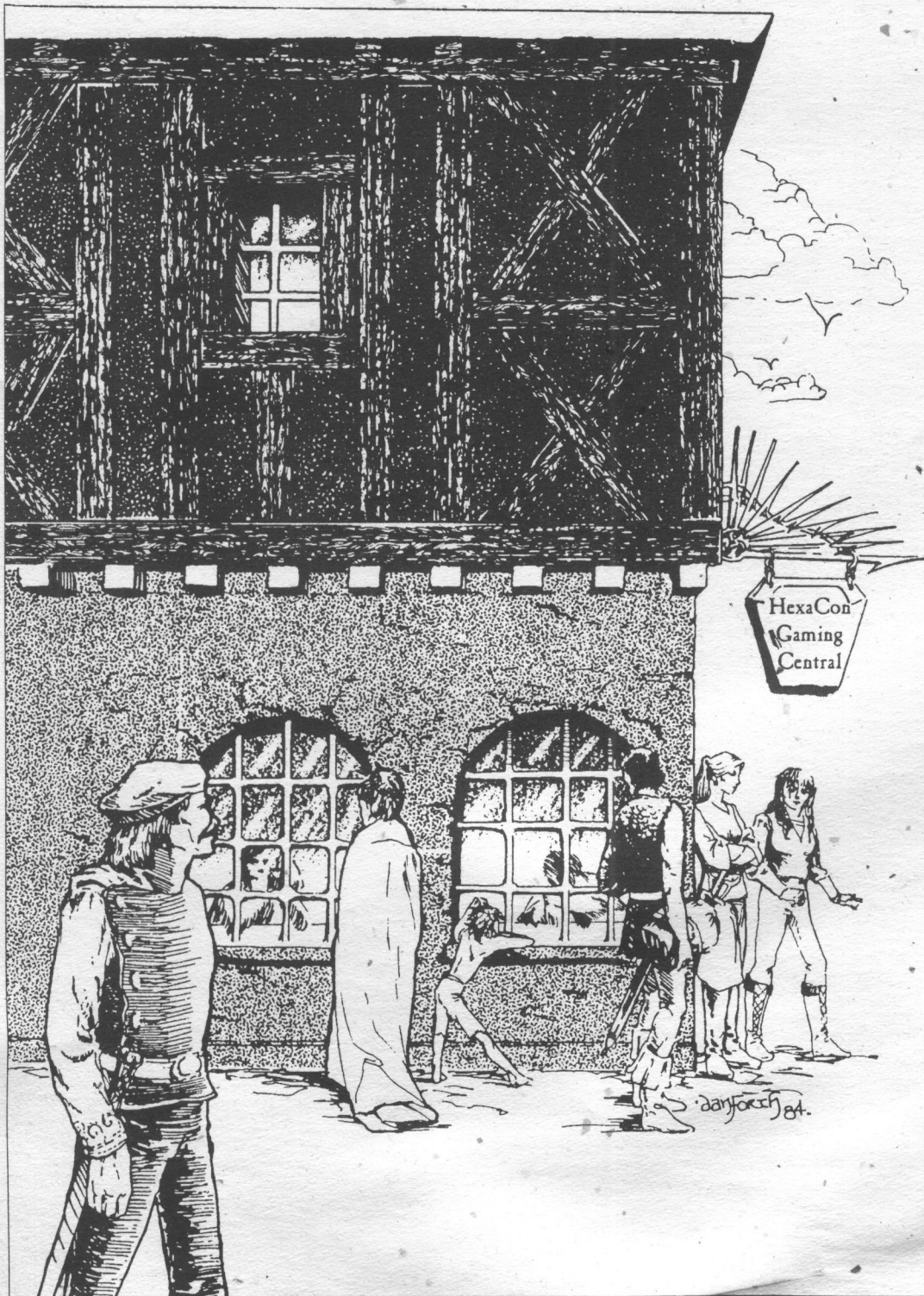


HEXACON 3

GAMING CONVENTION



Arizona's
Premiere
Gaming
Convention

June 18-20, 1993
Camelview Resort
Scottsdale, Arizona

WELCOME TO HEXACon 3

WELCOME

My name is Don Harrington and, as Chairman, I am your host for HexaCon 3. I welcome you on behalf of myself and all the hardworking members of the committee and staff.

Be sure to take part in all the fun the convention has to offer this year. Play in one of our many tournaments and win fabulous prizes, relax in our video room, attend one of the many interesting panels, or just browse the packed dealer's room (make sure you look at Liz Danforth's great art while you're there). Don't forget to check out our selection of electronic gaming, or to enter our ever-popular miniature painting contest. Drop by Gaming Central to sign up for the door-prize drawing, play one of our many check-out games, or just to stop in and let me know how the convention is going for you. Remember to save some of your money for the big used game auction on Sunday.

A special note of thanks goes to Liz Danforth — her art really made our publications look good this year! Thanks go to the many game companies who have supported us this year including Avalon Hill/Victory Games, Black Dragon Press, FASA, Games Workshop, ICE/Hero Games, Leading Edge Games, Steve Jackson Games, Task Force Games, and White Wolf. And special thanks to the many dedicated members of committee and staff.

GAMING CENTRAL

At HexaCon 3, we are offering you a one-stop shopping concept known as Gaming Central. Do you need to register? Come to Gaming Central. Do you need to drop off used games for the auction or enter miniatures in the miniature painting contest? Stop by Gaming Central. Do you want to sign up for a tournament, or are you a referee who wants to pick up their Hexabucks? Maybe you just want to try one of our check-out games. Then, Gaming Central is the place for you. For all of your informational needs, try Gaming Central first.

Gaming Central will be open:

Friday 12:00 noon to 11:00pm
Saturday 7:00am to 11:00pm
Sunday 7:00am to 5:00pm

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COMMITTEE & STAFF

You wouldn't be reading this without the help of many, many people — the list below includes just a few of them.

Chairman

Don Harrington

Banker

Bruce Farr

BattleTech Regionals Coordinator

Ken Lemons

ConSuite

Margaret Grady

Computer Gaming

Michael Ellis

Dealers' Room Miniatures Contest

Bill Scott

Gaming Director

Gregg Fischer

Guest Liaison Programming Director

Kit Townsend

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Japanese Animation & Video

Tom Perry

Logistics

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Operations

Mike Marjeski

Pre-Con Publicity

Bill Hall

Publications

Matthew Frederick

Registration

Melanie Fritz

Security

Jerry Edwards

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GUESTS

I invite you to meet all of our guests and attend their many panels. Take a look at this line-up (in alphabetical order):

LARRY BOND is the designer of *HARPOON*, an award winning game of modern naval warfare published by Games Designers' Workshop. It has spawned a successful computer version from Three-Sixty software. Tom Clancy used *HARPOON* rules in preparing his book *The Hunt For Red October*, and refers to the game as "almost certainly the best naval simulation available to the public". Larry collaborated with Tom Clancy on *Red Storm Rising*, before going to print with his own novels, *Red Phoenix* and *Vortex*, both New York Times bestsellers.

LORI ANN COLE has been playing games and reading science fiction for as long as she can remember. She is now an independent computer game designer. She and her husband Corey designed the *Quest for Glory* adventure/role-playing game series for Sierra On-Line. Lori also designed *Mixed-Up Fairy Tales*, an educational game for early readers. She is the scriptwriter and director for the projects, and writes the manuals and hint books.

COREY COLE has been a professional programmer for over 15 years (scary!), and a role-playing game addict almost as long (downright terrifying!). He wrote the *Tower of Indomitable Circumstance* role-playing game module for Judges Guild, and founded the Mensa Fantasy Gaming Special Interest Group. After years of trying to "break in" to the computer game industry, Corey became a programmer/

game designer for Sierra On-Line five years ago and recently switched to being a full-time game designer. He developed Sierra's *Quest for Glory* computer adventure/role-playing game series with his wife, Lori, and also designed *Castle of Dr. Brain*, an educational brainteaser/puzzle game.

Together, Lori and Corey live with their son, Michael, two large, hairy dogs, and three cats in Ahwahnee, California. They are currently creating *Quest for Glory IV: Shadows of Darkness* for release this Fall.

LIZ DANFORTH graduated from Arizona State University in 1976 with a BA in Anthropology. Cum laude wasn't enough to make any kind of living in the middle of that recession, but she found that people were starting to pay her to pursue her hobbies — games and art. After a seven year stint as Flying Buffalo's art or productions director (she changed hats several times), she went freelance — which is not much of a way to make a living in the middle of this recession, either. Liz makes ends meet by working at all of her skills as hard as possible. She does artwork (Game Designers Workshop, FASA Corp., Iron Crown Enterprises, West End Games, Electronic Arts, and more); some computer game scriptwriting (*Wasteland* and *Star Trek: the 25th Anniversary Game* for Interplay; *Crusaders of Khazan* — the T&T computer game — for New World Computing); freelance editing for TSR; and writes fiction whenever she can.

SCOTT HARING has been a game designer and writer for 10 years, starting at Steve Jackson Games (where he edited *Autoduel Quarterly*, wrote tons of *Car Wars* supplements, and did the early *GURPS* supplements (*Autoduel* and *Horror*), then moving to TSR (where he wrote several *D&D* and *AD&D* supplements), and then finally moving into the wonderful world of freelance. He has worked for everybody from Flying Buffalo to West End to Mayfair to Avalon Hill to Milton Bradley, and is currently the editor of *The Gamer*, the *Independent Magazine of Adventure Gaming*.

MARK O'GREEN is a computer game designer and is currently the games sysop for multi-player games for National Videotex Network. He has written *Star Trek* scenarios for the computer and worked for Flying Buffalo in a number of capacities.

TIM OLSEN is British and entered the Gaming field as manager of the very first Games Workshop in London in 1979. He came to the States in 1986 to open the first American Games Workshop, and joined Task Force Games in 1991. He is Executive Editor of the Starfire Games Line from Task Force; in addition, he has written the module *First Contact* for Starfire, and recently completed *Prime Directive: the Star Fleet Battles Role Playing Game*. In his spare time, Tim is a rabid Orioles fan and likes Raymond Chandler, bad movies, and figure painting.

BOB RIDOLFI lives here in the valley and sculpts 25mm miniatures, especially for Leading Edge Games. He has sculpted a wide variety of figures from *Aliens*, *Lawnmower Man*, Coppola's *Bram Stoker's Dracula*, and others. In addition to his other duties at-con, Bob will help judge the miniatures painting contest.



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KEN ST. ANDRE finds that it isn't easy being a barbarian in these too, too civilized times, but he does his best. Barbaric achievements include *Tunnels & Trolls* (first edition, 1974), *Monsters! Monsters!* (first edition, 1975), *Stormbringer* (Chaosium, 1981), and *Wasteland* (with Mike Stackpole, Liz Danforth, and many others from Interplay/Electronic Arts in 1989). Two young barbarians, Jillian Charmaine and James Corwin, help Ken keep a young mindset by dragging him off to frequent SF conventions and long morning walks respectively, while Barbarian Queen Cathy keeps Ken from floating off the Deep End entirely. When not being barbaric, Ken maintains a secret identity as a librarian for the Phoenix Public Library — a sort of barbarian librarian.

MIKE STACKPOLE realized long ago that, like Ross Perot, he was too short to be president. That lifelong dream dashed, he decided to embark on a truly difficult career: being a writer and game designer — willfully exchanging the glamour of politics for the security of knowing Mike Wallace and a *60 Minutes* crew will not show up on his doorstep to interview him. In 1979, he earned a BA in history from the University of Vermont, but turned away from doing anything serious with his degree because of the seductive lure of the adulation of dozens that the game industry offered him. In 1987, FASA Corporation offered him a chance to write what became *The Warrior Trilogy* in their *BattleTech* universe, and the *Blood of Kerensky Trilogy* followed immediately thereafter. He has just completed the *Fiddleback Trilogy* based on the *Dark Conspiracy* universe and has a contract with Bantam Books for a new epic fantasy novel titled *Once a Hero*.

CONVENTION SAFETY AND RULES

Hi, my name is Jerry Edwards, and I'll be "Lieutenant Worf" for HexaCon 3. We gamers enjoy a good reputation amongst the convention industry, and I'd like to enlist your support in preserving this image. To facilitate our cause, the convention staff and the hotel have some rules we need you to follow. I'm sure you will be familiar with most of them.

1. In accordance with ARS 13-3102, para A.10, no firearms or other real or realistic projectile weapons are allowed.
2. Edged weapons are allowed as part of a costume, but should remain sheathed/cased while in public areas.
3. No horseplay or behavior that could result in injury to others or damage to hotel property.
4. No food is allowed in the gaming area or other common convention areas (except the consuite).
5. Bathing attire is required to use the hotel swimming pool.

One last note: if you're reading this in your program book, it means that you are a paid member of the convention. I'd like to thank you for your support. The fact is, we can't have HexaCons without paying members, because conventions need money to exist. That's why it's unfair for those who do not pay to enjoy themselves at the expense of those who do. Badges will be required to enter the gaming area, no exceptions. People who are not paid members of the convention, and are not otherwise guests of the hotel, are legally trespassing and will be asked to leave by the hotel staff.

If you see something unsafe going on, please don't hesitate to bring it to the staff's attention. Otherwise, please enjoy yourself at the con.

DEALERS' ROOM

Hello and welcome to HexaCon 3! I'm Bill Scott and I'll be running the Dealers' Room. I can safely say that all of your gaming needs and wants can be found here.

The Dealers' Room hours:

Friday	1:00pm to 7:00pm
Saturday	10:00am to 6:00pm
Sunday	10:00am to 5:00pm

Let's take a quick look at who's in our Dealers' Room. **Game Depot, Roaming Panther,** and **Waterloo Games** have all brought parts of their huge selection of games and accessories. Whether you're looking for an old favorite or the newest thing on the market, they should be able to help you.

Gamer's Haven has a wide selection of elastic firearms. I'm not going to explain that — you're just going to have to see them for yourselves.

Do you prefer to go straight to the source? Then visit **Black Dragon Press, Doom Rollers, Task Force Games,** or **Leading Edge Games.**

John Gaffney Books and Games can help you find those out of print or hard to find items.

Dragon's Den can help you with painted miniatures. Those who prefer something full scale should visit **Andie's Hobbies** with their selection of jewelry and accessories.

Stalking Moon has brought a wide selection of collectibles, video tapes, and cards. **Barry Bard** (bookseller extraordinaire) can supply books on a myriad of subjects — if you can't find it, just ask.

All the folks in the dealer's room join me in wishing you a great time at HexaCon 3!

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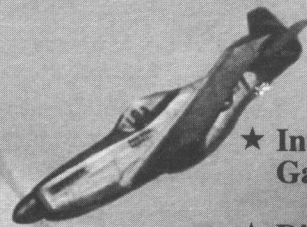


Sizzling Aerial Dogfights!

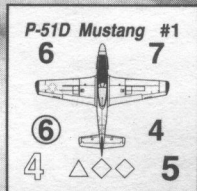
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TOURNAMENTS

Each listing includes the information shown in the sample below:

Game Name: Scenario Name
(Publisher's Name)
DAY **time**
Kind of Game Experience Required
Description and whether or not you'll need to bring anything.
Tables: Table number(s) or room
Referees: Name of Referee's

FRIDAY

Star Fleet Battles, Captain's Edition: Patrol Format Tournament
(Task Force Games)
FRIDAY **noon to 10:00pm**
Board Game All Players
From opening time on Friday to 9pm on Saturday, players are encouraged to play as many games of SFB as possible. There will be a 16 player single elimination second half on Sunday. 8 slots of the second half will be chosen by win-loss percentage, 8 by net kills (wins minus losses). There will also be a circle of death and playtesting of future SFB materials.

Special note to beginners: We do train beginners, and a beginner has placed in the last two Hexacon tournaments.

Tables: Papago Room
Referees: Mike Putnam
Mike Rodriguez
Bob Weber

AD&D:
The Puzzling Manor of Dr. Quandary
(TSR)
FRIDAY **1:00pm to 5:00pm**
Role-Playing Game Beginners
Characters will be provided. A mischievous band of misfits has taken a wizard prisoner and are baffled by his puzzles, traps, and obnoxious henchmen. Survive and prosper.
Tables: 43
Referees: Tom Vincent

AD&D: Life on the Wild Side
(TSR)
FRIDAY **1:00pm to 9:00pm**
Role-Playing Game Intermediate
Characters will be provided.
Characters are sent to retrieve object of value from temple in the wild zone.
Tables: 42
Referees: Leland Majeski

Minion Hunters: Basic rules
(GDW)
FRIDAY **1:00pm to 4:00pm**
Board Game Beginners
Tables: 19
Referees: Kevin Garcia

BattleTech Compendium: Smash-n-Blast #1
(FASA)
FRIDAY **1:00pm to 5:00pm**
Miniatures Game Beginners
This is an open BattleTech game. You have three hundred (300) tons to build a force (4-6 units) of vehicles, mechs, aerospace fighters, and LAM's or any combination of these. The technology base for this game is 3055. Only FASA book designs, please! This game is cut-throat, every man for himself. Mount your mechs and let's start.
Tables: Mechforce Regional Area
Referees: Ken Lemons
Bill Hall
George Holmes

Warhammer Fantasy Role-play: Restless Dead
(Games Workshop)
FRIDAY **2:00pm to 7:00pm**
Role-Playing Game Beginners
Characters will be provided. An introductory game of Games Workshop's Role-Playing version of their grim and dark fantasy world.
Tables: 2
Referees: Carl F. Austin Jr.

Enemy in Site
(Avalon Hill)
FRIDAY **2:00pm to 5:00pm**
Board Game Beginners
Re-live the days of the Spanish Main. Do you go for a bow shot or use grape shot to disable the rigging? It'll only take the first 15 minutes to explain the rules to new players.
Tables: 4 & 5
Referees: Jim Gutt

Champions: The Crystal Connection
(Hero Games)
FRIDAY **3:00pm to 7:00pm**
Role-Playing Game Intermediate
Characters provided or own by DM's approval. Our heroes must stop the villains behind the metahuman producing drug with dire consequences.
Tables: 47
Referees: Will Watts

AD&D 2nd edit.
(TSR)
FRIDAY **3:00pm to 7:00pm**
Role-Playing Game Intermediate
Characters will be provided. Fantasy role-playing in the grand-daddy of the FRPG genre.
Tables: 49
Referees: Mike Belanger

AD&D Oriental: Sea of Fire
(TSR)
FRIDAY **3:00pm to 7:00pm**
Role-Playing Game Intermediate
Characters will be provided. This is a 2 round RPGA Oriental Adventures event, open to all.
Tables: 48
Referees: Paul Duckworth

Dark Conspiracy: Under the Looking Glass
(GDW)
FRIDAY **3:00pm to 7:00pm**
Role-Playing Game Begin./Inter.
Characters will be provided. This is GDW's game of near future horror.
Tables: 3
Referees: Robert James

Napoleon's Battles: Prussians vs. French (1813)
(Avalon Hill)
FRIDAY **3:00pm to midnight**
Miniatures Game Beginners
This is 1:120 scale Napoleonic miniatures. Armies are provided.
Tables: 29
Referees: Rob Placer

Star Wars: The Coming
(West End)
FRIDAY **5:00pm to 9:00pm**
Role-Playing Game Intermediate
Characters will be provided. It is rumored that the Imperials have discovered a new life form. What is really going on, and how will it affect the rebellion?
Tables: 52
Referees: Jay Mann



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FRIDAY (CONT)

Talisanta: Demo Game

(Bard Games)

FRIDAY 5:00pm to 9:00pm
Role-Playing Game Beginners

Characters will be provided. You thought all fantasy games were the same? Give Talisanta a try and experience a truly alien fantasy world.

Tables: 44

Referees: Justin Steele

AD&D Ravenloft: Interesting Case of the Singing Vampire (TSR)

FRIDAY 5:00pm to 9:00pm
Role-Playing Game Intermediate

Characters will be provided. Meet Dr. Van Ritchen in a Ravenloft Vampire hunt.

Tables: 53

Referees: Steve Marsh

GURPS Fantasy: The Watchtower (Steve Jackson Games)

FRIDAY 5:00pm to 9:00pm
Role-Playing Game Beginners

Characters will be provided. Years ago, the previous king built a watchtower over the river. It has remained empty since. The current king wants to know why.

Tables: 55

Referees: Darin Cochran

Recon:

God Bless Us, There's None Like Us (Palladium Games)

FRIDAY 5:00pm to 9:00pm
Role-Playing Game Beginners

Characters will be provided. It's June 1969. It's 0430 in the morning, and you're on watch. You're 40 clicks behind enemy lines and a long way from home. Think you can survive to get back for another mission? Come and see...

Tables: 1

Referees: Mike Yavello

AD&D Oriental: Sea of Fire (TSR)

FRIDAY 5:00pm to 9:00pm
Role-Playing Game Intermediate

Characters will be provided. This is a 2 round RPGA Oriental Adventures event, open to all.

Tables: 43

Referees: Keith Bernard

Frontier & Empire: Rio Salado

FRIDAY 5:00pm to 9:00pm
Role-Playing Game Beginners

Characters will be provided. Try out this exciting Western Role-playing game. Shoot 'em up fun for everyone.

Tables: 23

Referees: Michael Duckett

AD&D: Shhh... (TSR)

FRIDAY 5:00pm to 9:00pm
Role-Playing Game Intermediate

Characters will be provided. Be very, very quiet in this single round RPGA event, open to all.

Tables: 54

Referees: Robert Barber

Champions: Ultrafox Caper (Hero Games)

FRIDAY 5:00pm to 9:00pm
Role-Playing Game Intermediate

Characters will be provided. After capturing several superheroes and supervillains, a new criminal, Ultrafox, offers to release them... for a price! Will the remaining superheroes agree?

Tables: 6

Referees: Mike Smith

Battle of the Bulge (Smithsonian ed.) (Avalon Hill)

FRIDAY 5:00pm to 7:00pm
Board Game Beginners

The first round will be the Basic Game. The 2nd round will add some of the options. The final round will be the Full Game with airpower. The first two rounds will be 5 turns long, with the winner determined by victory points. The last round will be a full game.

Tables: 7 & 8

Referees: Ray Davis

Battletroops/Clantroops: Elemental Bloodname (FASA)

FRIDAY 5:00pm to 9:00pm
Miniatures Game Inter./Adv.

Welcome, Clan warriors. You have been gathered from the best of the Elemental warriors to do battle for the honor of a bloodname. Your elemental armor will be clan 'standard'. That is, it is equipped with a small laser (right arm), machine gun and claw (left arm), and a disposable SRM 2 pack. Let us do battle for the glory and honor of the Clans. Good luck!

Tables: Mechforce Regional Area

Referees: Bill Hall

Shattered States

(EMS)

FRIDAY 6:00pm to 10:00pm
Board Game Beginners

Here is a wild boardgame of backstabbing fun in the nuclear age.

Tables: 12

Referees: Matt Evans

Across Five Aprils

(Victory Games (Avalon Hill))

FRIDAY 6:00pm to midnight
Board Game Beginners

This is Victory Games' new Civil War game. It is simple to learn and doesn't take long to play. This will be a multi-round tournament, with the first round being Bentonville. Players switch sides and opponents for the second game.

Tables: 9 & 10

Referees: John Leggat

Axis & Allies (Xeno variant)

(Milton Bradley)

FRIDAY 6:00pm to midnight
Board Game Intermediate

This game is an Axis and Allies variant which allows the players to start the game in 1939. New rules are included for paratroopers, SS troops, Russian Guards, Marines, and armored infantry. New countries are France, China, Poland, and neutral independents.

Tables: 37

Referees: Bryan Seminara

Covered with Glory:

Advance Guard in Poland

FRIDAY 6:00pm to midnight
Miniatures Game Beginners

Armies provided. The French advance guard under General LaSalle attempts to secure an important river crossing in the face of attacking Russians in 1807. This is 15mm Napoleonic miniatures, 1:20 scale, 1"=40 yds, 1 turn=2 minutes.

Tables: 30

Referees: Don Enevoldson

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FRIDAY (CONT)

Star Wars: The Coming

(West End)

FRIDAY 7:00pm to 11:00pm

Role-Playing Game Intermediate

Characters will be provided. It is rumored that the Imperials have discovered a new life form. What is really going on, and how will it affect the rebellion?

Tables: 18

Referees: Randy Yai

Champions: A Stitch in Time

(Hero Games)

FRIDAY 7:00pm to 11:00pm

Role-Playing Game Intermediate

Characters will be provided. A moral dilemma: Will the heroes act soon enough to save thousands of lives, or will they stop evil from triumph?

Tables: 49

Referees: Ben Reid

AD&D: The Golden Scimitar

(TSR)

FRIDAY 7:00pm to 11:00pm

Role-Playing Game Advanced

Characters will be provided.

"Mar'Kalan shall dwell in peace so long as Echor Taur doth sleep." So begins an obscure prophecy, the fulfillment of which may depend up the ability of 4 champions to retrieve the fabled Golden Scimitar from its aeons-long resting place.

Tables: 47

Referees: Mark Trubl

Werewolf:

Apocalypse: The Holocaust

(White Wolf)

FRIDAY 7:00pm to 3:00 am

Role-Playing Game Intermediate

Characters will be provided. The last caern is about to fall, making way for the foul Wym's Apocalypse. The Garou have called in the last of the Guardians of Gaia, but will they be enough?

Tables: 3

Referees: Matt Hall

Tales from Floating Vagabond: The Reich Stuff

(Avalon Hill)

FRIDAY 7:00pm to 11:00pm

Role-Playing Game Beginners

Characters will be provided. Save the Floating Vagabond from Space Nazis while not getting caught by the Time Police. Rescue Albert Einstein to keep Hans Gelber from changing history.

Tables: 45

Referees: Chris Ohdner

The Masquerade — Unlive:

Hunter's Pray

(White Wolf)

FRIDAY 7:00pm to 11:00pm

Role-Playing Game All levels

Characters will be provided. We are utilizing the official live-action rules for White Wolf's game, Vampire. This rules system will not be released until May-June of 1993. Our group is playtesting the system. In fact, we are the only non-affiliated playtesters for the product.

About the game: "A vampire is on the loose. Recent events have made this aware to local operatives. You have been contacted at the last minute. Full briefing will be provided."

No knowledge of live-gaming or White Wolf's Unlive™ system will be required. Before game play, we will help all players to become accustomed to the rules. Character sheets will be provided. Players must be available for all sessions:

Friday from 7:00pm to 11:00pm,
Saturday from 1:00pm to 5:00pm
and again from 9:00pm to 11:00pm.

Suite: TBA

Referees: Jon Bonnell

AD&D: Terrible Tomb of Lum the Mad

(TSR)

FRIDAY 7:00pm to 11:00pm

Role-Playing Game Intermediate

Characters will be provided. This is a single round RPGA event, open to all.

Tables: 40

Referees: Bree Johansen

Top Secret: The Court Jester

(TSR)

FRIDAY 7:00pm to 11:00pm

Role-Playing Game Intermediate

Characters will be provided. This is an RPGA event, open to all. Welcome to TSR's game of spies and international intrigue.

Tables: 50

Referees: David Camarillo

BattleTech/Force — Mechwarrior:

Payback

(FASA)

FRIDAY 7:00pm to midnight

Board Game Intermediate

This is a playtest for a Mechwarrior scenario involving lance level Battle-Tech and company level BattleForce.

Tables: 41

Referees: Scott Malcolmson

Battle of the Bulge

(Smithsonian ed.), round 2

(Avalon Hill)

FRIDAY 7:00pm to 9:00pm

Tables: 7

Referees: Ray Davis

Mega Supremacy: Kill 'em all

(Supremacy Games)

FRIDAY 7:00pm to 1:00 am

Board Game Beginners

This is the basic game with a few extras.

Tables: 20

Referees: Steve Pitcher

BattleTech Compendium w/options :

Trouble Along the Way

(FASA)

FRIDAY 7:00pm to midnight

Miniatures Game Beginners

Rules used will be the BattleTech Compendium, including optional rules where applicable, as applied to a 3025 Technology Base. Subsequent rules clarifications issued by FASA included. Also, some G.M. special rules to fit the scenario will be used. During the 4th Succession War, Federated Commonwealth and Capellan Confederation forces vie for control of a strategic mountain pass on the planet Tigress. Control of this pass may well determine the outcome of the battle for control of the planet.

Miniatures, record sheets, and game reference sheets may be provided. Players will provide pencils, dice, and themselves. Although this is a Beginner's Level game, players must have some rudimentary knowledge of how the game of BattleTech is played — we will not be teaching people how to play BattleTech from scratch.

Tables: Mechforce Regional Area

Referees: George Holmes



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FRIDAY (CONT)

BattleTech/Solaris VII: Gunslinger
(FASA)

FRIDAY 7:00pm to midnight
Miniatures Game Inter./Adv.

In the days of the Star League, the finest warriors in the SLOF met regularly in single combat to see who was the best of the best, who were the "Gunslingers". In that great martial tradition, we meet here in the finest 'mechs ever produced in the Inner Sphere, to see once again who will be the master of the battlefield, who will be crowned the Gunslinger. Do you have what it takes? Many of you have fought the Clans and lived. Well, your opponents today won't be in Clan 'mechs, but they won't be easy either. Good luck, and may the best warrior win!

Tables: Mechforce Regional Area
Referees: David Peters

Tunnels and Trolls:

Demon's Castle
(Flying Buffalo)

FRIDAY 7:00pm to 11:00pm
Role-Playing Game Beginners

Characters will be provided. This is a playtest for a new phased combat system and new magic system for T&T.

Tables: 15
Referees: Ken St. Andre

Fantasy Hero:

Rescue of Princess Fyrisa
(Hero Games)

FRIDAY 8:00pm to midnight
Role-Playing Game Intermediate

Characters will be provided. Intrepid heroes adventure through a 3-d maze in hopes of rescuing the Princess from the clutches of the vile Kraalnar.

Tables: 46
Referees: Jim Pacek

Warhammer

**Fantasy Role-playing:
Fire in the Mountains**
(Games Workshop)

FRIDAY 8:00pm to 1:00 am
Role-Playing Game Advanced

Characters will be provided. This game is for advanced players only.

Tables: 2
Referees: Carl F. Austin Jr.

Command at Sea:

2nd Battle at Guadalcanal
(Larry Bond playtest)

FRIDAY 8:00pm to midnight
Miniatures Game Beginners

This is WWII naval miniatures in 2400 scale. This battle covers night battleship encounters on 14 Nov 1942.

Tables: 31
Referees: Larry Bond

Nuclear Proliferation

(Flying Buffalo)

FRIDAY 8:00pm to midnight
Board Game Beginners

Destroy and devastate the Third World in Flying Buffalo's hilarious card game of nuclear destruction.

Tables: 25
Referees: Jimmy Walker

BattleTech/Solaris VII:

Solaris VII: The Battlefield Years
(FASA)

FRIDAY 8:00pm to midnight
Board Game Beginners

Characters will be provided. Blackstar Stables, controlled by Davian, attacks the White Hand Stables, on Solaris VII. A war breaks out, by not only the two rival stables, but also the cooperation stables Starlight, Silver Dragon, and WONTHRAX. Come play this introductory level area BattleTech game.

Tables: 39
Referees: Shane Stevens

Space Marines: Smash and Blast

(Games Workshop)

FRIDAY 8:00pm to midnight
Miniatures Game Beginners

Games Workshop's wild game of massive armored warfare is fun and easy. Join in — no experience necessary.

Tables: 27
Referees: Henry Tyler

MicroArmor/Challenger II: Soviets vs. Americans

(GHQ)

FRIDAY 8:00pm to midnight
Miniatures Game Intermediate

This is central European theater warfare.

Tables: 28
Referees: Richard Knowles

BattleTech Compendium:

Smash-n-Blast II
(FASA)

FRIDAY 8:00pm to 1:00 am
Miniatures Game Intermediate

You have 500 tons to build your star of Clan Mechs/ aerospace fighters (300 tons). Mech/Aerospace from FASA, MECH magazine only.

This will be a team event for six man teams, rolling for the teams.

Tables: Mechforce Regional Area
Referees: Ken Lemons

Darkurthe Legends: Demo Game

(Black Dragon Press)

FRIDAY 8:00pm to midnight
Role-Playing Game Beginners

Characters will be provided. This new fantasy RPG is being demonstrated by the designer Colin Murcray. Come join in this fun new game.

Tables: 13
Referees: Colin Murcray

Paranoia: J.U.G. Section

(West End)

FRIDAY 9:00pm to midnight
Role-Playing Game Beginners

Characters will be provided. Fifty years ago, friend computer in its wisdom flooded J.U.G. Section with lethal radiation levels. Now it is to be re-opened, and brave troubleshooters are needed to scout the area. Maximum random violence and minimum plot are featured in this adventure.

Tables: 19
Referees: Bill Scott

Hero System:

Hero System Workshop
(Hero Games)

FRIDAY 9:00pm to 1:00 am
Role-Playing Game Begin./Inter.

Players will create their own characters. Learn how to create your favorite character using the Hero System rules. Is your character a superhero (Champions), a fighter (Fantasy), or a net-runner (Cyberhero)?

Tables: 1
Referees: Curt Jensen

HEXA CON 3
GAMING CONVENTION



FRIDAY (CONT)

Traveller/MegaTraveller:

G.O.D. Incorporated — The Co.
(GDW)

FRIDAY 9:00pm to 1:00 am
Role-Playing Game Intermediate

Characters will be provided. Your detective agency has been hired to find someone who has absconded with laundered money. Is it the Mob? Or is it... the Company?

Tables: 52

Referees: Mitchell Robinson

GURPS Post Holocaust:

The Phoenix Project

(Steve Jackson Games)

FRIDAY 9:00pm to 1:00 am
Role-Playing Game Intermediate

Characters will be provided. Can you survive this post holocaust adventure? Time will tell.

Tables: 42

Referees: Jesse Foster

Shadowrun

(FASA)

FRIDAY 9:00pm to 1:00 am
Role-Playing Game Intermediate

Players bring own characters, w/DM's approval. You've been contacted by an eccentric billionaire to find something.

Tables: 44

Referees: Fred Gill

Vampire: the Masquerade:

The Masquerade Unmasked

(White Wolf)

FRIDAY 9:00pm to 1:00 am
Role-Playing Game Intermediate

Characters will be provided. A group of kindred — a group of hunters. When the two collide, and the masquerade is over, who will walk away?

Tables: 53 & 54

Referees: Doug Jankowski
Mike Majors

Monsters, Monsters (T&T):

Looters-R-Us

(Flying Buffalo)

FRIDAY 9:00pm to 1:00 am
Role-Playing Game Beginners

Characters will be provided.

Demolition — a specialty!

Tables: 55

Referees: Bear Peters

AD&D Oriental, round 2:

Sea of Fire

(TSR)

FRIDAY 9:00pm to 1:00 am
Tables: 43

Referees: Paul Duckworth

AD&D:

Nightwatch in the Living City

(TSR)

FRIDAY 9:00pm to 1:00 am
Role-Playing Game Intermediate

Characters will be provided. This is a single round RPGA event. Neophyte adventurers join the Nightwatch, a special police force that sees to it that the fearless citizens who prowled through the fog of the Veil restrict themselves to... licit business.

Tables: 11

Referees: Mike Filbert

Battle of the Bulge

(Smithsonian ed.), round 3

(Avalon Hill)

FRIDAY 9:00pm to 1:00 am
Tables: 7

Referees: Ray Davis

Selected Leading Edge Games:

Demo Games

(Leading Edge Games)

FRIDAY 9:00pm to 1:00 am
Role-Playing Game Beginners

Characters will be provided. Leading Edge will demonstrate selected games from their lineup, including Phoenix Command and Aliens.

Tables: 14

Referees: Dave McKenzie

Illuminati

(Steve Jackson Games)

FRIDAY 10:00pm to 2:00 am
Board Game Beginners

This is Steve Jackson's hilarious game of international conspiracy. Come and take over the world.

Tables: 12

Referees: Mitch Ledford

Vampire — Masquerade:

Cold at Heart

(White Wolf)

FRIDAY 11:00pm to 3:00 am
Role-Playing Game Intermediate

Players may bring their own characters. Seth, the Rebellious One, to his sire: "Fear? This emotion is one I've learned to gain strength from. The only fear left in me is used to stoke my passion to frenzy. Fear no longer directs my life, it obeys it. Fear only takes two forms; Fire and Sunlight. The first can be easily tamed to do what it is told, but the second has no tamer. He is even unable to control himself. But I often cheat. I have an urge to sleep and play... sleep and play. Do not fret, old woman. I'll be back in a few years to cause you more stress. But until then, I have a date with a polar bear."

Tables: 47

Referees: Dan Tech

Mantle: Invisible War:

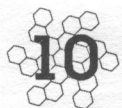
Demo Game

FRIDAY 11:00pm to 3:00 am
Role-Playing Game Beginners

Characters will be provided. Play an immortal in this new contemporary role-playing game. Not a god, or a mere vampire, but a true modern immortal, reminiscent of *Highlander*.

Tables: 48

Referees: Ran Ackels



HEXACon 3
GAMING CONVENTION

SATURDAY

Victory in Normandy:

Campaign Game

(XTR Games)

SATURDAY 8:00 am to noon
Board Game Beginners

This is XTR's recently released board game on the Normandy breakout to the liberation of Paris (7 June — August 1944). Though the game features simple mechanics, it provides surprising historical insight as well as being smashing good fun to play. Fire balance and quick playing turns keep both players interested to the very end. Beginners are invited, but some wargaming experience will enhance enjoyment.

Tables: 9

Referees: Jeff Gatdich

Axis & Allies (Xeno variant)

(Milton Bradley)

SATURDAY 8:00 am to 2:00pm
Board Game Intermediate Players

This game is an Axis and Allies variant which allows the players to start the game in 1939. New rules are included for paratroopers, SS troops, Russian Guards, Marines, and armored infantry. New countries are France, China, Poland, and neutral independents.

Tables: 37 & 38

Referees: Bryan Semincara

Advanced Squad Leader

(Avalon Hill)

SATURDAY 8:00 am to midnight
Board Game Advanced Players

This is Avalon Hill's exciting game of WWII squad level combat. This will be a 3 round tournament put on by the East Valley ASL club.

Tables: 33, 34 & 35

Referees: Steve Brasseur

Talisman: Base & Supplements, no

Timescape

(Games Workshop)

SATURDAY 8:00 am to noon
Board Game All players

Tables: 19

Referees: Kevin Garcia

BattleTech Compendium:

Single Elimination

(FASA)

SATURDAY 8:00 am to 10:00 am
Miniatures Game Beginners

This will be a 1 on 1 tournament using Mechforce combat values to pick your mech. Any tech base is OK as long as it has a CV and a MF number. There will be 3 2-hour rounds on Saturday with the semi-finals and finals on Sunday.

Tables: Mechforce Regional Area

Referees: Bill Hall

George Holmes

John Bard

Star Wars: The Coming

(West End)

SATURDAY 9:00 am to 1:00pm
Role-Playing Game Intermediate

Characters will be provided. It is rumored that the Imperials have discovered a new life form. What is really going on, and how will it affect the rebellion?

Tables: 42

Referees: Tim Morgan

Palladium System:

How Heroes are Created

(Palladium Games)

SATURDAY 9:00 am to 1:00pm
Role-Playing Game Beginners

Characters will be provided. The world is moving on... Entire cities vanish as if they never existed, or worse, leave behind monsters. Would it be worse to move on, or to be the last left behind?

Tables: 45

Referees: Michael Jackson

Champions:

Operation Armageddon

(Hero Games)

SATURDAY 9:00 am to 1:00pm
Role-Playing Game Intermediate

Characters will be provided. The starship Dark Star II has returned from its exploration mission, its crew brutally murdered. The predatory Dermri have invaded Earth. Can the heroes prevent them from destroying it?

Tables: 43

Referees: Arley Simpson

AD&D: The Beholder Wars

(TSR)

SATURDAY 9:00 am to 1:00pm
Role-Playing Game Intermediate

Characters will be provided. This is a three round RPGA Spelljammer event, open to all.

Tables: 6 & 11

Referees: Paul Duckworth

Steven Carter

AD&D: Ravenloft

(TSR)

SATURDAY 9:00 am to 5:00pm
Role-Playing Game All players

Players may bring their own characters. Bring your favorite character for a visit to Ravenloft!

Tables: 3

Referees: Matt Romanenghi

AD&D: It's Good to be King

(TSR)

SATURDAY 9:00 am to 1:00pm
Role-Playing Game Intermediate

Characters will be provided. This is a single round RPGA event.

Tables: 12

Referees: Brian Walti

Johnny Reb:

Meeting Engagement

(GDW)

SATURDAY 9:00 am to 5:00pm
Miniatures Game Intermediate

Armies will be provided. The Union and Confederate players will be battling to control key positions of the battlefield while trying to keep their losses to a minimum.

Tables: 27 & 28

Referees: John Grepchart

WRG 7th Edition: "Heat of the Knight"

Ancients tournament

SATURDAY 9:00 am to noon
Miniatures Game Intermediate

We use the WRG 7th Edition rules with Amendments. The cap is 1200 points, with 3 list variations. There will be 100 point defended, ontable camps. There will be three 3-hour rounds against random opponents with present terrain on a 4x4 table. Prizes for 1st, 2nd, and best sportsman.

Tables: 29, 30, 31, & 32

Referees: Tim Parker

Roger Jonelis

HEXAGON 3
GAMING CONVENTION



SATURDAY

(CONT)

Diplomacy

(Avalon Hill)

SATURDAY 9:00 am to 1:00pm
Board Game Intermediate

Skullduggery abounds in this classic board game of negotiation and backstabbing in pre-WWI Europe.

Tables: 4

Referees: Bill Banks

GURPS Old West:

Guns For Sale — Cheap!

(Steve Jackson Games)

SATURDAY 9:00 am to 1:00pm
Role-Playing Game Intermediate

Characters will be provided. The players are a group of hired guns, who will attempt smuggling guns into Mexico to arm a group of revolutionaries. The scenario is not necessarily historical and will be set in Arizona and Sonora around the turn of the century.

Tables: 49

Referees: Billy Bishop

Siege of Tyre:

Demo game (new product)

(Thunderhaven Games)

SATURDAY 9:00 am to noon
Board Game Beginners

This is a demonstration of the new game coming out — the assault on Tyre by Alexander the Great.

Tables: 5

Referees: Dave Chapel

Axis and Allies

(Milton Bradley)

SATURDAY 10:00 am to 6:00pm
Board Game Intermediate Players

Milton Bradley's game of World War II is featured here in single elimination play. You will bid for allies. Bring your copy of the game to the tournament.

Tables: 50 & 51

Referees: Brian Norem

Starfire: 300 Spartans

(Task Force Games)

SATURDAY 10:00 am to midnight
Board Game Beginners

A damaged Terran Task Force, the "Thermopylae", is attempting to hold off a numerically superior Rigellian Carrier Group. As the Terrans, can you keep the Rigellians from exterminating your home system. As the Rigellians, will you let these foolish Terrans get in the way of your conquest.

These games will be running continuously, over and over again, all day Friday and Saturday. Come and over and play a round!

Tables: Papago Room

Referees: Steve Sims

Star Fleet Battles,

Captain's Edition:

Patrol Format Tournament

(Task Force Games)

SATURDAY 10:00 am to 9:00pm
Board Game All Players

From opening time on Friday to 9pm on Saturday, players are encouraged to play as many games of SFB as possible. There will be a 16 player single elimination second half on Sunday. 8 slots of the second half will be chosen by win-loss percentage, 8 by net kills (wins minus losses). There will also be a circle of death and playtesting of future SFB materials.

Special note to beginners: We do train beginners, and a beginner has placed in the last two Hexacon tournaments.

Tables: Papago Room

Referees: Mike Putnam

Mike Rodriguez

Bob Weber

BattleTech Compendium:

Single Elimination

(FASA)

SATURDAY 10:00 am to noon
Miniatures Game Beginners

This will be a 1 on 1 tournament using Mechforce combat values to pick your mech. Any tech base is OK as long as it has a CV and a MF number. There will be 3 2-hour rounds on Saturday with the semi-finals and finals on Sunday.

Tables: Mechforce Regional Area

Referees: John Bard

GURPS Super-Ops: Omega Force

(Steve Jackson Games)

SATURDAY 10:00 am to 4:00pm
Role-Playing Game Intermediate

Characters will be provided. This is a double-blind Arena game using a mixture of GURPS Supers and Special Operations. The object for the defending team is to repel the invaders and keep the hostages alive. For the assaulting team, the goal is to retrieve the hostages alive using minimal force against the terrorists.

Tables: 37 & 38

Referees: Michael R. Dalelio II

AD&D: Dark Ones Adventure

(TSR)

SATURDAY 10:00 am to 2:00pm
Role-Playing Game Beginners

Characters will be provided. This is a classic Dark Ones adventure.

Tables: 36

Referees: Jeff Jennings

AD&D: The Golden Scimitar

(TSR)

SATURDAY 11:00 am to 3:00pm
Role-Playing Game Advanced

Characters will be provided. "Mar'Kalan shall dwell in peace so long as Echor Taur doth sleep." So begins an obscure prophecy, the fulfillment of which may depend upon the ability of 4 champions to retrieve the fabled Golden Scimitar from its aeons-long resting place.

Tables: 8

Referees: Mark Trubl

Champions:

The Crystal Connection

(Hero Games)

SATURDAY 11:00 am to 3:00pm
Role-Playing Game Intermediate

Characters provided or own by DM's approval. Our heroes must stop the villains behind the metahuman producing drug with dire consequences.

Tables: 21

Referees: Will Watts

AD&D 2nd edit.

(TSR)

SATURDAY 11:00 am to 3:00pm
Role-Playing Game Intermediate

Characters will be provided. Fantasy role-playing in the grand-daddy of the FRPG genre.

Tables: 23

Referees: Mike Belanger



HEXACon 3
GAMING CONVENTION

SATURDAY

(CONT)

AD&D: The Beholder Wars

(TSR)

SATURDAY 11:00 am to 3:00pm

Role-Playing Game Intermediate

Characters will be provided. This is a three round RPGA Spelljammer event, open to all.

Tables: 13 & 48

Referees: Keith Bernard
David Knudson

AD&D: For Love of Freedom

(TSR)

SATURDAY 11:00 am to 3:00pm

Role-Playing Game Intermediate

Characters will be provided. This is a single round RPGA event, open to all.

Tables: 24

Referees: Trent Meuser

Mythus: Demo Game

(GDW)

SATURDAY 11:00 am to 3:00pm

Role-Playing Game Beginners

Characters will be provided.

Tables: 18

Referees: Bill Hart

Warhammer Fantasy Battle

2nd edition

(Games Workshop)

SATURDAY 11:00 am to 3:00pm

Miniatures Game Beginners

Armies provided. Ork, Empire, Chaos, and Wood Elf armies battle for dominance in the Warhammer World. The Orks are led by Gorefang Black Ork Leader, the Empire is led by Count Sedric of Altdorf, the Chaos forces are led by Keldric Champion of Chaos, and the Wood Elves are led by Prince Ellarelinal of A'thel-Loren.

Tables: 39 & 40

Referees: Robert Hembrook

R. Talsorian's Cyberpunk:

Termination Day

(R. Talsorian)

SATURDAY 11:00 am to 3:00pm

Role-Playing Game Intermediate

Characters will be provided.

This is R. Talsorian's dark world of the near future.

Tables: 7

Referees: Simon Sutherland

Fantasy Hero:

Rescue of Princess Fyrissa

(Hero Games)

SATURDAY noon to 4:00pm

Role-Playing Game Intermediate

Characters will be provided.

Intrepid heroes adventure through a 3-D maze in hopes of rescuing the Princess from the clutches of the vile Kralnar.

Tables: 54

Referees: Jim Pacek

Advanced Civilization

(Avalon Hill)

SATURDAY noon to midnight

Board Game Intermediate Players

This is a multi-player game of political/economic/military development in the ancient world. The first round ends when one player reaches 1100 victory points on AST. The top players go on to a second game to determine the winner. This will include a western expansion map.

Tables: 1

Referees: Mike Majeski

Advanced Civilization

(Avalon Hill)

SATURDAY noon to midnight

Board Game Intermediate

This is Avalon Hill's game of expanding civilizations. The western extension map will be used.

Tables: 2

Referees: Alfonso Smith

BattleTech Compendium:

Single Elimination

(FASA)

SATURDAY noon to 2:00pm

Miniatures Game Beginners

This will be a 1 on 1 tournament using Mechforce combat values to pick your mech. Any tech base is OK as long as it has a CV and a MF number. There will be 3 2-hour rounds on Saturday with the semi-finals and finals on Sunday.

Tables: Mechforce Regional Area

Referees: John Bard

BattleTech Compendium:

3 man Team

(FASA)

SATURDAY noon to 3:00pm

Miniatures Game Intermediate

You have 800 tons to build your company of Mechs and/or vehicles. Any tech base allowed, mechs/vehicles from any FASA printed source and Mech (Mechforce) magazines. This will be 3 hour rounds, with timed movement. Damage will carry over into the next round. Also there will be no ammo reloads till the final round. You will be fighting on one of the following terrains: mud, snow, desert, and normal. Good luck and may the best team win! There will be 2 rounds on Saturday, with the semi-finals and finals on Sunday.

Tables: Mechforce Regional Area

Referees: Bill Hall

Ken Lemons

George Holmes

Ars Magica: A Trip to Ireland

(White Wolf)

SATURDAY 1:00pm to 5:00pm

Role-Playing Game Beginners

Characters will be provided. In the wake of taxation for the first crusade, the people of the covenant of Fortress Hill have been charged with the smuggling of valuables to Ireland. Thus follows a whirlwind tour of 12th century Wales and the Irish Sea.

Tables: 19

Referees: Bill Scott

Cyberhero: The New Trackers

(Hero Games)

SATURDAY 1:00pm to 9:00pm

Role-Playing Game Intermediate

Characters will be provided. The "Trackers" are a government sanctioned group that work beyond the law to catch crazed outlaws that no one else can catch. Old friends are reunited after being hired as the New Trackers. Was this reunion accidental or on purpose?

Tables: 41

Referees: Curt Jensen

HEXACON 3
GAMING CONVENTION



SATURDAY

(CONT)

AD&D: Vecna Lives

(TSR)

SATURDAY 1:00pm to 5:00pm
Role-Playing Game Intermediate

Characters provided or own w/DM's approval. Now something evil is stirring in the land around Greyhawk. The hand the eye of Vecna have been found and Vecna wants them back.

Tables: 43

Referees: Eric Swanson

GURPS Fantasy:

Tournament of the Dragon

(Steve Jackson Games)

SATURDAY 1:00pm to 5:00pm
Role-Playing Game Intermediate

Characters will be provided. This is a 2 round fantasy tournament, where ALL players (well, at least all the live ones) advance to the final round.

Tables: 14, 15, 16, & 17

Referees: Chris Colbath

Jesse Foster

Alan Needham

Steve Goldstein

Recon

(Palladium Games)

SATURDAY 1:00pm to 5:00pm
Role-Playing Game All players.

Characters will be provided. Be a mercenary in Palladium's game of modern day combat.

Tables: 42

Referees: Ozzie

The Masquerade — Unlive, round 2:

Hunter's Pray

(White Wolf)

SATURDAY 1:00pm to 5:00pm
Suite TBA

Referees: Jon Bonnell

WRG 7th Edition, round 2

"Heat of the Knight"

Ancients tournament

SATURDAY 1:00pm to 4:00pm

Tables: 29, 30, 31, & 32

Referees: Tim Parker

Roger Jonelis

Red Christmas:

Introductory Scenario

(Thunderhaven Games)

SATURDAY 1:00pm to 5:00pm

Board Game Beginners

Learn from the designer in this assault on Cheyenne Mountain by the Russians. This is a fast-paced wargame.

Tables: 5

Referees: Dave Chapel

Fantasy Miniatures: Demo Game

(private rules)

SATURDAY 1:00pm to midnight

Miniatures Game Beginners

Characters will be provided.

Tables: 46

Referees: Len Sipple

Merchant of Venus

(Avalon Hill)

SATURDAY 2:00pm to 6:00pm

Board Game Beginners

This is a game of exploration and trading in the galaxy. It's an exciting and fun game for any level of play.

Tables: 47

Referees: Jason Soto

INSECTA

SATURDAY 2:00pm to 6:00pm

Board Game Beginners

Can your insect make its way out of the bee hive? This is a fun, easy to learn game.

Tables: 4

Referees: Phil Eklund

Car Wars:

Laser Tag 2043 — Arizona State Fair

(Steve Jackson Games)

SATURDAY 2:00pm to 6:00pm

Board Game Intermediate

Cars provided. Players will fight in a motorcycle duel. They will start with zero damage targeting lasers. After tagging all other players with lasers, they will be upgraded and allowed to do damage. Points will be awarded for tags and damage both. The highest living score will win.

Tables: 49

Referees: Billy Bishop

AD&D:

The Puzzling Manor

of Dr. Quandary

(TSR)

SATURDAY 3:00pm to 7:00pm

Role-Playing Game Beginners

Characters will be provided. A mischievous band of misfits has taken a wizard prisoner and are baffled by his puzzles, traps, and obnoxious henchmen. Survive and prosper.

Tables: 24

Referees: Tom Vincent

Western Hero:

Cray Canyon Cold Snap

(Hero Games)

SATURDAY 3:00pm to 7:00pm

Role-Playing Game Intermediate

Characters will be provided. It's winter of 1882. You've boarded the #40 long-haul, westbound over the Rockies. You checked your bags and settled in against the harsh winter cold. As the train plunges on through the darkness, and shot rings out through the night, you realize that things are not necessarily what they seem.

Tables: 53

Referees: Jeff Schreiber

Champions:

Operation Armageddon

(Hero Games)

SATURDAY 3:00pm to 7:00pm

Role-Playing Game Intermediate

Characters will be provided. The starship Dark Star II has returned from its exploration mission, its crew brutally murdered. The predatory Dermri have invaded Earth. Can the heroes prevent them from destroying it?

Tables: 21

Referees: Arley Simpson

Frontier and Empire:

They Didn't Come

SATURDAY 3:00pm to 7:00pm

Role-Playing Game Beginners

Characters will be provided. Try out this exciting Western Role-playing game. Shoot 'em up fun for everyone.

Tables: 23

Referees: Michael Duckett



HEXACON 3
GAMING CONVENTION

SATURDAY

(CONT)

Top Secret: The Court Jester

(TSR)

SATURDAY 3:00pm to 7:00pm

Role-Playing Game Intermediate

Characters will be provided. This is an RPGA event, open to all. Welcome to TSR's game of spies and international intrigue.

Tables: 20

Referees: David Camarillo

Star Wars

(West End)

SATURDAY 3:00pm to 7:00pm

Role-Playing Game Intermediate

Characters will be provided. This is an excellent RPGA adventure for Star Wars, by our own RPGA representative Paul Duckworth.

Tables: 25

Referees: Paul Duckworth

Champions: Ultrafox Caper

(Hero Games)

SATURDAY 3:00pm to 7:00pm

Role-Playing Game Intermediate

Characters will be provided. After capturing several superheroes and supervillains, a new criminal, Ultrafox, offers to release them... for a price! Will the remaining superheroes agree?

Tables: 12

Referees: Mike Smith

AD&D: It's Good to be King

(TSR)

SATURDAY 3:00pm to 7:00pm

Role-Playing Game Intermediate

Characters will be provided. This is a single round RPGA event.

Tables: 13

Referees: Brian Watt

Warhammer Fantasy Battle

2nd edition, round 2

(Games Workshop)

SATURDAY 4:00pm to 8:00pm

Tables: 39 & 40

Referees: Robert Hembrock

Victory in Normandy:

Campaign Game

(XTR Games)

SATURDAY 4:00pm to 8:00pm

Board Game Beginners

This is XTR's recently released board game on the Normandy breakout to the liberation of Paris (7 June — August 1944). Though the game features simple mechanics, it provides surprising historical insight as well as being smashing good fun to play. Fire balance and quick playing turns keep both players interested to the very end. Beginners are invited, but some wargaming experience will enhance enjoyment.

Tables: 9

Referees: Jeff Gatdish

BattleTech Compendium:

3 man Team

(FASA)

SATURDAY 4:00pm to 9:00pm

Miniatures Game Intermediate

You have 800 tons to build your company of Mechs and/or vehicles. Any tech base allowed, mechs/vehicles from any FASA printed source and Mech (Mechforce) magazines. This will be 3 hour rounds, with timed movement. Damage will carry over into the next round. Also there will be no ammo reloads till the final round. You will be fighting on one of the following terrains: mud, snow, desert, and normal. Good luck and may the best team win! There will be 2 rounds on Saturday, with the semi-finals and finals on Sunday.

Tables: Mechforce Regional Area

Referees: Bill Hall

Ken Lemons

George Holmes

Star Wars, round 2: The Coming

(West End)

SATURDAY 5:00pm to 9:00pm

Tables: 18

Referees: Jay Mann

GURPS Fantasy, round 2: Tournament

of the Dragon

(Steve Jackson Games)

SATURDAY 5:00pm to 9:00pm

Tables: 14

Referees: Chris Colbath

Dreampark: Demo Game

(Bard Games)

SATURDAY 5:00pm to 7:00pm

Role-Playing Game Beginners

Characters will be provided. Come and learn this quick and easy RPG, one that can even be played within another game.

Tables: 54

Referees: Jennifer Schriber

Mantle: Invisible War:

Demo Game

SATURDAY 5:00pm to 9:00pm

Role-Playing Game Beginners

Characters will be provided. Play an immortal in this new contemporary role-playing game. Not a god, or a mere vampire, but a true modern immortal, reminiscent of Highlander.

Tables: 45

Referees: Ran Ackels

Champions: Desert Storm 2099

(Hero Games)

SATURDAY 5:00pm to 9:00pm

Role-Playing Game Intermediate

Characters will be provided. A group of high-powered heroes attempt to liberate Kuwait from Iraqi control in the year 2099.

Tables: 42

Referees: Mike Stotts

Palladium System:

How Heroes are Created

(Palladium Games)

SATURDAY 5:00pm to 9:00pm

Role-Playing Game Beginners

Characters will be provided. The world is moving on... Entire cities vanish as if they never existed, or worse, leave behind monsters. Would it be worse to move on, or to be the last left behind?

Tables: 44

Referees: Michael Jackson

AD&D, round 2:

The Beholder Wars

(TSR)

SATURDAY 5:00pm to 9:00pm

Tables: 15 & 17

Referees: Steven Carter

David Knudson

HEXACON 3
GAMING CONVENTION



SATURDAY

(CONT)

WRG 7th Edition, round 3:

"Heat of the Knight"

Ancients tournament

SATURDAY 5:00pm to 9:00pm

Tables: 29, 30, 31, & 32

Referees: Tim Parker

Roger Jonelis

AD&D: The Trail Narmer

(TSR)

SATURDAY 5:00pm to 9:00pm

Role-Playing Game Intermediate

Characters will be provided. Buried under ancient Egyptian tombs lie the secrets of the ages and wonders beyond imagination.

Tables: 5

Referees: Simon Sutherland

SlapShot

(Avalon Hill)

SATURDAY 6:00pm to 10:00pm

Board Game Beginners

Here's a wheeling, dealing game for all hockey nuts. Can you make it to the play-offs?

Tables: 4

Referees: Chris LeFevre

Covered with Glory:

Advance Guard in Poland

SATURDAY 6:00pm to midnight

Miniatures Game Beginners

Armies provided. The French advance guard under General LaSalle attempts to secure an important river crossing in the face of attacking Russians in 1807. This is 15mm Napoleonic miniatures, 1:20 scale, 1"=40 yds, 1 turn=2 minutes.

Tables: 27

Referees: Don Enevoldson

Mayfair Railroad Games

(Mayfair Games)

SATURDAY 6:00pm to midnight

Board Game Beginners

Play various Mayfair railroad games (Eurorails, Express, Empire Builder and Nippon Rails). Play as many games as you like; we will be rotating the games around.

Tables: 6, 7, & 8

Referees: Jimmy Walker

Champions: A Stitch in Time

(Hero Games)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game Intermediate

Characters will be provided. A moral dilemma: Will the heroes act soon enough to save thousands of lives, or will they stop evil from triumph?

Tables: 20

Referees: Ben Reid

Mekton: 0080 War in the Pocket

(R. Talsorian)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game Beginners

Characters will be provided. A commando team has been assigned to get info on a new type of mobile suit and either capture it or destroy it. Is your team up to it?

Tables: 21

Referees: Tim Morgan

GURPS Cliffhangers:

Dangerous Cargo

(Steve Jackson Games)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game Beginners

Characters will be provided. Pulp style roleplaying in 1932 Europe — the players are the crew of a fly-by-night cargo operation.

Tables: 25

Referees: Darin Cochran

AD&D: Vecna Lives

(TSR)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game Intermediate

Characters provided or own w/DM's approval. Now something evil is stirring in the land around Greyhawk. The hand the eye of Vecna have been found and Vecna wants them back.

Tables: 28

Referees: Eric Swanson

Rocky and Bullwinkle

(TSR)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game Beginners

Characters will be provided. This is a light hearted game, so a sense of humor is required!

Tables: 23

Referees: Ozzie

Tales from Floating Vagabond: The

Reich Stuff

(Avalon Hill)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game Beginners

Characters will be provided. Save the Floating Vagabond from Space Nazis while not getting caught by the Time Police. Rescue Albert Einstein, to keep Hans Gelber from changing history.

Tables: 52

Referees: Chris Ohdner

Vampire: Enter — The Sabbath

(White Wolf)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game Intermediate

Characters will be provided. What dark secrets do the Sabbath hold? Will you live to tell?

Tables: 24

Referees: Justin Steele

TOON: Short Subjects &

Other Quick Features

(Steve Jackson Games)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game All Players

Characters provided, or bring your own. This is an open game for all. Characters will be provided or bring your own. This game will be made up of many "short subjects" so players may come and go during the session.

Tables: 55

Referees: Dee Romesburg

AD&D: Ravenloft

(TSR)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game All players

Players may bring their own characters. Bring your favorite character to Ravenloft. Time will tell if you get to bring them home!

Tables: 53

Referees: Matt Romanenghi

Russian Campaign:

Campaign Game

(Avalon Hill)

SATURDAY 7:00pm to 1:00 am

Board Game Intermediate

This is Avalon Hill's classic game of East Front warfare. This is a multi-round tournament, and some experience is necessary. Players play for points with the winner acquiring the most points plus a win.

Tables: 10 & 11

Referees: Gregg Fischer



HEXACon 3
GAMING CONVENTION

SATURDAY

(CONT)

BattleTech Compendium:

Assault on Moon Base Alpha

(FASA)

SATURDAY 7:00pm to 1:00 am

Miniatures Game Beginners

This is a Clan raid (Jade Falcons) against unknown forces on an airless world.

Tables: Mechforce Regional Area

Referees: Bill Hall

Ken Lemons

George Holmes

Darkurthe Legends: Demo Game

(Black Dragon Press)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game Beginners

Characters will be provided. This new fantasy RPG is being demonstrated by the designer Colin Murcray. Come join in this fun new game.

Tables: 48

Referees: Colin Murcray

Tunnels and Trolls:

Demon's Castle

(Flying Buffalo)

SATURDAY 7:00pm to 11:00pm

Role-Playing Game Beginners

Characters will be provided. This is a playtest for a new phased combat system and new magic system for T&T.

Tables: 36

Referees: Ken St. Andre

BUSHIDO

(FGU)

SATURDAY 8:00pm to midnight

Role-Playing Game Beginners

Characters will be provided. The classic RPG of feudal Japan, in an introductory game.

Tables: 54

Referees: Richard Knowles

BattleTech/Solaris VII:

Solaris VII: The Battlefield Years

(FASA)

SATURDAY 8:00pm to midnight

Board Game Beginners

Characters will be provided. Blackstar Stables, controlled by Davian, attacks the White Hand Stables, on Solaris VII. A war breaks out, by not only the two rival stables, but also the cooperation stables Starlight, Silver Dragon, and WONTHRAX. Come play this introductory level area BattleTech game.

Tables: 39

Referees: Shane Stevens

Cyberpunk: Food Chain

(R. Talsorian)

SATURDAY 9:00pm to 1:00 am

Role-Playing Game Intermediate

Characters will be provided. People of Night City are dying. They are being found in horrible states of death. Now the killer(s) are loose in Arasaka's Arcology and their security can't stop them. You are hired to stop the terror. Can you?

Tables: 42

Referees: Eric Pickney

Amber: Shadow Secrets

(Phage Press)

SATURDAY 9:00pm to 1:00 am

Role-Playing Game Beginners

Characters will be provided. Players should be familiar with Roger Zelazny's Amber books.

Tables: 43

Referees: Matthew Frederick

AD&D Ravenloft: Interesting

Case of the Singing Vampire

(TSR)

SATURDAY 9:00pm to 1:00 am

Role-Playing Game Intermediate

Characters will be provided. Meet Dr. Van Ritchen in a Ravenloft Vampire hunt.

Tables: 15

Referees: Steve Marsh

Traveller/MegaTraveller:

In the Fleet of the Warlord

(GDW)

SATURDAY 9:00pm to 1:00 am

Role-Playing Game Intermediate

Characters will be provided. You are attracted by the reputation of the Warlord and the chance to explore the solar system. First stop — Barsoom. This is your chance for fame and fortune.

Tables: 45

Referees: Mitchell Robinson

Champions

(Hero Games)

SATURDAY 9:00pm to 1:00 am

Role-Playing Game Intermediate

Characters will be provided. All superhero players out there, come play in the most popular superhero RPG ever.

Tables: 44

Referees: Mike Stotts

The Masquerade — Unlive,

round 3: Hunter's Pray

(White Wolf)

SATURDAY 9:00pm to 11:00pm

Suite TBA

Referees: Jon Bonnell

Warhammer Fantasy Role-Play: The

Affair of the Hidden Jewel

(Games Workshop)

SATURDAY 9:00pm to 1:00 am

Role-Playing Game Beginners

Characters will be provided. Come and learn this interesting twist to Fantasy RPG's.

Tables: 16

Referees: Bill Langbehn

RIFTS: A Scholar's Dream

(Palladium Games)

SATURDAY 9:00pm to 1:00 am

Role-Playing Game Intermediate

Characters will be provided. This is Palladium's game of multi-genre reality.

Tables: 41

Referees: Robert James

Vampire — Masquerade:

The Quickening

(White Wolf)

SATURDAY 9:00pm to 1:00 am

Role-Playing Game Intermediate

Characters will be provided.

Tables: 12

Referees: Richard Whatley

HEXACON 3
GAMING CONVENTION



SATURDAY

(CONT)

AD&D:

Nightwatch in the Living City (TSR)

SATURDAY 9:00pm to 1:00 am
Role-Playing Game Intermediate

Characters will be provided. This is a single round RPGA event. Neophyte adventurers join the Nightwatch, a special police force that sees to it that the fearless citizens who prow through the fog of the Veil restrict themselves to... licit business.

Tables: 13

Referees: Mike Filbert

Selected Leading Edge Games: Demo Games

(Leading Edge Games)

SATURDAY 10:00pm to 2:00 am
Role-Playing Game Beginners

Characters will be provided. Leading Edge will demonstrate selected games from their lineup, including Phoenix Command and Aliens.

Tables: 3

Referees: Dave McKenzie

Vampire — Masquerade:

Cold at Heart (White Wolf)

SATURDAY 11:00pm to 3:00 am
Role-Playing Game Intermediate

Players may bring their own characters. Seth, the Rebellious One, to his sire: "Fear? This emotion is one I've learned to gain strength from. The only fear left in me is used to stoke my passion to frenzy. Fear no longer directs my life, it obeys it. Fear only takes two forms; Fire and Sunlight. The first can be easily tamed to do what it is told, but the second has no tamer. He is even unable to control himself. But I often cheat. I have an urge to sleep and play... sleep and play. Do not fret, old woman. I'll be back in a few years to cause you more stress. But until then, I have a date with a polar bear."

Tables: 20

Referees: Dan Tech

SUNDAY

Man O' War: Free for All!

(Games Workshop)

SUNDAY 8:00 am to noon
Board Game Beginners

This is Games Workshop's awesome game of fleet actions in the Warhammer World.

Tables: 40

Referees: Bryan Gabbard

Axis & Allies

(Xeno variant), round 2

(Milton Bradley)

SUNDAY 8:00 am to 2:00pm

Tables: 36 & 37

Referees: Bryan Seminara

BattleTech Compendium, round 2:

Single Elimination

(FASA)

SUNDAY 8:00 am to 10:00 am

Tables: Mechforce Regional Area

Referees: John Bard

BattleTech Compendium, round 2: 3 man Team

(FASA)

SUNDAY 8:00 am to 10:00 am

Tables: Mechforce Regional Area

Referees: Bill Hall

Ken Lemons

George Holmes

Villains & Vigilantes: Manhunt

(FGU)

SUNDAY 9:00 am to 1:00pm

Role-Playing Game Beginners

Characters will be provided. The President of the United States has been kidnapped in Dallas. Can you find him before a maniac re-enacts the most horrible crime of the 20th century?

Tables: 26

Referees: Eric Pickney

Fantasy Hero:

Rescue of Princess Fyrissa

(Hero Games)

SUNDAY 9:00 am to noon

Role-Playing Game Intermediate

Characters will be provided. Intrepid heroes adventure through a 3-d maze in hopes of rescuing the Princess from the clutches of the vile Kraadnar.

Tables: 24

Referees: Jim Pacek

Champions: Mind-Trap

(Hero Games)

SUNDAY 9:00 am to 1:00pm

Role-Playing Game Intermediate

Characters will be provided. Come play your favorite X-Men. The X-Men are trapped, but is it a dream or is it real?

Tables: 25

Referees: Curt Jensen

Amber: One Stormy Night

(Phage Press)

SUNDAY 9:00 am to 4:00pm

Role-Playing Game Beginners

Characters will be provided. A shadowstorm rips through the one true world. After centuries of peace, what new force threatens the universe? Strong role-playing skills are required. Characters will be created during play.

Tables: 23

Referees: Gilbert Peppin

Shadowrun

(FASA)

SUNDAY 9:00 am to 1:00pm

Role-Playing Game Intermediate

Players may bring their own characters. Your friends have been disappearing mysteriously. Why?

Tables: 52

Referees: Fred Gill

Recon:

God Bless Us,

There's None Like Us

(Palladium Games)

SUNDAY 9:00 am to 1:00pm

Role-Playing Game Beginners

Characters will be provided. It's June 1969. It's 0430 in the morning, and you're on watch. You're 40 clicks behind enemy lines and a long way from home. Think you can survive to get back for another mission? Come and see...

Tables: 39

Referees: Mike Yavello

Johnny Reb:

Meeting Engagement

(GDW)

SUNDAY 9:00 am to 3:00pm

Miniatures Game Intermediate

Armies will be provided. The Union and Confederate players will be battling to control key positions of the battlefield while trying to keep their losses to a minimum.

Tables: 28 & 29

Referees: John Grepbart



HEXACON 3
GAMING CONVENTION

SUNDAY (CONT)

Enemy in Site

(Avalon Hill)

SUNDAY 9:00 am to noon
Board Game Beginners

Re-live the days of the Spanish Main. Do you go for a bow shot or use grape shot to disable the rigging? It'll only take the first 15 minutes to explain the rules to new players.

Tables: 44 & 45

Referees: Jim Gutt

Circus Maximus

(Avalon Hill)

SUNDAY 9:00 am to noon
Board Game Beginners

Re-live the days of the famous Roman chariot races. It's easy to learn and fun to play. Can you be another Ben Hur?

Tables: 38

Referees: Bill Banks

BattleTech/Solaris VII: Bloodname

(FASA)

SUNDAY 9:00 am to 2:00pm
Miniatures Game Inter./Adv.

Welcome to the Southwest Regional Mechforce Tournament. You have been gathered from amongst the finest warriors in the clans to fight for the highest of honors, a Bloodname. The circle of equals has been drawn. The field has been set. You have at your disposal any one standard Clan mech. Brush up on your dueling rules, and warm up your dice. Do you have what it takes to be victorious over the finest warriors in the land, Quiaff? Then climb aboard your mechs and let the battle begin!

Tables: Mechforce Regional Area

Referees: David Peters

Acquire

(Avalon Hill)

SUNDAY 10:00 am to noon
Board Game Beginners

Acquire fortunes in Avalon Hill's classic game of high finance.

Tables: 47

Referees: Jason Soto

BattleTech Compendium, round 3: Single Elimination

(FASA)

SUNDAY 10:00 am to noon

Tables: Mechforce Regional Area

Referees: John Bard

BattleTech Compendium,

round 3: 3 man Team

(FASA)

SUNDAY 10:00 am to noon

Tables: Mechforce Regional Area

Referees: Bill Hall

Ken Lemons

George Holmes

BattleTech Compendium:

You can Run, but You can't Hide!

(FASA)

SUNDAY 10:00 am to 2:00pm

Miniatures Game Inter./Adv.

Rules contained in the BattleTech Compendium, with optional rules where applicable, will be used. Subsequent rules clarifications issued by FASA are included. The G.M. also has some special rules to fit the scenario. Players, each piloting one (1) BattleMech or Ground Vehicle of their choice or design, will engage each other on a single standard mapboard, chosen by the referee. Designs must be legal according to the BattleTech rules of construction, and must be checked and certified by the referee(s) at least 30 minutes prior to the beginning of the game. Placement of units on the mapboard will be by random drop, accomplished via die rolls. The first turn will consist of movement only. Thereafter, it is survival of the fittest. Prizes awarded based upon points earned/lost by players during the melee.

Tables: Mechforce Regional Area

Referees: George Holmes

Warhammer Fantasy Role-play:

Demo Game

(Games Workshop)

SUNDAY 11:00 am to 3:00pm

Role-Playing Game Intermediate

Characters will be provided.

Always wondered how Warhammer Role-playing worked? Come join this demo game and see for yourself.

Tables: 32

Referees: Bill Langbehn

AD&D: For Love of Freedom

(TSR)

SUNDAY 11:00 am to 3:00pm

Role-Playing Game Intermediate

Characters will be provided. This is a single round RPGA event, open to all.

Tables: 55

Referees: Trent Meuser

BattleTech/Solaris VII:

Solaris VII: The Battlefield Years

(FASA)

SUNDAY 11:00 am to 2:00pm

Board Game Beginners

Characters will be provided.

Blackstar Stables, controlled by Davian, attacks the White Hand Stables, on Solaris VII. A war breaks out, by not only the two rival stables, but also the cooperation stables Starlight, Silver Dragon, and WONTHRAX. Come play this introductory level area BattleTech game.

Tables: 30

Referees: Shane Stevens

Space Marines: Smash and Blast

(Games Workshop)

SUNDAY 11:00 am to 3:00pm

Miniatures Game Beginners

Games Workshop's wild game of massive armored warfare is fun and easy. Join in — no experience necessary.

Tables: 27

Referees: Henry Tyler

Used Game Auction

SUNDAY

1:00pm

Everyone's invited — more details on page 23!

HEXACON 3
GAMING CONVENTION



PANELS

All panels will be held in the Pima Room — come and meet our Guests, and maybe learn a thing or two in the process!

FRIDAY PANELS:

Personality Generated PC's/ Tricks for Creating Characters

4:30pm
Corey Cole, Lori Cole, Liz Danforth
Appearance, habits, vices, attribute weaknesses and other traits; knowing who your characters are before you start developing them.

Anonymous Game Designers

6:00pm
Larry Bond, Scott Haring, Mike Stackpole
How much does name recognition factor into the success of a new game launch (in the industry and to the masses)? Would it strengthen the market to bring the identities of the designers more visibly into the public eye?

Breaking Into the Gaming Industry

7:30pm
Lori Cole, Scott Haring, Tim Olsen
How to make contacts, tricks for making yourself "indispensable" to your chosen company, and what you should avoid.

SATURDAY PANELS:

Creating Interesting Villains and Other NPC's

10:30am
Corey Cole, Lori Cole, Ken St. Andre
Common thug to personalized nemesis to romantic interest: quirks and vices, degrees of honor, and outright psychopaths; and how often should they opt for discretion over certain doom?

SATURDAY PANELS continued



HEXACon 3
GAMING CONVENTION

Allen Creatures

12:00 noon
Liz Danforth, Bob Ridolfi
Functional aliens. Why are most aliens bipedal humanoid mammals? How does one design a creature from scratch or an author's description?

Reading, Art Display and Autographing

1:30pm
Mike Stackpole with Liz Danforth
Mike reads from his upcoming BattleTech novel, Assumption of Risk. Illustrations from the novel displayed by the artist.

Computerized RPG's

3:00pm
Corey Cole, Lori Cole, Mark O'Green
Adventures through the monitor: Ultima, Bard's Tale, and on-line gaming. What's available where, advantages and disadvantages, and what remains to be improved?

Creating a Viable RPG World

4:30pm
Liz Danforth, Scott Haring, Mark O'Green, Mike Stackpole
Tips for incorporating a depth of history and folklore; special forms of natural wealth (living gems, magical metals [eg. mithril], special "crops"); native life and ecology; ecology and politics of the various forms of intelligent life, etc.

Creating Game Puzzles and Good Interactive Stories

6:00pm
Corey Cole, Lori Cole
How to set up puzzles and obstacles for characters that make sense in the game context and are right for your players. Creating a story that is partly yours, partly the players', makes sense and incorporates the puzzle or obstacle.

SUNDAY PANELS:

Racism in RPG's

12:00 noon

Scott Haring, Ken St. Andre, Mike Stackpole

Dwarves vs. Elves, Federation vs. Romulans, Clans vs. The Inner Sphere, etcetera. Does this help build tolerance, or encourage mundane bigotry?

Roleplaying to Reality

1:30pm
Corey Cole, Lori Cole, Liz Danforth
How/Do RPG's help players to cope with "real" life situations? Do RPG's help develop or stunt social, mathematical, and/or reading skills? What is the relationship between an RPG environment and reality, and where do you draw the line between fictional and real ethics?

Have You Spent Your Weekend Worshipping Satan?

3:00pm
Mark O'Green, Mike Stackpole
Gaming and the Satanic link. How real is it?

USED GAME AUCTION

The Used Game Auction is one of the most popular events at HexaCon — the rules and instructions are below.

FOR OWNERS:

Bring your used games to Gaming Central at any time on Friday or Saturday.

You will receive an Owner's Lot Form to fill out. On it, please list your games and your desired minimum bids. Minimum bids must be in increments of \$1.00.

NOTES: The lower your minimum bid, the more likely that your game will be bid on. If you have small items such as magazines or modules, group them as single units for auction. Magazines should be bundled in groups of 10; modules should be bundled in groups of 5. Single magazines or modules not only slow down the auction, they are almost never bid on.

Games will be collected from the checkpoint and stored until Sunday.

When all payments have been received at the end of the auction, each owner will be paid the sum of his/her sales less 10% commission to HexaCon.

FOR BIDDERS:

The auction will take place Sunday afternoon at 1:00pm, in the southwest corner of the Apache rooms (tournament rooms). Games will be on display for the hour preceding the auction.

Each person wishing to bid will be assigned a bidder number at the auction. Bids will be accepted on any item at minimum increments of \$1.00.

At the end of the auction, all games bid on must be paid for in cash.

MINIATURES PAINTING COMPETITION

Entries will be accepted at Gaming Central, all day Friday and Saturday. Judging will take place Sunday morning about 11:00 am. Prizes will be awarded immediately following.

DEFINITIONS:

There are two classes and five categories per class in this competition. Classes refer to the entrant; categories refer to the miniatures.

CLASSES:

An entrant must be either one or the other class; he/she may not split their entries between the two classes. The two classes are:

Master Class (1). Those people who have won 2 first place ribbons or Best-of-Show prizes in previous miniatures competitions. Also included are people who have painted miniatures professionally, or who, in the opinion of the judges, display Master Class quality in their work. Anyone who wishes may enter as a Master.

Open Class (2). All those entrants who do not fall in the Master Class.

CATEGORIES:

All entries must be in 25 mm scale or less, as those are the scales most commonly used in wargaming and fantasy gaming. Each entrant may enter no more than 3 entries per category. The five categories are:

Single figure, small (1). Any single figure whose largest dimension does not exceed 2 inches.

Single figure, large (2). Any single figure which exceeds 2 inches in any dimension, and is not a mech or vehicle.

Mechs & Vehicles (3). Giant robots, tanks, etc. Elaborate vehicles involving 3 or more other miniatures (drivers, passengers, etc.) may be classed as a diorama at the judges' discretion.

Vignettes & Dioramas (4). 2 or more individual figures on a common scenic base.

Units (20 mm or less) (5).

Multiple miniatures on a common, non-scenic base, for use in wargaming. The individual miniatures must be 20 mm scale or less.

ENTERING MINIATURES:

Miniatures must be submitted to HexaCon staff who will make an initial determination of class and category. Only members of the convention will be allowed to enter, including staff, guests and merchants. All work must be the work of the named entrant.

All miniatures entered will be placed on display. The entrant's name will be hidden for fairness in judging.

There is a maximum of 3 entries per category per entrant. Therefore, there is a maximum of 15 entries total per entrant.

No previously winning entry will be allowed.

JUDGING:

Judges are appointed by HexaCon. Judges will award all prizes for which there are suitable entries. The judges have final say on acceptance or rejection of figures for the competition. The judges have final say on the appropriate category for any entry. Judges may exercise these choices at any time prior to the awarding of prizes.

PRIZES:

Prizes will be awarded in each of the five categories for each Class. Second Place and First Place for each Category in each Class will receive ribbons. Best of Show in each Class will receive a Medallion. Additional prizes may be awarded to these winners at the discretion of HexaCon.

RETRIEVING ENTRIES:

Entrants should pick up their miniatures after the awards are given on Sunday, before 4:00pm.

HEXACon 3
GAMING CONVENTION



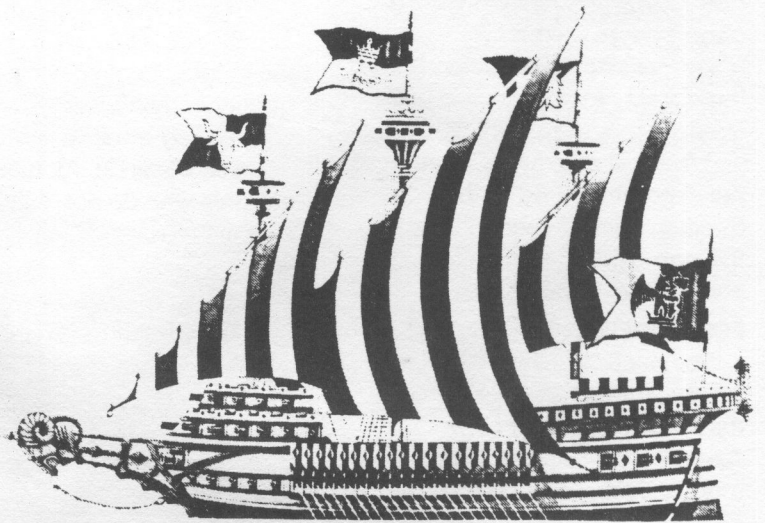
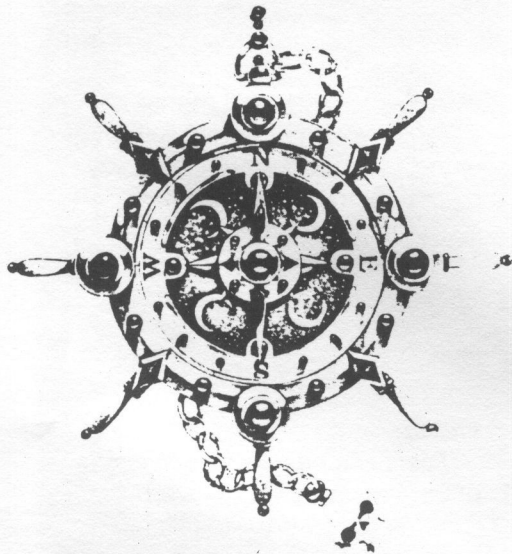
GAMES WORKSHOP[®]

PRESENTS

MAN O'WAR

RAGING SEA BATTLES IN THE WORLD OF WARHAMMER

The game of warfare at sea in the grim world of the Warhammer game. As Admiral of a fleet you are responsible for the ships and crews under your command. Your decisions can swing the battle and bring ultimate victory or crushing defeat. Manoeuvre your ships so they can bring their cannon to bear in overwhelming salvos that splinter timber like matchwood, bring down masts, rip through sails and shower decks with grapeshot and shrapnel. Close with your crippled enemy for the killing blow with iron-shod rams, or capture his vessels in valiant boarding actions. But beware the cruel sea, as fickle ocean currents, treacherous rocks, whirlpools and the whims of the four winds may combine to betray you at the very moment of victory.



The Man O War hobby-game system is designed so you can open the box, assemble the components and begin playing almost immediately. The rulebook contains full details of many fleets of the Old World, campaign rules, scenarios, crew advancement and an exciting magic system.

As well as the Man O War rulebook, terrain, playsheets, counters and cards, this game contains 12 plastic wargalley models - deadly ramships, bristling with cannon, which are the backbone of the Imperial Fleet. And as your skill improves, so can your fleet, with the ever expanding range of Citadel Miniatures' ship models to collect and paint.

In addition, Games Workshop's monthly hobby-game magazine, White Dwarf, runs regular articles giving you all the latest information and new rules for Man O War, with articles on tactics, new models as they become available, and instructions on how to create fantastic scenery for your battles.

For information on a store carrying Games Workshop products near you and a free copy of our World of Hobby Gaming brochure please contact us at Tel: (410)644-5699 FAX: (410)242-1839 or write to us at:
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COMPUTER GAMING ROOM

Taking a different approach to previous HexaCon computer rooms, this year's Computer Gaming Room highlights "interpersonal" computer gaming (mano a mano as opposed to you vs. the computer).

The spotlight is on GENie's Multiplayer BattleTech. Computers are dedicated to this function so BattleTech aficionados can pilot their favorite mech across a variety of terrain, battling opponents from across the country. We're stressing lance formations so our Regional champs can battle other groups. The possibility of a tournament exists — details are available in the Computer Gaming Room (Kachina Room).

Of course, we also have the

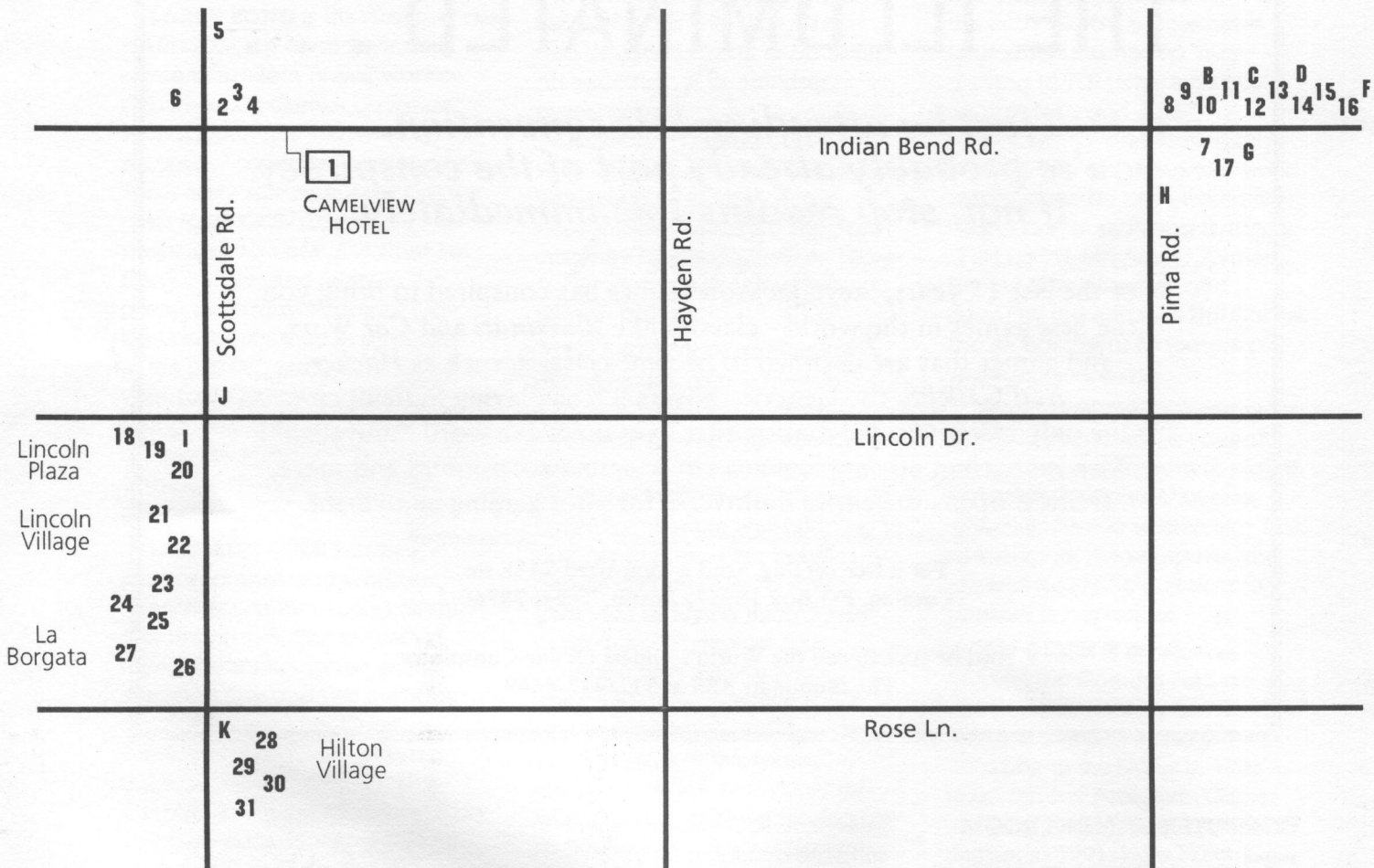
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RESTAURANT GUIDE



AREA RESTAURANTS

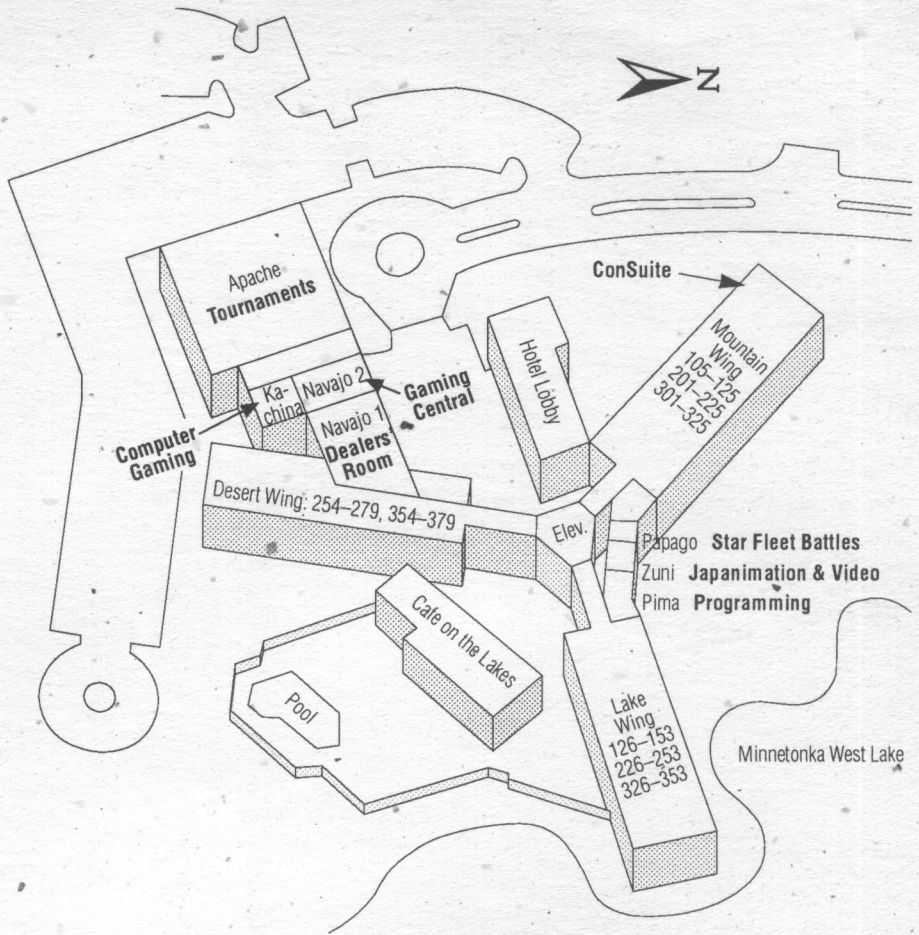
OTHER PLACES OF INTEREST

- | | |
|--------------------------------------|--|
| 1 Café on the Lakes | 17 Taco Bell |
| 2 Ruth's Chris Steak House | 18 AJ's Grocery Store & Osco Snack Bar |
| 3 Marilyn's First Mexican Restaurant | 19 Black Angus |
| 4 Rumors | 20 Quilted Bear |
| 5 Spaghetti Company | 21 El Torito |
| 6 Remington's | 22 Hollywood Deli & Bar |
| 7 Sizzler | 23 Frankie's Pizza |
| 8 McDonald's | 24 Cafe Terracotta |
| 9 Denny's | 25 Mes Amis French Bistro |
| 10 Kentucky Fried Chicken | 26 Mariah @ Cottonwoods |
| 11 Subway | 27 Mancuso's |
| 12 Heidi's Frozen Yogurt | 28 American Grill |
| 13 Pizza Peak | 29 Country Glazed Ham |
| 14 Cookies by Design | 30 Vagara Bistro |
| 15 Romancing the Bean | 31 The Good Egg |
| 16 YC Mongolian BBQ | |

- | |
|------------------------|
| B HiHealth |
| C Target |
| D UA Theatres |
| F Radio Shack |
| G Phar-Mor |
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