

**The SouthWest Gamers Association
Presents**

OMNICON

**Omnicon '99
January 15-17, 1999
Tucson Scottish Rite
160 S. Scott
Tucson, Arizona**

Things for Thinkers

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Welcome to



and Thank you

I would like to thank everyone who helped make this con possible:

Kenneth New
Chris Digan

J.R. Ward

The Committee:

John Mountcastle
John Niska

Michelle Cormier

Luke Porter
Chris Robb

And a special thanks to all the people and organizations who were essential for their support of AGOG 11:

Gamers Haven

Flying Buffalo

Sierra Madre Games

Things for Thinkers

Games Workshop Outriders

Tucson Scottish Rite

and

all the Referees for running their games!

Pyrimid Comics & Games

Hardcastle Cards & Games

Mark Layman

And the biggest "Thank You" to all the attendees. For those of you who have been coming for years and spreading the word, as well as first-timers, this convention is for you and would not be possible without your support.

I hope you have a lot of fun and that you will come back next year!

Sincerely,

Terri New, Convention Coordinator

P.S. Keep watching our Webpage (SWGA.hypermart.net) for next year's convention news!!

Important Information Hours

Convention

Opens Friday Noon
Closes Sunday 10pm

Registration

Friday noon-8pm
Saturday 8am-8pm
Sunday 8 am-2pm

Dealers' Room

Friday 5pm-7pm
Saturday 11am-7pm
Sunday 11am-4pm

Omnivorium

Friday 2pm-11pm
Saturday 8am-11pm
Sunday 8am-6pm

Raffle

Sunday 4:00 pm

With your paid registration you receive one raffle ticket. Additional tickets may be purchased for 50¢ ea, 3 for \$1.00 or 100 for \$30! Must be present to win.

AUCTION

Immediately after the raffle

Please see a member of the Omnicon Staff if you have something you would like to sell.

You will also need to get a bidder's number is you would like to bid.

Omnivorium (Snack bar)

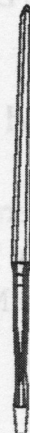
We will be selling soda, coffee and snacks, as well as some nuke it yourself food. Also at lunch and dinner time we will have hotdogs and brats.



Miniature Painting Contest

All entries must be received by noon on Sunday. Judging will follow. Miniatures may be picked up after the Raffle.

The categories are Masters (2 entries max., For previous winners), Historical, Science Fiction, Fantasy and new this year: Units or Scenes. 3 Entries per person.



\$

Omnibucks

You might receive Omnibucks as a prize in a game or as reimbursement for referee-ing.

Omnibucks may be spent on raffle tickets, in the dealer's room, in the Omnivorium, or for preregistration for next year.

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\$

Omnicon Rules

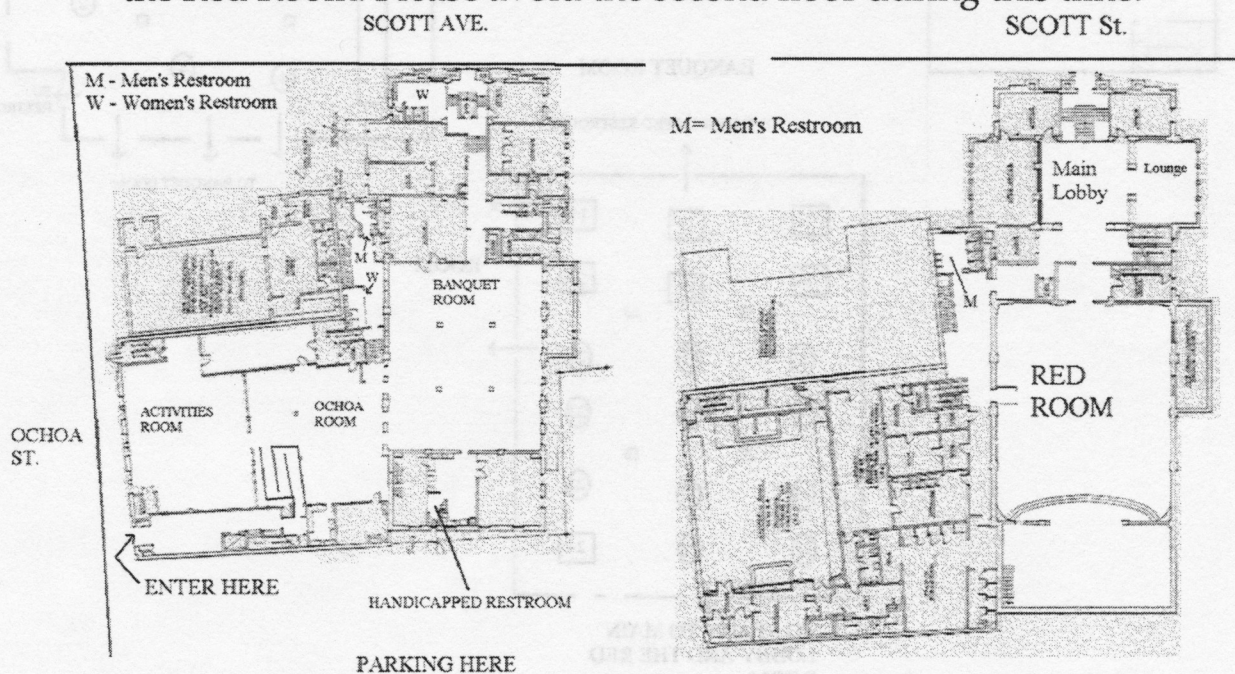
We are privileged to have this very nice facility for Omnicon this year. In order to be invited back and for everyone's safety we provide the following rules:

- Obey lodge staff and postings
- Be courteous to other guests of the lodge
- No smoking in the building
- No alcohol
- No weapons, toy or otherwise
- No food upstairs
- Wear your badge visibly at all times

We are not responsible for lost or damaged items, please keep an eye on your stuff

Below is a map of the facility. Do not go into the shaded areas!

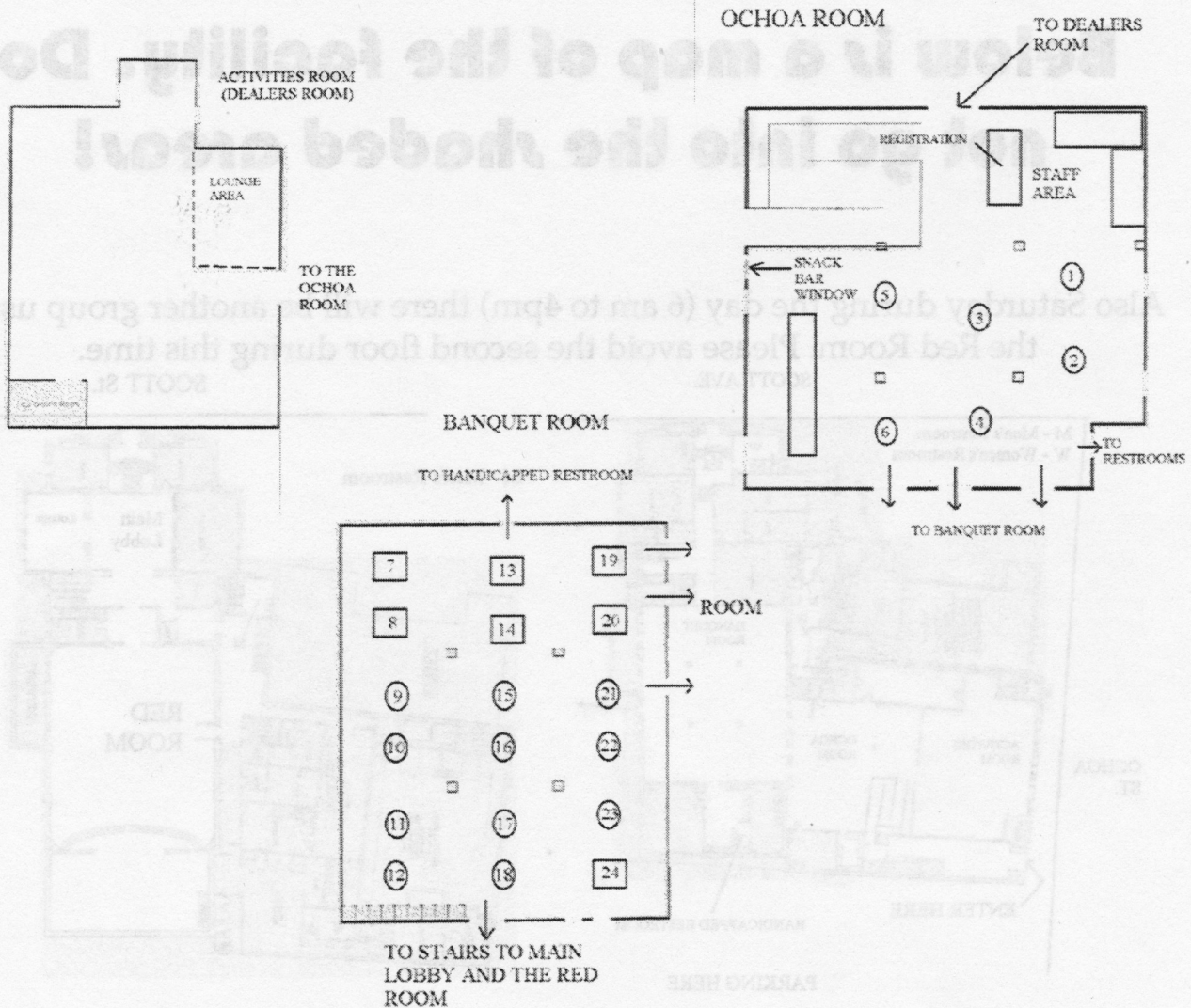
Also Saturday during the day (6 am to 4pm) there will be another group using the Red Room. Please avoid the second floor during this time.



In Memorium

The committee would like to dedicate Omnicon 99 to "Ozzie"

Robert Osman was a cornerstone of the Arizona gaming community. One of the pioneers of Hexacon, he passed away last year. He is sorely missed.



Games

Games Sign-up

As in the past, there is no pre-registration for games. All scheduled games and tourneys are signed up for on a first come, first serve, basis. The sign-up sheets will be located by the registration desk. They will be set out following this schedule:

Friday's games	Opening of Omnicon Noon on Friday
Saturday Morning (6 am-2 pm)	Friday 6 pm
Saturday 2 pm -Midnight	Saturday 8 am
Sunday (all day)	Saturday 6:00 pm

Check often, pick-up games may be put out throughout the day.

Each sheet lists the game, name, time, referee, rating and number of players and alternates. You will need a badge number to sign up for games, and referees will be checking badges. DO NOT cross anyone else's name off the list.

The Rating system is used by the referees to indicate how familiar with the game players should be.

0 = no experience with any game system needed

1 = some experience with this type of game but not necessarily with this game

2 = experience with this particular game

Pick-up Games

Space permitting pick-up (unscheduled games) are encouraged. You can get sign up sheets at the registration desk. At the completion of your game bring the sheet back to the registration desk and we will try to arrange for prizes. Please sign-up for open tables at the registration desk. You may be asked to move if you are not listed for a table.

Game Descriptions

Friday

LOST WORLDS tournament (Going on All through the CON)

The Lost Worlds Diceless Fantasy Combat System is based on the patented "Ace of Aces" system by Alfred Leonardi. It's a way of fighting fantasy duels using only picture books, and no dice. I can teach people how to play it in 5 minutes. There are over 50 different characters available in the books from barbarians to elves to trolls to giants to dragons. When I run a tournament, players pick a character they want to play, and I give them a badge. When they meet someone else at the con wearing a badge, they challenge them to a duel. The winner comes & tells me the result of the duel. The player with the most wins (without three losses) over the weekend wins first prize. Players can join in at any time. Which makes this a great convention tournament.

Players can sign up at my table in the dealer room.

Exp. Lvl = 0

Games Master: Rick loomis

NUCLEAR WAR CARD GAME: Saturday 7pm - 10pm

The game that answers the question: Are there really any winners in a nuclear war?

Game Master: Rick Loomis

Call of Cthulhu 1990's: THE AUCTION Friday Night 6pm - 2am

8 Players / 2 Alternates

You have been invited to the Crescent Moon Auction house in New Orleans, LA. where the owner has promised many unique items for sale. Some of the items may be of real power, others may just be pretty junk. You'll never know unless you bid.

Exp. Lvl - 0

Game Master: Chris Robb

Battle of the Standard. 1138AD. Friday 6pm - 10pm

3 players for the Scots and 3 players for the Normans

Using Knight Hack in 15mm. While Stephen and Matilda battle for the throne of England, King David of Scotland marches his army into England. With no reinforcements available from Stephen, the local knights and levy must turn back the Scottish army or watch Northern England fall to the Scots. Three brave Norman lords and three land hungry Scottish thegns are needed to fight in the Battle of the Standard.

Exp. = 0

Game Master: Paul Rigby

GURPS FANTASY The Beast of Derry's Green 6pm - Midnight

Players: 6 with 2 alternates

Three grizzly murders late one night lead the villagers of Derry's Green to believe that a two hundred year old legend has returned. The crown has sent two of its best men to find out if this is indeed true, along with some local heroes and a man in the wrong place at the wrong time, there is a mystery to be solved.

Exp. Lvl = 0

Game Master: Luke Porter

AD&D (Fast-Play Game) Friday 6:00 - Midnight

4 Players

Something nasty is raiding the farms in Vale and it's up to the players to solve the problem. This is an introductory (and rather short) adventure for new AD&D players.

Exp. Lvl = 0

Game Master: Tom Slattery

WARHAMMER (DEMOS) 7pm - 11pm

Come learn how to play Warhammer Fantasy, 40k & Epic from the Games Workshop Outriders

Exp. Lvl = 0

Game Master: Scott Simms

Arkham Horror (Cthulhu Boardgame) 8pm-Midnight

Up to six players

The Gates are opening and eldritch horrors are invading Arkham! You and the other play-

ers must work together to close the gates and keep the monsters from gibbering through the streets of this small, but troubled town.

Game Master: Terri New

GURPS Horror/Spanish Conquest/Aztecs Midnight - 6am

6 Players (2 Alternates)

It is the dawn of a new age. The glory of the Spanish Empire has come to Mexico and the pacification of the natives is progressing according to the plan of the King, Queen and God. But on the expedition to the jungle of the Yucatan, something is wrong. Something is terribly wrong.

Exp. Lvl. = 0

Game Master: Ken New

SATURDAY

Clash at Cloville. July 11, 1944. Saturday game: 10am - 2pm

Using Battleground WWII in 28mm.

3 Players for American and 2 for German

After finally ending the resistance at "Kraut Corner", the 38th Infantry Regt. moved ahead to capture Hill 192. The small village of Cloville on the slope of Hill 192 has been heavily bombed by American bombers turning the place to rubble. It was here that the 38th ran into their second strongpoint of the day. Three American commanders needed to capture Cloville and two Germans are needed to break up the American attack.

Exp. = 0

Game Master: Paul Rigby

WARHAMMER 10am - 4pm

Come learn how to play Warhammer Fantasy, 40k & Epic from the Games Workshop Outriders

Exp. Lvl = 0

Game Master: Scott Simms & Don Jones

INWO Tournament (Church of the Sub-Genius) 10am - noon

(Illuminati Card Game)

4 Players

The one True Church must forever be vigilant, against all enemies foreign and domestic. And especially against the Anti-Bob. Play this game and gain SLACK.

Exp. Lvl = 0

Game Master: J.R. Ward

GURPS Technomancers: "O-ooooklahoma! Where the Seelie Are Abducting All Our Kin!"

Saturday Noon - 5:00PM

6 players, 2 alternates

Something is rotten in Oklahoma. Seelie abductions are on the rise. Spontaneous Demon Generation. Strange lights over the army base. Poltergeist activity. The Kuriyakin Foundation has been contacted and they are sending a team of investigators to check on the

strange happenings. Are you up to the task?

Exp. Lvl = 0

Game Master: John Niska

HEROES UNLIMITED: Conflict Saturday Noon - 6pm

6 Players / 2 Alternates

:Someone or group is threatening world peace with both nuclear and bio-chemical weapons. The President has called in the Heroes to stop the threat. The Villains have certain demands that if aren't met, they will let loose with their cache of weapons. Supposedly they are receiving inside help from within the US boarder.

Exp. Lvl = 0

Game Master: Bruce Koehler

Warzone 2nd Ed Saturday Noon - 5pm & 6pm - 11pm

Up to 8 Players

The worlds rage in war, and darkness overshadows our lives. The only light comes from the power of the brotherhood, and even there is corruption's taint. Take command of your destiny in Heartbreaker and Target Games' brilliant tactical combat game of the dark future in the Mutant Chronicles universe. Command units of mankind's finest warriors or the Dark Legion's mighty minions in a fast paced and exciting system that gives you the flexibility you need with the ease of play you crave.

Exp. Lvl = 0

Game Master: Ron Cover

Chronopia Saturday Noon - 5pm & 6pm - 11pm

Up to 8 Players

Enter the world of Chronopia and see if you have what it takes to lead their armies to victory. Heartbreaker and Target Games have brought fantasy skirmish battles to a new level with an innovative system that combines tactical flexibility with intuitive ease of play. Come and see what the excitement is all about.

Exp. Lvl = 0

Game Master: Ron Cover

INSECTA: RAINFOREST (bug miniatures game) Saturday. 12:00 - 4pm

10 Players

Play a bug, kill other bugs, kill your fellow bugs to become a bigger, better bug.
(Games Coordinator's Note: Always remember to remind Phil that your SPINY)

Exp. Lvl = 0

Game Master: Phil Eklund

SHADOWRUN: Duty & Honor Saturday 2pm - 10pm

7 Players / 2 Alternates

After four years it is finally happening, Raven & Iceman are getting married. But before the honeymoon duty and honor must be upheld. And by the time its over an old friend will be dead.

Exp. Lvl = 0

Game Master: Chris Robb

NAPOLEON'S BATTLES Sat. 2pm - 6:30pm

Land warfare of the Napoleonic era, in 15mm scale. Beginning level Napoleons Battles Rules will be used. There are commands for up to 12 courageous officers.
Exp. Lvl. = 0

Game Master: Bill Bushong

AD&D Saturday 4pm - 8pm

6 Players w/2 Alternates

The residents of the small town of Buckstop have always been a hardy lot, but several mysterious disappearances recently have shaken even this stoic lot. Most are muttering something about "trouble 't wolves", but the leader of the local militia doesn't think so. Time to call in some capable troubleshooters to find out...

Experience 1 (Some AD&D preferred)

Game Master: David Marsden

MAGE the ASCENSION: More than one side to War Saturday 4pm - 10pm

5 Players / 2 Alternates

Diverting from the usual focus of Mage, the players are an Amalgam formed by the Technocratic Union to investigate and stop several strange happenings disturbing their local university. Teamwork is a must. An overview of Technocratic procedures (magick) will be included.

Exp. Lvl = 1 (Previous Experience with White Wolf Games)

Game Master: Paula Schrieker

GURPS TRAVELLER 6pm - Midnight

6 Players (2 Alternatives)

The crew of the far-trader White Hart has been hired to make a routine delivery to a corporate world when they get caught up in something and quite unexpected. Now they have to complete their mission, presuming they can figure out what it really is.

Exp. Lvl. = 0

Game Master: Ken New

CLOSE ACTION Sat. 7pm - Midnight

Napoleonic era Naval miniatures game in 1/300th scale, using the Close Action rules system. Room for up to 20 Seafaring Captains with a stout heart.

Exp. Lvl = 0

Game Master: Wig Graves & Adam Waters

NEGROSCOPE: Night Terrors Sat. 10pm - 4am

6 Players / 2 Alternates

The E-Branch of a covert American agency has been sent to investigate Ravenmoor Manor. Strange happenings and odd sightings have been reported, and it is your job to find out what is going on. Do you have what it takes, do you have the guts,

Exp. Lvl = 0

Game Master : Dennis Natale

(THIS GAME IS RATED NC-17, NO BODY UNDER 18 WILL BE ADMITTED DUE TO EXTREME ADULT SITUATIONS)

MALTESE OBJECTIVE Sat. Midnight - 6:00am

Historical Role-Playing game based on Napoleonic era navies. The game will use the Privateers & Gentlemen rules system. There are positions for 3-6 hearty and Scurvy free seafarers.

Exp. Lvl = 0

Game Master: Bill Bushong

GURPS Horror: Dreams, Dark and Deadly Midnight - 6am

6 players, 2 alternates

The Arizona Reading Club, has fought of a supernatural threat before, now they are called to help one of their member's loved ones in rural Colorado. where an experimental dream machine is that latest addition to a town with a sinister past.

Exp. Lvl = 0

Game Master: luke Porter

Sunday

GURPS Alternate Earths/Black Ops/? "Oh. Where Have All Our Black Ops Gone?"

Sunday Noon - 4:00PM

6 Players, 2 alternates

As employees of this world's only multidimensional, transnational company, your lives have been exciting, but you haven't seen it all yet. Team Timber wolf was sent to AE641, an unexplored reality, two weeks ago. They have not returned. It is up to Team Raven to go to AE641, recover the DRV (dimension recon vehicle), find out what can be exploited on this earth, and comeback alive. If you can rescue any members of Team Timber wolf, do it if financially feasible. Good Luck.

Exp. Lvl = 0

Game Master: John Niska

AD&D Dark Sun "Freedom" Sunday. 10:00 am - 4pm

7 players/ 2 Alternates

Now, after a century of slave labor, sorcerer king Kalak's great ziggurat nears completion. He has promised the city a grand celebration when the monument is done, complete with the most brutal arena spectacle in Tyr's long history. Rumors abound as to the nature of the spectacle: some believe it will bring with it the longed-for manumission of countless slaves; others fear the annihilation of Tyr and her people as a sacrifice to Kalak's hunger for power; and a secret few believe that it will be a day of revolution—a day of freedom!

Exp. Lvl = 0

Game Master: Tom Slattery

CIVILIZATION (The Boardgame) 11am - ???

Up to 8 Players

This is the board game of advancing your culture up through the ages and coming out on top.

Exp. Lvl = 0

Game Master: Eb Eberlein

LORDS OF THE SIERRA MADRE (empire building game) Sunday. Noon - 4pm

Up to 8 players. Can Take beginners.

Exp. Lvl = 0

Game Master: Phil Eklund

INWO Tournament (Illumanati Card Game) Noon - 4pm

4 Players

Japan, President Clinton and the Phone Company. Once they were your allies, but now they are mindless

servants of your True Enemies. Solidify your power base and take over the world - Before its too late.

Exp. Lvl = 0

Game Master: J.R./ Ward

Friday/Early Saturday

Table #	2 pm	3 pm	4 pm	5 pm	6 pm	7 pm	8 pm	9 pm	10 pm	11 pm	12 pm	1 am	2 am	3 am	4 am	5 am	
1					GURPS Fantasy -Beast/Derry's Green						GURPS Horror/Sp. Conquest/Aztecs						
2					Arkham Horror												
3																	
4																	
5					AD&D (Fast-play game)												
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7					Warhammer Scott Simms												
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24					Call of Cthulhu 1990's The Auction												
Omni-vorium	Open		Hot Dogs				Open										
Dealer Room				Open L Worlds													
Red Lodge										LARP:							

Saturday/Early Sunday

Table #	6 am	7 am	8 am	9 am	10 am	11 am	noon	1 pm	2 pm	3 pm	4 pm	5 pm	6 pm	7 pm	8 pm	9 pm	10 pm	11 pm	Midnite	1 am	2 am	3 am	4 am	5 am	
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Omni- votium Dealer Room																									
Red Lodge																									

Sunday

Table #	6 am	7 am	8 am	9 am	10 am	11 am	noon	1 pm	2 pm	3 pm	4 pm	5 pm	6 pm	7 pm	8 pm	9 pm	10 pm
1											RAFFLE	RAFFLE	AUCTION				
2							GURPS Alt Earth/Blk ops				RAFFLE	RAFFLE	AUCTION				
3											RAFFLE	RAFFLE	AUCTION				
4							INWO				RAFFLE	RAFFLE	AUCTION				
5											RAFFLE	RAFFLE	AUCTION				
6				AD&D Dark Sun: Freedom							RAFFLE	RAFFLE	AUCTION				
7											RAFFLE	RAFFLE	AUCTION				
8											RAFFLE	RAFFLE	AUCTION				
9						Civilization					RAFFLE	RAFFLE	AUCTION				
10											RAFFLE	RAFFLE	AUCTION				
11											RAFFLE	RAFFLE	AUCTION				
12											RAFFLE	RAFFLE	AUCTION				
13						Lords of the Sierra Madre					RAFFLE	RAFFLE	AUCTION				
14											RAFFLE	RAFFLE	AUCTION				
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Omni-vorium			Open				Hot dogs	Open									
Dealer Room							Open Lost Worlds Tourney										
Red Lodge																	



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