
Heroclix Sealed Saturday 2:00pm-6:00pm
Mechwarrior 450pt Sunday 6:00pm-10:00pm
Mechwarrior Sealed Sunday 6:00pm-10:00pm
Pirates of the Spanish Main 30pt fleet TBD
Location: Phoenix B-1
Difficulty: Moderate
Knowledge of Game Required: Yes
Number of Players: TBD

Description of the Game:

Jesse Anderson will be running various WizKids tournaments During the Con:

LOOKING FOR FOOD?!

Corner Store Saturday 12:00pm-8:00pm
 Sunday 12:00pm-10:00pm
Phoenix Club Saturday 11:00am-10:00pm
Nicolet Room (Breakfast) Sunday 11:am-1:00pm



PERPETUAL COMMOTION TOURNEY

Judge: TBD
System: Perpetual Commotion
Game Type: Card Game
Time : Saturday 12:00pm-4:00pm
Location: Niagra C
Difficulty: Easy, Like Solitaire
Knowledge of Game Required: Rules Taught
Number of Players: TBD

Description of the Game:

GRAND PRIZE: Win an iPod Shuffle!

Play your cards -- as many and as fast as you can -- into a common arena. To win a round, you must be the first to empty your Feeders pile. The first player to score 150 points wins the game.

PORT OF PERIL

Judge: Keith Vaughn
System: Planets of Peril
Game Type: RPG
Time : Saturday 10:00am-12:00pm
 Saturday 6pm-8pm
 Sunday 2pm-4pm
Location: Phoenix C
Difficulty: Beginner
Knowledge of Game Required: Rules Taught
Number of Players: to 8

Description of the Game:

Two short days to relax in port, two days to investigate the artifact you inherited from your grandfather, two long nights of dodging the attention of murderous thugs. Two eternal days of escaping the skilled assassins of an evil cult. Two days you hope you'll live through.

ROBO•RALLY

Judge: Dwight Sundquist
System: Robo•Rally
Game Type: Board Game
Time : Saturday 10:00am-2:00pm
Location: Phoenix A-1
Difficulty: Moderate
Knowledge of Game Required: No
Number of Players: 4-8

Description of the Game:

Robot race game. Move your robot to the checkpoints in order. Be careful of the other robots and obstacles.

SUCCESSION

Judge:Patt Christie
System: Succession
Game Type:Board Game
Time : Saturday 8:00pm-10:00pm
Location:Phoenix A-2
Difficulty:.....Easy
Knowledge of Game Required: No
Number of Players:..... 5

Description of the Game:

The King has grown old, and is considering retirement. The King's son, daughter, the Archbishop, the Merchant, and the Knight are all vying for the King to name them his successor. You are none of these people. You are trying to get in good with the eventual successor, and become the right hand man of the next regime.

SECRET OF THE ARTIFICER'S TOWER

Judge: Keith Vaughn
System: Planets of Peril
Game Type:RPG
Time :Saturday 2:00pm-4:00pm,
Sunday 10am-12pm
Location:Phoenix C
Difficulty:..... Beginner
Knowledge of Game Required:Rules Taught
Number of Players:.....to 8

Description of the Game:

The Festival of the Three Moons, a time to return to your village to celebrate the bonds of family – until the raiders struck. Now you are trailing their retreating skyship to the Rogas Mountains. You are following them to avenge your father and rescue your sister. At the conjunction of the Three Moons you will teach them the meaning of "Vengeance!"

SETTLERS OF CATAN TOURNAMENT

Judge: Sam Kopf
System:Settlers of Catan
Game Type:Board Game
Time :Sunday 10:00am-12:00pm Qualifier
Sunday 12:00pm-2:00pm Qualifier
Sunday 2:00pm-4:00pm Qualifier
Sunday 4:00pm-6:00pm Qualifier
Sunday 6:00pm-8:00pm Final
Location:Phoenix A-4
Difficulty:.....Easy
Knowledge of Game Required: No
Number of Players:..... 6/game

Description of the Game:

Settle the Island of Catan. Collect resources, build roads, settlements and cities. Expand your empire. Qualifier winners in finals. Will fill board with number 2s and 3s until board is full.

STAR WARS TCG & MINIS DEMOS

Judge:Lee & Michelle Sharp
System: Star Wars TCG & Minis
Game Type: Card Game and Miniatures Game
Time : Saturday 2:00pm-6:00pm
Location: Phoenix B-2
Difficulty:.....Easy
Knowledge of Game Required: No
Number of Players:.....Any

Description of the Game:

Demos run up to 1 hour per group. This will be two different demos.

TROLL ISLAND

Judge:Patt Christie
System:Warhammer (ish)
Game Type:Table Top
Time : Saturday 4:00pm-6:00pm
Location:Phoenix A-2
Difficulty:.....Easy
Knowledge of Game Required: No
Number of Players:..... 1-30

Description of the Game:

The lovely princess Grahamda is celebrating her birthday on her gigantic luxury ship. Unfortunately her boat ran ashore on Troll Island, and was raided by trolls. Now the occupants of the ship must participate in a frantic race to save their prize possessions, and avoid being eaten by trolls in the process.

TWILIGHT IMPERIUM

Judge: Eric Raabe
System: Twilight Imperium 3rd Edition
Game Type: Strategy Board Game
Time : Saturday 12:00pm-4:00pm
Location:Phoenix A-3
Difficulty:.....Complex
Knowledge of Game Required: No
Number of Players:..... 1-6

Description of the Game:

The galaxy, the final frontier. Build an empire, expand to other systems, become powerful enough and declare yourself emperor of the entire galaxy.