

HUNTSVILLE COMIC & POP CULTURE EXPO GUIDE TO GAMING



APRIL 25-27, 2025

HUNTSVILLE, AL

WELCOME TO THE HUNTSVILLE COMIC & POP CULTURE EXPO 2025!

We hope you enjoy your time at the convention. This booklet is a guide to tabletop gaming at the Huntsville Comic & Pop Culture Expo. Visit us at <https://www.hsvexpo.com>, or scan the QR code to the right with your phone. You can download the latest version of this guide on the convention website in the Tabletop Gaming. (The version of this guide can be found in the credits below.)



We also have an active presence on Facebook and Discord. Follow us on Facebook at <https://www.facebook.com/HuntsvilleComicExpo>. You can join our Discord server at <https://discord.gg/MhHhBArFdu>, or once again, scan the QR code to the right.



LOCATION

The convention is held at the Von Braun Center in Huntsville, AL (<https://www.vonbrauncenter.com>). The VBC's website includes directions to the venue as well as helpful parking information under Guest Services. Scan the QR code to the right with your phone to be taken directly to their website. An interior map of the VBC with important convention locations is available on the following page.



HOURS OF OPERATION

Most of the non-game-related convention offerings (such as the guest interactions, vendors, panels, ticketing, etc.) are in the South Hall. The panel schedule appears on page 38 and you can learn more about the other activities by visiting the convention website. The hours of operation for the South Hall are listed below.

SOUTH HALL HOURS

Day	Hours
Friday	03:00 PM – 08:00 PM
Saturday	10:00 AM – 06:00 PM
Sunday	11:00 AM – 05:00 PM

The tabletop game room is in East Hall 1 of the Von Braun Center and has extended hours of operation.

TABLETOP GAME ROOM HOURS

Day	Hours
Friday	03:00 PM – 12:00 AM
Saturday	10:00 AM – 12:00 AM
Sunday	11:00 AM – 05:00 PM

To participate in tabletop gaming, a pass is required and can only be obtained from ticketing during the normal convention hours.

CONVENTION FOUNDER:

VOLUNTEER LEAD:

TABLETOP GAMING COORDINATOR:

GUIDE VERSION:

GUIDE LAYOUT & EDITING:

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6.00 (April 22, 2025)

Kerry Jordan

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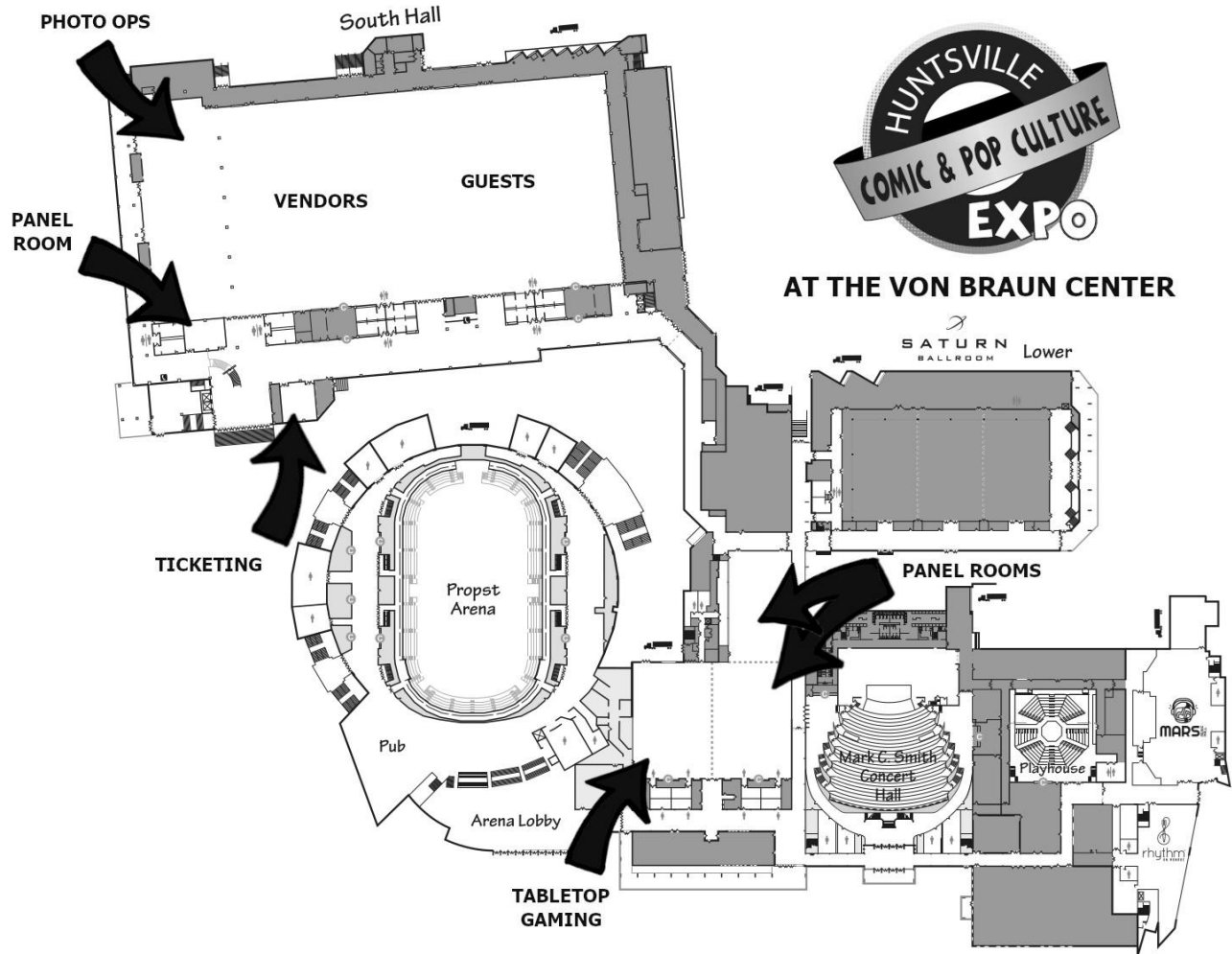
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<https://www.drivethrurpg.com/en/product/480309/RPG-Stock-Art-Illustrations-by-Tara-Quinn--5E-SRD-Edition>, <https://www.drivethrurpg.com/product/483193/RPG-Stock-Art-Illustrations-by-Tara-Quinn--Bonus-Edition>, and

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GAME TABLES

Each table in the game room has a posted number and schedule. When not scheduled, the table is open to free play. Feel free to take a seat and play one of our play-to-win games, library games, or something from your own collection. We have *Looking for Player* signs you may borrow to signal that you are open to more players.

GAME LIBRARY

Our game library is provided by a local game enthusiast, Craig Goodrick. Attendees may check out a game from his library at the game room desk. You can find the list of available games at

<https://boardgamegeek.com/geeklist/353687/2025-huntsville-pop-culture-expo-game-library>, or by scanning the QR code to the right with your phone.



PLAY-TO-WIN GAMES

We have terrific sponsors and many publishers sent games for our attendees to enjoy. You may check these games out from the game room desk, play them, and return them. If you enjoy the game, you receive a raffle ticket to potentially win the game! Drawings for the play-to-win games are conducted according to the schedule below.

PLAY-TO-WIN DRAWING SCHEDULE

Day	Time
Saturday	04:00 PM
Sunday	03:00 PM

Winners are posted at the desk and notified by text message. A winner has 30 minutes to claim the game after his name is drawn. Any unclaimed games are placed into our prize support and distributed to other attendees.

The checkout for play-to-win games ends roughly 30 minutes before the raffle drawings. By accepting the game, you grant permission for the convention to take and use promotional pictures of you and the prize.

PRIZE SUPPORT

Did I mention our terrific sponsors? Not only do sponsors provide play-to-win games, they also provide prize support that is randomly given to attendees in the game room. Anyone playing a game could be a winner. To ensure the least amount of disruption, the staff contacts the winner at his table and brings him back to the game room desk to choose a prize from the selection available. By accepting the prize, you grant permission for the convention to take and use promotional pictures of you and the prize.

CHARITY AUCTION

Once again, our sponsors show their support by providing special items for our silent charity auction to benefit Kids to Love (<https://www.kidstolove.org>), a local foundation that finds families for foster children. The auction items are on display near the game room desk. You must be 18 years or older to bid in the auction. To bid, you simply add your name and bid to the next line on the item's bid list. The auction ends on **Saturday at 4:00 PM** and the highest bidder **present** for an item wins the item. Payment in the form of credit card or cash is due at auction end. However, a new bid after 3:55 PM extends bidding on an item for five minutes. By participating in the auction, you grant permission for the convention to take and use promotional pictures of you and the item won.

SPONSORS

After all this talk of sponsors, you're probably wondering who are these great companies? You can find a complete list at <https://www.hsvexpo.com/sponsors>, or by scanning the QR code to the right with your phone. A few of our top sponsors can also be found throughout this guide. Please consider granting them your business.



SCHEDULED GAMES

We offer a large number of scheduled games for attendees and the vast majority are open to new players. In fact, several unpublished games are scheduled as playtests where everyone is a new player. The entire

schedule with game descriptions begins on page 4. At the start of each day, registration sheets for that day's games are posted at the game room desk. If a game sounds fun to you and you have the time, register for it! You have nothing to lose. And thank your game masters when a game is done! We couldn't offer such a variety of games without our dedicated volunteer game masters.

GAME TOURNAMENTS

Not only do we have scheduled games; we also have scheduled game tournaments for those who want to prove their mettle for a tournament prize! The tournament times and prizes are listed below, but detailed boxed text descriptions are listed with the other games in the game schedule starting on page 4.

TOURNAMENT SCHEDULE & PRIZES

Tournament Game	Time	Prize
BattleTech: Alpha Strike	Sunday, 1:00 PM	\$50 credit with Noble Knight Games
Dungeons & Dragons	Saturday, 6:00 PM	Surprise team prize
Splendor	Saturday, 6:00 PM	\$50 credit with Noble Knight Games
Star Wars: Unlimited	Saturday, 6:00 PM	Drafted cards

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FRIDAY GAME SCHEDULE

[Board/Card] = Board or Card Game

[RPG] = Role-playing Game

[Mini] = Miniature Strategy Game

[TCG] = Trading Card Game

FRIDAY 3:00 PM

Convention begins

[Board/Card] **Brewing Shenanigans, *Learn to Play Brewing Shenanigans***

East Hall 1, Table 4; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: David Capps (Nebulae Studios)

Brewing Shenanigans is a coffee-based board game where players attempt to craft drinks to gain the most points. Shenanigans ensue as other players try to spill your drinks so be careful!

[Board/Card] **Colossus Clash, *Colossus Clash Playtest***

East Hall 1, Table 18; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi and trounce the competition in an all-out kaiju battle royal!

[Board/Card] **Formula Dé**

East Hall 1, Table 14; Play Time: 3 hours

Ages: 12+; Experience: Intermediate

Game Master: Richard Garber

Formula 1 Grand Prix racing on race circuits around the world! Can you drive your car to victory against the track and other drivers? Play ***Formula Dé*** and race to the checkered flag.

[Board/Card] **Oh My Pigeons!**

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

In ***Oh My Pigeons!***, you'll lure, steal, and even flick your way to becoming the bird-brained boss of the park! Snag pigeons for your bench, sabotage your rivals, and roll the die for chaotic fun in this fast-paced, family-friendly game.

[Board/Card] **Sabacc, *Smuggler's Stakes Sabacc***

East Hall 1, Table 19; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Cole Thornhill (Mischievous Merqaal Cantina)

Calling all Star Wars fans! Don't miss the chance to play ***Sabacc*** (as seen in the film Solo and the new Outlaws video game) with the Mischievous Merqaal Cantina.

Whether you're a seasoned player or a curious newcomer, there's a game waiting for you. See you at the ***Sabacc*** table! No registration required.

[Board/Card] **The Captain is Dead**

East Hall 1, Table 13; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Tiia Vesalainen

It's the last 10 minutes of your favorite sci-fi TV show... except that this time things have gone seriously wrong and ***The Captain Is Dead!*** This turn-based, survival/strategy game puts you in the Captain's chair as you try to save your crew from being blown to bits by aliens.

[Mini] **BattleTech: Alpha Strike, *Battle of Redoubt Normandy***

East Hall 1, Table 38; Play Time: 4 hours

Ages: All; Experience: Beginner

Game Master: Brenden Heckman

The year is 3151. The Clans have come to Terra—and now the fate of Europe hangs on the steel walls of Redoubt Normandy. Clan Wolf warriors thunder across the battered plains of France to meet the hardened Northwind Highlanders, dug in and defiant. Come play a key moment in BattleTech history and practice for the ***BattleTech: Alpha Strike*** Tournament on Sunday. (The tournament grand prize is \$50 from Noble Knight Games.)

[RPG] **13th Age, *Swords Against the Dead***

East Hall 1, Table 27; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: Chris Fichten

With no warning, hordes of undead erupt from the earth, attacking anyone nearby! It's up to you and your fellow adventurers to protect the locals while you try to discover who, or what, is controlling the undead and stop it. Come roll lots of dice in this d20 heroic fantasy TTRPG!

[RPG] **Avatar Legends: The Roleplaying Game, *Air & Wind***

East Hall 1, Table 29; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: Nick Weiner

Set in the era of Aang, your group of adventurers is asked to help reunite the last airbender with an artifact from

his long-lost culture. A **Powered by the Apocalypse**-style game based on the series **Avatar: The Last Airbender**. Pregenerated characters are provided.

[RPG] Burning Wheel, Thieves' World

East Hall 1, Table 32; Play Time: 4 hours
Ages: 18+; Experience: Beginner
Game Master: Peter Sotos (The Burning Wheel HQ)
The city is in chaos! The leader of your gang has been murdered. Now is the time to turn your ragtag crew into a more powerful and potent force, avenge the murder of your leader, and most importantly, determine which one of you will become the new leader.

[RPG] Call of Cthulhu, A Lonely Thread

East Hall 1, Table 33; Play Time: 2 hours
Ages: 12+; Experience: Beginner
Game Master: Kevin Puett
Something is wrong with Professor Thomas. Unfortunately, you didn't know that before you arrived at his cabin deep in the woods. Can you act in time to save your friend? Or will a horrific secret devour all in this scenario set in the 1920's?

[RPG] Extinction

East Hall 1, Table 34; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Cory Holman (Super Blood Moon Studios)
It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the **Extinction**?

[RPG] Fallout, Music for the Wasteland

East Hall 1, Table 20; Play Time: 4 hours
Ages: 12+; Experience: Beginner
Game Master: Trey Tabb
Here's a little Cole Porter for you, children... for the 1,349th time! Aaarrrrgh!!! Somebody, PLEASE, bring me some new tunes!!

Earn money in a wasted world by finding new music for WGNR radio. Explore the other old prewar radio stations in a search for old records, but beware of the dangers!

[RPG] Fractured Earth, The Mist Is No Man's Friend

East Hall 1, Table 39; Play Time: 4 hours
Ages: 12+; Experience: Beginner
Game Master: James Watson (Tortured Earth)
You are lost in the MIST. What will you find? Or what will find YOU?

[RPG] Pathfinder, Pathfinder Society

East Hall 1, Table 10; Play Time: 5 hours
Ages: All; Experience: Beginner
Game Master: Michael Lehofer-Chavez
(Pathfinder/Starfinder Society)

Pathfinder Society (PFS) is a worldwide fantasy roleplaying campaign. You decide your character's pace, playing as often as you want, without having to stick to a strict schedule. As a living campaign, the story reacts to player choices, allowing your actions to influence future adventures.

**[RPG] Shadow of Serenity (Dungeons & Dragons),
A Howl in the Night**

East Hall 1, Table 28; Play Time: 4 hours
Ages: 12+; Experience: Intermediate
Game Master: John Henry (Hammered Out Homebrew)
Your business solves the problems that the City Watch are too busy or incompetent to address. A mother reports strange noises outside her house every night. Her son says he sees a large doggy on their back porch at night but only he ever sees the dog. This little mystery should be easy to solve.

FRIDAY 4:00 PM

[Board/Card] Abduktion

East Hall 1, Table 11; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Jessica Henry
A quick, light strategy game for adults and kids of duck matching, a UFO, and logic! Players are all interns on an alien UFO, working for an intergalactic corporation that has one main function: abducting ducks. (For research purposes, duh.)

**[Board/Card] Apollo: A Game Inspired by NASA
Moon Missions, Apollo: Missions to Space**

East Hall 1, Table 17; Play Time: 1 hour or less
Ages: 12+; Experience: Beginner
Game Master: Justin Butler
Take the role of astronauts in the command module on of the Gemini or Apollo missions. Astronauts must guide their craft through multiple flight stages by strategically using dice and communication tokens.

**[Board/Card] Brewing Shenanigans, Learn to Play
Brewing Shenanigans**

East Hall 1, Table 4; Play Time: 1 hour or less
Ages: All; Experience: Beginner
Game Master: David Capps (Nebulae Studios)
Brewing Shenanigans is a coffee-based board game where players attempt to craft drinks to gain the most



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<https://www.fantasygrounds.com>

points. Shenanigans ensue as other players try to spill your drinks so be careful!

[Board/Card] Colossus Clash, *Colossus Clash* Playtest

East Hall 1, Table 18; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi and trounce the competition in an all-out kaiju battle royal!

[Board/Card] Dacey Dwarves

East Hall 1, Table 24; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Corey Papastathis (Chrysalis Creative Endeavors)

Each player chooses a dwarf to play. The cards are dealt and dice are rolled. Then players draft cards each turn and place their dice to try to get the highest score.

[Board/Card] Oh My Pigeons!

East Hall 1, Table 12; Play Time: 1 hour or less
Ages: All; Experience: Beginner
Game Master: Cora Grdinich (Altered Reality)

In *Oh My Pigeons!*, you'll lure, steal, and even flick your way to becoming the bird-brained boss of the park! Snag pigeons for your bench, sabotage your rivals, and roll the

die for chaotic fun in this fast-paced, family-friendly game.

[Board/Card] Sabacc, *Smuggler's Stakes Sabacc*

East Hall 1, Table 19; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Cole Thornhill (Mischievous Merqaal Cantina)

Calling all Star Wars fans! Don't miss the chance to play *Sabacc* (as seen in the film Solo and the new Outlaws video game) with the Mischievous Merqaal Cantina. Whether you're a seasoned player or a curious newcomer, there's a game waiting for you. See you at the *Sabacc* table! No registration required.

[Board/Card] The Captain is Dead

East Hall 1, Table 13; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Tiia Vesalainen

It's the last 10 minutes of your favorite sci-fi TV show... except that this time things have gone seriously wrong and *The Captain is Dead!* This turn-based, survival/strategy game puts you in the Captain's chair as you try to save your crew from being blown to bits by aliens.

[Board/Card] Zombicide

East Hall 1, Table 23; Play Time: 1 hour or less
Ages: 18+; Experience: Beginner
Game Master: Grant Parry (Altered Reality)

Zombicide throws you into a relentless cooperative battle against hordes of the undead. Team up, gear up, and level up as you mow down zombies, complete missions, and try not to get eaten. Whether you're new to the outbreak or a seasoned survivor, there's only one goal: don't die.

[Mini] Heroscape: Master Set – Age of Annihilation, *Learn to Play Heroscape*

East Hall 1, Table 37; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Dakota Helton (Red Panda Hobbies & Games)

Come learn to play *Heroscape* with us and become a part of an epic battle. *Heroscape* is a battle between and among characters across dozens of genres, time periods, planets, and cultures taking place on a three-dimensional gaming surface of various elevations and terrain types.

HUNTSVILLE COMIC & POP CULTURE EXPO 2025
FRIDAY GAME SCHEDULE

[RPG] Dungeons & Dragons (2014), Novice Session I

East Hall 1, Table 5; Play Time: 2 hours
Ages: 12+; Experience: Beginner
Game Master: Kevin Boles

Dungeons & Dragons can be played using a surprisingly-small set of rules. After just 30 minutes covering the essential foundations of the game, we spend the next 90 minutes actually PLAYING an adventure! You get to keep your new character AND a full set of *D&D* dice. Completely new players welcome!

[RPG] Hunter: The Reckoning, The Wild Pursuit

East Hall 1, Table 21; Play Time: 3 hours
Ages: 10+; Experience: Beginner
Game Master: James Aaron

Step into the shoes of a seasoned hunter in a thrilling scenario blending strategy, teamwork, and survival in a captivating urban environment based on this convention.

[RPG] Pathfinder, Menace Under Otari

East Hall 1, Table 9; Play Time: 4 hours
Ages: All; Experience: Beginner
Game Master: Phillip Kauffman

The small seaside town of Otari is known for its fresh fish and skilled sailors, but above all, it's a big logging town, providing valuable wood to the nearby metropolis of Absalom. But for you, Otari is home. You grew up playing on the docks, and getting lost in the nearby woods.

FRIDAY 6:00 PM

**[Board/Card] Brewing Shenanigans, Learn to Play
Brewing Shenanigans**

East Hall 1, Table 4; Play Time: 1 hour or less
Ages: All; Experience: Beginner
Game Master: David Capps (Nebulae Studios)

Brewing Shenanigans is a coffee-based board game where players attempt to craft drinks to gain the most points. Shenanigans ensue as other players try to spill your drinks so be careful!

**[Board/Card] Colossus Clash, Colossus Clash
Playtest**

East Hall 1, Table 18; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi and trounce the competition in an all-out kaiju battle royal!

[Board/Card] Earth

East Hall 1, Table 13; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Kristy Smith

Earth is a tableau builder with very simple rules but each game requires a different strategy based on random goals that are drawn from the cards. Players will create a self-supporting engine of growth, expansion, and supply by drafting cards from the deck and placing them strategically.

[Board/Card] Horrified

East Hall 1, Table 11; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Jessica Henry

Imagine living in a place so wretched that it's not plagued by one, two, or even three monsters, but seven of the most horrifying fiends of which you've ever heard. In this game, you'll come face to face with them all as you work together to rid the town of these maniacal or misunderstood creatures.

**[Board/Card] Not So Neighborly, Learn to Play Not
So Neighborly**

East Hall 1, Table 23; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Grant Parry (Altered Reality)

Not So Neighborly is the fast, fun, and slightly chaotic card game where backstabbing is part of the charm! Build your dream neighborhood while sabotaging your friends with sneaky attacks, crafty action cards, and clever defenses. Perfect for families, parties, and anyone who enjoys a little friendly rivalry.

[Board/Card] Sabacc, Smuggler's Stakes Sabacc

East Hall 1, Table 19; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Cole Thornhill (Mischievous Merqaal Cantina)

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[Board/Card] Splendor, *Splendor Tournament Qualifier*

East Hall 1, Table 14; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: Christine Maye

Become a Renaissance merchant and build your trading empire in this fast-paced, elegant game of strategy! Collect gems, acquire developments, and earn prestige to attract the noble patrons. Easy to learn but full of depth, Splendor is perfect for both new and experienced players.

This is a qualifier event for our Splendor Tournament on Saturday evening! The grand prize is a \$50 gift card from Noble Knight Games!

[Board/Card] The Witcher: Old World

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: 18+; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

The Witcher: Old World portrays an era when monsters roamed the Continent in vast numbers, posing a constant threat that called for the expertise of highly trained monster slayers known as Witchers. Become a Witcher and immerse yourself in the legendary Witcher universe!

[Board/Card] Thunder Road: Vendetta

East Hall 1, Table 24; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Corey Papastathis (Chrysalis Creative Endeavors)

Thunder Road: Vendetta is a revved-up restoration of the classic 1986 game of mayhem on the asphalt. Grab your crew, roll your dice, race your cars, shoot your guns, and try not to get wrecked.

[Mini] BattleTech: A Game of Armored Combat, *Clan Invasion: Hold Your Ground!*

East Hall 1, Table 36; Play Time: 4 hours

Ages: All; Experience: Beginner

Game Masters: Raanan Gluck, Aaron Lindow, Ollie Rhys (BattleTech Huntsville)

The Planet of Mesera has avoided the clutches of war for over 40 years. Now a mysterious enemy has appeared out of deep space, overwhelming the orbital defenses and issuing only one message:

"We declare a Batchall. We bid 3 stars of Heavy mechs... what is your bid?"

[Mini] Heroscape: Master Set – Age of Annihilation, *Learn to Play Heroscape*

East Hall 1, Table 37; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Dakota Helton (Red Panda Hobbies & Games)

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[RPG] Call of Cthulhu, *Dead Light*

East Hall 1, Table 33; Play Time: 3 hours

Ages: 18+; Experience: Beginner

Game Master: Kevin Puett

A chance encounter with a distressed young woman leads you into the hideous aftermath of a crime gone terribly wrong.

[RPG] Dungeons & Dragons (2014), *Novice Session II*

East Hall 1, Table 5; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Kevin Boles

In this continuation of *D&D Novice Session I* (but open to those who couldn't make the last), we review for 10-15 minutes before playing an adventure and learning more about the wonderful game of *Dungeons & Dragons!*

[RPG] Dungeons & Dragons (2024), *Hag Heist*

East Hall 1, Table 22; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: RJ Currer

Get In. Get Out. Don't Get Cursed.

This heist-style adventure tasks the characters with breaking into the home of the hag, Auntie Griftbone, to steal a family heirloom and end the curse laid upon an innocent farmer. It focuses on strategic play, creative solutions, puzzles, and teamwork to win the day.

[RPG] Extinction

East Hall 1, Table 34; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Cory Holman (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the *Extinction?*

[RPG] Skate Wizards, *Axe of the Dwarvish Lords*

East Hall 1, Table 17; Play Time: 2 hours
Ages: 12+; Experience: Beginner
Game Master: Justin Butler

Long ago, the dwarvish lords ruled over their mountain homes. Now, after the Dragon Wars, the clans are scattered with no monarch to unite them. Shred the gnar inside the dead skeleton of a long-dead dragon to find the Axe that will unite the dwarves once more. Don't be no mongo-pushing poser!

[TCG] Magic: The Gathering, *Magic: The Gathering Draft Event*

East Hall 1, Tables 25, 30; Play Time: 4 hours
Ages: 12+; Experience: Beginner
Game Master: Colter Dewees (Misty Mountain Gaming)

Ready your decks and test your strategy in this ***Magic: The Gathering*** Draft Event! Build your deck on the spot and battle fellow Planeswalkers in fast-paced, fun competition. All skill levels welcome!

FRIDAY 7:00 PM

[Board/Card] Brewing Shenanigans, *Learn to Play Brewing Shenanigans*

East Hall 1, Table 4; Play Time: 1 hour or less
Ages: All; Experience: Beginner
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Game Master: Grant Parry (Altered Reality)

Not So Neighborly is the fast, fun, and slightly chaotic card game where backstabbing is part of the charm! Build your dream neighborhood while sabotaging your friends with sneaky attacks, crafty action cards, and clever defenses. Perfect for families, parties, and anyone who enjoys a little friendly rivalry.

[Board/Card] Sabacc, *Smuggler's Stakes Sabacc*

East Hall 1, Table 19; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Cole Thornhill (Mischievous Merqaal Cantina)

Calling all Star Wars fans! Don't miss the chance to play ***Sabacc*** (as seen in the film Solo and the new Outlaws video game) with the Mischievous Merqaal Cantina. Whether you're a seasoned player or a curious newcomer, there's a game waiting for you. See you at the ***Sabacc*** table! No registration required.

[Board/Card] Sheriff of Nottingham

East Hall 1, Table 11; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Jessica Henry

Step into the bustling medieval market of ***Sheriff of Nottingham***, where honesty is optional and deception is the name of the game! Will you sneak contraband past the ever-watchful Sheriff, or strike a deal that's too good to pass up? Each round, someone wears the badge—and everyone else plays their cards (and their poker face) wisely.

[Board/Card] Splendor, *Splendor Tournament Qualifier*

East Hall 1, Table 14; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Christine Maye

Become a Renaissance merchant and build your trading empire in this fast-paced, elegant game of strategy! Collect gems, acquire developments, and earn prestige to attract the noble patrons. Easy to learn but full of depth, Splendor is perfect for both new and experienced players.

This is a qualifier event for our Splendor Tournament on Saturday evening! The grand prize is a \$50 gift card from Noble Knight Games!

[Board/Card] The Witcher: Old World

East Hall 1, Table 12; Play Time: 1 hour or less
Ages: 18+; Experience: Beginner
Game Master: Cora Grdinich (Altered Reality)

The Witcher: Old World portrays an era when monsters roamed the Continent in vast numbers, posing a constant threat that called for the expertise of highly trained monster slayers known as Witchers. Become a Witcher and immerse yourself in the legendary Witcher universe!

[Mini] Heroscape: Master Set – Age of

Annihilation, *Learn to Play Heroscape*

East Hall 1, Table 37; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Dakota Helton (Red Panda Hobbies & Games)

Come learn to play *Heroscape* with us and become a part of an epic battle. *Heroscape* is a battle between and among characters across dozens of genres, time periods, planets, and cultures taking place on a three-dimensional gaming surface of various elevations and terrain types.

FRIDAY 8:00 PM

South Hall closes

[Board/Card] Boss Monster: The Dungeon Building Card Game

East Hall 1, Table 11; Play Time: 1 hour or less

Ages: 12+; Experience: Beginner

Game Master: Jessica Henry

Take on the role of a retro-style video game villain, designing deadly dungeons to lure and defeat adventurers. Outwit your opponents and prove who's the baddest boss in the land!

[Board/Card] Colossus Clash, *Colossus Clash Playtest*

East Hall 1, Table 18; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi and trounce the competition in an all-out kaiju battle royal!

[Board/Card] Earth

East Hall 1, Table 13; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Kristy Smith

Earth is a tableau builder with very simple rules but each game requires a different strategy based on random goals that are drawn from the cards. Players will create a self-supporting engine of growth, expansion, and supply by drafting cards from the deck and placing them strategically.

[Board/Card] HerStory

East Hall 1, Table 23; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: Grant Parry (Altered Reality)

HerStory is a game that celebrates the amazing women of history who have helped shape our world. Its aim is to bring more recognition to women like civil rights activist Ruby Bridges and Nobel Prize winner Rigoberta Menchu, through fun gameplay that will pique your curiosity.

[Board/Card] Splendor, *Splendor Tournament Qualifier*

East Hall 1, Table 14; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: Christine Maye

Become a Renaissance merchant and build your trading empire in this fast-paced, elegant game of strategy! Collect gems, acquire developments, and earn prestige to attract the noble patrons. Easy to learn but full of depth, Splendor is perfect for both new and experienced players.

This is a qualifier event for our Splendor Tournament on Saturday evening! The grand prize is a \$50 gift card from Noble Knight Games!

[Board/Card] Tsuro

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

Tsuro is the beautifully simple yet deeply strategic game of path-building and survival. Lay your tiles, guide your stone, and avoid colliding with others or wandering off the board. With every move, the board changes, and so does your fate.

[Board/Card] Veiled Fate

East Hall 1, Table 24; Play Time: 3 hours

Ages: 12+; Experience: Beginner

Game Master: Corey Papastathis (Chrysalis Creative Endeavors)

Play as a divine being who has sired a demigod in the realm of humankind. The identity of your lineage is known only to you. Use positional play to complete quests and influence fate to ensure the outcome is in your favor.

[Mini] BattleTech: Alpha Strike, *Battle of Redoubt Normandy*

East Hall 1, Table 38; Play Time: 4 hours

Ages: All; Experience: Beginner

Game Master: Brenden Heckman

The year is 3151. The Clans have come to Terra—and now the fate of Europe hangs on the steel walls of Redoubt Normandy. Clan Wolf warriors thunder across the battered plains of France to meet the hardened Northwind Highlanders, dug in and defiant. Come play a key moment in BattleTech history and practice for the *BattleTech: Alpha Strike* Tournament on Sunday. (The tournament grand prize is \$50 from Noble Knight Games.)

[Mini] Heroscape: Master Set – Age of

Annihilation, *Learn to Play Heroscape*

East Hall 1, Table 37; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Dakota Helton (Red Panda Hobbies & Games)

Come learn to play *Heroscape* with us and become a part of an epic battle. *Heroscape* is a battle between and among characters across dozens of genres, time periods, planets, and cultures taking place on a three-dimensional gaming surface of various elevations and terrain types.

[RPG] 13th Age, *Swords Against the Dead*

East Hall 1, Table 27; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: Chris Fichten

With no warning, hordes of undead erupt from the earth, attacking anyone nearby! It's up to you and your fellow adventurers to protect the locals while you try to discover who, or what, is controlling the undead and stop it. Come roll lots of dice in this d20 heroic fantasy TTRPG!

[RPG] Burning Wheel, *Thieves' World*

East Hall 1, Table 32; Play Time: 4 hours

Ages: 18+; Experience: Beginner

Game Master: Peter Sotos (The Burning Wheel HQ)

The city is in chaos! The leader of your gang has been murdered. Now is the time to turn your ragtag crew into a more powerful and potent force, avenge the murder of your leader, and most importantly, determine which one of you will become the new leader.

[RPG] Call of Cthulhu, *What Never Sleeps*

East Hall 1, Table 39; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: Tiia Vesalainen

In the summer of 1924, ten people are invited to an isolated island for a weekend retreat by a rich acquaintance. So far so good. But as the night progresses, the holiday turns into a nightmare as cosmic horrors are unleashed. Can you survive and escape that which never sleeps?

[RPG] Cyberpunk RED, *Phantoms in the Opera House*

East Hall 1, Table 28; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Bjarki Reifers

One of Atlanta's sketchiest fixers have hired you for a "simple" gig: Rescue a group of musicians from the Philharmonic Vampires.

But simple doesn't exist in ATL.

You've played the game now play the inspiration!

Join in for a One-shot perfect for beginners and those wanting to try out *Cyberpunk RED*.

[RPG] Dungeons & Dragons (2014), *A Wicken of Warlocks*

East Hall 1, Table 29; Play Time: 4 hours

Ages: 18+; Experience: Beginner

Game Master: Shige Clark (Game Maven TTRPGs)

Your warlock patron, the Maven, demands you participate in a contest for her favor! Confront your fears and outsmart your rivals. Only the most cunning and resourceful warlock will emerge victorious, securing their place as the Maven's champion. But what exactly is this test about...?

[RPG] Extinction

East Hall 1, Table 34; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Cory Holman (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the *Extinction*?



Discover a haven for gamers and hobbyists at HIGH GROUND HOBBIES in Madison, AL! From tabletop wargaming and RPGs to model kits and paints, they provide everything you need to bring your games to life. Battle, build, and explore today!

<https://www.highgroundhobbies.com>

[RPG] Fractured Earth, *The Mist Is No Man's Friend*

East Hall 1, Table 17; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: James Watson (Tortured Earth)

You are lost in the MIST. What will you find? Or what will find YOU?

[RPG] Hunter: The Reckoning, *The Wild Pursuit*

East Hall 1, Table 21; Play Time: 3 hours

Ages: 10+; Experience: Beginner

Game Master: James Aaron

Step into the shoes of a seasoned hunter in a thrilling scenario blending strategy, teamwork, and survival in a captivating urban environment based on this convention.

[RPG] Pathfinder/Starfinder, *Pathfinder/Starfinder Society*

East Hall 1, Table 10; Play Time: 4 hours

Ages: All; Experience: Beginner

Game Master: Arion Clarke (Pathfinder/Starfinder Society)

Pathfinder Society (PFS) is a worldwide fantasy roleplaying campaign. You decide your character's pace, playing as often as you want, without having to stick to a strict schedule. As a living campaign, the story reacts to player choices, allowing your actions to influence future adventures.

[RPG] Shadow of Serenity (Dungeons & Dragons), *A Howl in the Night*

East Hall 1, Table 20; Play Time: 4 hours

Ages: 12+; Experience: Intermediate

Game Master: John Henry (Hammered Out Homebrew)

Your business solves the problems that the City Watch are too busy or incompetent to address. A mother reports strange noises outside her house every night. Her son says he sees a large doggy on their back porch at night but only he ever sees the dog. This little mystery should be easy to solve.

[RPG] Starfinder, *Starfinder Playtest*

East Hall 1, Table 9; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: Ray Napoli (Starfinder Society)

The **Starfinder Society Roleplaying Guild** is a worldwide science-fantasy roleplaying campaign that puts you in the role of an agent of the **Starfinder Society**. It's **Dungeons & Dragons** or **Pathfinder** in SPAAAACE!

FRIDAY 8:30 PM

[Board/Card] Ultimate Werewolf

East Hall 2; Play Time: 3 hours

Ages: 12+; Experience: Beginner

Game Master: James King

Trust no one. Speak carefully. Sleep lightly.

Ultimate Werewolf is the social deduction game of secrets, suspicion, and survival—where villagers must uncover the hidden werewolves before they become the next meal. Will you deceive the town... or save it?

FRIDAY 9:00 PM

[Board/Card] Formula Dé

East Hall 1, Table 14; Play Time: 3 hours

Ages: 12+; Experience: Intermediate

Game Master: Richard Garber

Formula 1 Grand Prix racing on race circuits around the world! Can you drive your car to victory against the track and other drivers? Play **Formula Dé** and race to the checkered flag.

[Board/Card] Sabacc, *Smuggler's Stakes Sabacc*

East Hall 1, Table 19; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Cole Thornhill (Mischievous Merqaal Cantina)

Calling all Star Wars fans! Don't miss the chance to play **Sabacc** (as seen in the film Solo and the new Outlaws video game) with the Mischievous Merqaal Cantina. Whether you're a seasoned player or a curious newcomer, there's a game waiting for you. See you at the **Sabacc** table! No registration required.

[Board/Card] Thunder Road: Vendetta

East Hall 1, Table 1; Play Time: 3 hours

Ages: 12+; Experience: Beginner

Game Master: Craig Goodrick

Thunder Road: Vendetta is a revved-up restoration of the classic 1986 game of mayhem on the asphalt. Grab your crew, roll your dice, race your cars, shoot your guns, and try not to get wrecked.

[Board/Card] Tsuro

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

Tsuro is the beautifully simple yet deeply strategic game of path-building and survival. Lay your tiles, guide your stone, and avoid colliding with others or wandering off

the board. With every move, the board changes, and so does your fate.

[RPG] Call of Cthulhu, Alone Against The Static

East Hall 1, Table 33; Play Time: 3 hours

Ages: 12+; Experience: Beginner

Game Master: Kevin Puett

A weekend getaway to a cabin in the Dakota Black Hills uncovers older, darker things among the trees in this 1990's scenario.

FRIDAY 10:00 PM

[Board/Card] Deadly Dowagers

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: 18+; Experience: Beginner

Game Master: Kristy Smith

Play a humorous game of marriage, murder, and money! You are competing to grow your dowry in order to marry up. (This may mean your current husband must meet an untimely demise.) Be the first player to have enough money to marry the Duke and win!

[Board/Card] Sabacc, Smuggler's Stakes Sabacc

East Hall 1, Table 19; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Cole Thornhill (Mischievous Merqaal Cantina)

Calling all Star Wars fans! Don't miss the chance to play **Sabacc** (as seen in the film Solo and the new Outlaws video game) with the Mischievous Merqaal Cantina. Whether you're a seasoned player or a curious newcomer, there's a game waiting for you. See you at the **Sabacc** table! No registration required.

[RPG] Cyberpunk RED, Phantoms in the Opera House

East Hall 1, Table 28; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Bjarki Reifers

One of Atlanta's sketchiest fixers have hired you for a "simple" gig: Rescue a group of musicians from the Philharmonic Vampires.

But simple doesn't exist in ATL.

You've played the game now play the inspiration!

Join in for a One-shot perfect for beginners and those wanting to try out **Cyberpunk RED**.



[RPG] Extinction

East Hall 1, Table 34; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Cory Holman (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the **Extinction?**

FRIDAY 11:00 PM

[Board/Card] Sabacc, Smuggler's Stakes Sabacc

East Hall 1, Table 19; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Cole Thornhill (Mischievous Merqaal Cantina)

Calling all Star Wars fans! Don't miss the chance to play **Sabacc** (as seen in the film Solo and the new Outlaws video game) with the Mischievous Merqaal Cantina. Whether you're a seasoned player or a curious newcomer, there's a game waiting for you. See you at the **Sabacc** table! No registration required.

SATURDAY 12:00 AM

Game room closes

SATURDAY GAME SCHEDULE

[Board/Card] = Board or Card Game

[RPG] = Role-playing Game

[Mini] = Miniature Strategy Game

[TCG] = Trading Card Game

SATURDAY 10:00 AM

Game room opens

[Board/Card] **Abduction**

East Hall 1, Table 11; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: Jessica Henry

A quick, light strategy game for adults and kids of duck matching, a UFO, and logic! Players are all interns on an alien UFO, working for an intergalactic corporation that has one main function: abducting ducks. (For research purposes, duh.)

[Board/Card] **Brewing Shenanigans, Learn to Play Brewing Shenanigans**

East Hall 1, Table 4; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: David Capps (Nebulae Studios)

Brewing Shenanigans is a coffee-based board game where players attempt to craft drinks to gain the most points. Shenanigans ensue as other players try to spill your drinks so be careful!

[Board/Card] **Cat in the Box**

East Hall 1, Table 17; Play Time: 1 hour or less

Ages: 12+; Experience: Beginner

Game Master: John Pavlick (The Lawrenceburg Board Gamers)

Cat in the Box is an adorably light but intense trick-taking game where every card has a number value but no suite until it is played. You win tricks by placing the highest card on the table, but if you play a card that was already played you cause a paradox and your points count as negative points.

[Board/Card] **Colossus Clash, Colossus Clash Playtest**

East Hall 1, Table 18; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi and trounce the competition in an all-out kaiju battle royal!

[Board/Card] **Detective: City of Angels**

East Hall 1, Table 24; Play Time: 2 hours

Ages: 13+; Experience: Beginner

Game Master: Larry Livingston Stanbery

Solve a who-dunnit mystery as you explore an LA Noir-style board game. Each Detective attempts to piece together the clues, question suspects, and search location throughout LA, all while racing against the clock.

[Board/Card] **Duck & Cover**

East Hall 1, Table 13; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

Get ready to quack up in this quick goofy game! Your rubber ducks are splashing water all around your bathtub!

[Board/Card] **Photosynthesis**

East Hall 1, Table 12; Play Time: 2 hours

Ages: 10+; Experience: Beginner

Game Master: AJ Howard

The sun shines brightly on the forest, and the trees use this wonderful energy to grow and develop their beautiful foliage. Sow your seeds wisely as the shadows of your growing trees could slow your opponents down, but don't forget that the sun revolves around the forest throughout the day!

[Board/Card] **Sabacc**

East Hall 1, Table 19; Play Time: 2 hours

Ages: 8+; Experience: Beginner

Game Master: Nick Bell (Rocket City Cantina)

Join the Rocket City Cantina for a round of the best card game in the galaxy: **Sabacc**! The game that won Han Solo the Millennium Falcon and is loved by scoundrels and bounty hunters across the galaxy. Grab a seat and some (fake) coin and join us for a round or two. No registration required.

[RPG] **Cairn, GM Workshop: Designing Your First Adventure**

East Hall 1, Table 9; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Justin Butler

Are you interested in running your own tabletop role-playing game but aren't sure how to begin? In this workshop, using the simple Cairn ruleset, you create an



adventure suitable for 2-5 players. All materials are provided, including a copy of the rules for you to keep!

[RPG] Call of Cthulhu, *The Derelict*

East Hall 1, Table 33; Play Time: 3 hours
Ages: 12+; Experience: Beginner
Game Master: Kevin Puett

The search for a missing reefer ship in the North Atlantic draws the attention of a strange and deadly monster in this modern scenario for *Call of Cthulhu*.

[RPG] Dungeons & Dragons (2014), *In Service of the Tiger Preview*

East Hall 1, Table 16; Play Time: 2 hours
Ages: 12+; Experience: Beginner
Game Master: Corey Papastathis (Chrysalis Creative Endeavors)

Play a short preview of *In Service of the Tiger*, a historical *5E* adventure set during the latter portion of the Warring States Period of Medieval Japan (1550). All players are rewarded with a digital copy of the full adventure.

[RPG] Fiasco Classic, *Star Trek: The Fiasco Frontier*

East Hall 1, Table 8; Play Time: 2 hours
Ages: 12+; Experience: Beginner
Game Master: Nick Weiner

A rules-lite RPG in which players improvise a “movie” set in Space — the final frontier. These are the adventures of some Starfleet members exploring the universe, allying with newly met civilizations, addressing anomalies, and boldly making bad decisions where no person has gone before.

[RPG] Hunter: The Reckoning, *The Wild Pursuit*

East Hall 1, Table 21; Play Time: 3 hours
Ages: 10+; Experience: Beginner
Game Master: James Aaron

Step into the shoes of a seasoned hunter in a thrilling scenario blending strategy, teamwork, and survival in a captivating urban environment based on this convention.

[RPG] RagnaBorg, *Spring Solstice Adventure*

East Hall 1, Table 29; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Brandon Coons

RagnaBorg is a fantasy Viking hack for *Mork Borg*. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

[TCG] Altered

East Hall 1, Tables 25-26; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Masters: Adam Lovell, Grant Parry (Altered Reality)

Set in a modern, rich, and colorful fantasy universe. Shape your own adventure, choose a faction, and lead your expeditions through an ever-changing world. Explore the world of *Altered*, collect rare and unique cards, and be the first to discover what the universe of *Altered* has in store for you! No registration required.

[TCG] Battalla, *Learn to Play Battalla*

East Hall 1, Table 23; Play Time: 1 hour or less
Ages: All; Experience: Beginner
Game Master: Aaron Stiles

Lead your units across a dynamic battlefield in this one-of-a-kind TCG! *Battalla* is a locally made tactical TCG that combines elements of traditional TCG’s with a Chess-like movement system. Use your favorite legendary heroes to take control of the battlefield and attack your opponent directly! No registration required.

SATURDAY 11:00 AM

[Board/Card] Brewing Shenanigans, *Learn to Play Brewing Shenanigans*

East Hall 1, Table 4; Play Time: 1 hour or less
Ages: All; Experience: Beginner
Game Master: David Capps (Nebulae Studios)

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[Board/Card] Cat in the Box

East Hall 1, Table 17; Play Time: 1 hour or less
Ages: 12+; Experience: Beginner
Game Master: John Pavlick (The Lawrenceburg Board Gamers)

Cat in the Box is an adorably light but intense trick-taking game where every card has a number value but no suite until it is played. You win tricks by placing the highest card on the table, but if you play a card that was already

played you cause a paradox and your points count as negative points.

[Board/Card] Colossus Clash, *Colossus Clash* Playtest

East Hall 1, Table 18; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Anthony Treadway (Nebulae Studios)
Choose a unique Colossi and trounce the competition in an all-out kaiju battle royal!

[Board/Card] Sheriff of Nottingham

East Hall 1, Table 11; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Jessica Henry
Step into the bustling medieval market of *Sheriff of Nottingham*, where honesty is optional and deception is the name of the game! Will you sneak contraband past the ever-watchful Sheriff, or strike a deal that's too good to pass up? Each round, someone wears the badge—and everyone else plays their cards (and their poker face) wisely.

[Board/Card] Splendor, *Splendor Tournament Qualifier*

East Hall 1, Table 14; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Christine Maye
Become a Renaissance merchant and build your trading empire in this fast-paced, elegant game of strategy! Collect gems, acquire developments, and earn prestige to attract the noble patrons. Easy to learn but full of depth, Splendor is perfect for both new and experienced players.
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[Board/Card] The Witcher: Old World

East Hall 1, Table 13; Play Time: 1 hour or less
Ages: 18+; Experience: Beginner
Game Master: Cora Grdinich (Altered Reality)
The Witcher: Old World portrays an era when monsters roamed the Continent in vast numbers, posing a constant threat that called for the expertise of highly trained monster slayers known as Witchers. Become a Witcher and immerse yourself in the legendary Witcher universe!

[RPG] Extinction

East Hall 1, Table 34; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Chaney Hereford (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the *Extinction*?

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East Hall 1, Tables 25-26; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Masters: Adam Lovell, Grant Parry (*Altered* Reality)
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Game Master: Aaron Stiles
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SATURDAY 12:00 PM

[Board/Card] Colossus Clash, *Colossus Clash* Playtest

East Hall 1, Table 18; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Anthony Treadway (Nebulae Studios)
Choose a unique Colossi and trounce the competition in an all-out kaiju battle royal!

[RPG] Pathfinder, *Pathfinder Society*

East Hall 1, Table 10; Play Time: 5 hours
Ages: All; Experience: Beginner
Game Master: Michael Lehofer-Chavez (Pathfinder/Starfinder Society)
Pathfinder Society (PFS) is a worldwide fantasy roleplaying campaign. You decide your character's pace, playing as often as you want, without having to stick to a strict schedule. As a living campaign, the story reacts to

player choices, allowing your actions to influence future adventures.

SATURDAY 1:00 PM

[Board/Card] *14ers, 14ers Playtest*

East Hall 1, Table 18; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Zach Sullivan (Grazing Bear Games)

Preview the upcoming mountain-climbing, tableau-building card game, *14ers*! Pair off as rival climbers building your skills and your scoring by conquering “14ers” (mountains over 14,000 ft.) in Colorado, maneuvering around weather and your rival along the way. Learn in 5 minutes and play in 30 minutes!

[Board/Card] *Detective: City of Angels, Murder on All Hallows' Eve*

East Hall 1, Table 24; Play Time: 3 hours
Ages: 12+; Experience: Beginner
Game Master: Grant Krahling

Play the mystery-solving board game, Detective! Find clues, interview suspects, and uncover secrets about the strange death of Clark Stewart, a Hollywood actor found dressed as a centurion and half-sunk in a tar pit. Not so strange when you remember it is Halloween...

[Board/Card] *Sabacc*

East Hall 1, Table 19; Play Time: 2 hours
Ages: 8+; Experience: Beginner
Game Master: Nick Bell (Rocket City Cantina)

Join the Rocket City Cantina for a round of the best card game in the galaxy: *Sabacc*! The game that won Han Solo the Millennium Falcon and is loved by scoundrels and bounty hunters across the galaxy. Grab a seat and some (fake) coin and join us for a round or two. No registration required.

[Board/Card] *Splendor, Splendor Tournament Qualifier*

East Hall 1, Table 14; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Christine Maye

Become a Renaissance merchant and build your trading empire in this fast-paced, elegant game of strategy! Collect gems, acquire developments, and earn prestige to attract the noble patrons. Easy to learn but full of depth, Splendor is perfect for both new and experienced players.

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[Board/Card] *The Red Dragon Inn*

East Hall 1, Table 17; Play Time: 1 hour or less
Ages: 12+; Experience: Beginner
Game Master: Josh Clapham

In *The Red Dragon Inn*, you and your adventuring party have survived the quest... but can you survive a night of drinking, gambling, and friendly sabotage at the tavern? Keep your gold, stay conscious, and try not to get thrown out—or worse, passed out.

[Board/Card] *The Search for Planet X*

East Hall 1, Table 12; Play Time: 1 hour or less
Ages: 12+; Experience: Beginner
Game Master: John Pavlick (The Lawrenceburg Board Gamers)

This is a competitive sudoku-like logic game about astronomers discovering hidden objects in the night sky using the hints and research they collect over the course of the game. Each player must use all their deductive reasoning to be the first to find... Planet X!

[Board/Card] *Tzolk'in: The Mayan Calendar*

East Hall 1, Table 11; Play Time: 3 hours
Ages: 12+; Experience: Beginner
Game Master: AJ Howard

The Maya were a truly great ancient civilization with a mysterious calendar at the heart of their society. With multiple ways to please the gods and win the game, Tzolk'in uses a dynamic worker placement wheel to replicate the calendar and change your options with each turn of the wheel.

[Board/Card] *Wyrmspan*

East Hall 1, Table 13; Play Time: 2 hours
Ages: 12+; Experience: Beginner
Game Master: Kristy Smith

From the creators of *Wingspan* comes *Wyrmspan*—a strategic engine-building game where you attract dragons instead of birds. Excavate caverns, play powerful dragon cards, and create a thriving draconic haven. Familiar mechanics meet fantasy flair in this magical twist on a modern classic.

[Mini] *BattleTech: A Game of Armored Combat, Clan Invasion: Hold Your Ground!*

East Hall 1, Table 36; Play Time: 4 hours
Ages: All; Experience: Beginner
Game Masters: Justin Adams, Aaron Lindow, Justin Petrutis (BattleTech Huntsville)

The people of Thule II, like the rest of their countrymen in the Free Rasalhague Republic, have always had a strong emphasis on home and family, and will gladly pay any cost to protect both; but a new threat from

uncharted space looms... will you answer the call of your people?

[Mini] BattleTech: Alpha Strike, Battle of Redoubt Normandy

East Hall 1, Table 38; Play Time: 4 hours

Ages: All; Experience: Beginner

Game Master: Brenden Heckman

The year is 3151. The Clans have come to Terra—and now the fate of Europe hangs on the steel walls of Redoubt Normandy. Clan Wolf warriors thunder across the battered plains of France to meet the hardened Northwind Highlanders, dug in and defiant. Come play a key moment in BattleTech history and practice for the **BattleTech: Alpha Strike** Tournament on Sunday. (The tournament grand prize is \$50 from Noble Knight Games.)

[Mini] Heroscape: Master Set – Age of Annihilation, Learn to Play Heroscape

East Hall 1, Table 37; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Jeffrey Purdum (Red Panda Hobbies & Games)

Come learn to play **Heroscape** with us and become a part of an epic battle. **Heroscape** is a battle between and among characters across dozens of genres, time periods, planets, and cultures taking place on a three-dimensional gaming surface of various elevations and terrain types.

[Mini] Space Hulk

East Hall 1, Table 35; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: Keith Jordan

From the depths of space an ancient vessel drifts slowly toward the Imperium of Mankind - a space hulk. Within its confines, untold thousands of genestealers slowly emerge from hibernation. The space marines must enter the tomb-like chambers of the ancient ship to defeat this alien menace.

+++ Battle-brothers, bless your weapons. +++

+++ Raise prayer for your armour. +++

+++ Begin the litanies of hatred. +++

[RPG] Burning Wheel, Thieves' World

East Hall 1, Table 27; Play Time: 4 hours

Ages: 18+; Experience: Beginner

Game Master: Peter Sotos (The Burning Wheel HQ)

The city is in chaos! The leader of your gang has been murdered. Now is the time to turn your ragtag crew into a more powerful and potent force, avenge the murder of your leader, and most importantly, determine which one of you will become the new leader.

[RPG] Dungeons & Dragons (2014), A Wicken of Warlocks

East Hall 1, Table 28; Play Time: 4 hours

Ages: 18+; Experience: Beginner

Game Master: Shige Clark (Game Maven TTRPGs)

Your warlock patron, the Maven, demands you participate in a contest for her favor! Confront your fears and outsmart your rivals. Only the most cunning and resourceful warlock will emerge victorious, securing their place as the Maven's champion. But what exactly is this test about...?

[RPG] Dungeons & Dragons (2014), In Service of the Tiger Preview

East Hall 1, Table 16; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Corey Papastathis (Chrysalis Creative Endeavors)

Play a short preview of **In Service of the Tiger**, a historical **5E** adventure set during the latter portion of the Warring States Period of Medieval Japan (1550). All players are rewarded with a digital copy of the full adventure.

[RPG] Dungeons & Dragons (2014), Novice Session I

East Hall 1, Table 5; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Kevin Boles

Dungeons & Dragons can be played using a surprisingly-small set of rules. After just 30 minutes covering the essential foundations of the game, we spend the next 90 minutes actually PLAYING an adventure! You get to keep your new character AND a full set of **D&D** dice. Completely new players welcome!

[RPG] Dungeons & Dragons (2024), Hag Heist

East Hall 1, Table 22; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: RJ Currer

Get In. Get Out. Don't Get Cursed.

This heist-style adventure tasks the characters with breaking into the home of the hag, Auntie Griftbone, to steal a family heirloom and end the curse laid upon an innocent farmer. It focuses on strategic play, creative solutions, puzzles, and teamwork to win the day.

[RPG] Extinction

East Hall 1, Table 34; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Cory Holman (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the

population turned with only 10% immune. You are a survivor, but how long can you survive... the **Extinction?**

[RPG] Fallout, Music for the Wasteland

East Hall 1, Table 20; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: Trey Tabb

Here's a little Cole Porter for you, children... for the 1,349th time! Aaarrrrgh!!! Somebody, PLEASE, bring me some new tunes!!

Earn money in a wasted world by finding new music for WGNR radio. Explore the other old prewar radio stations in a search for old records, but beware of the dangers!

[RPG] Flabbergasted!, The Great Corgi Caper!

East Hall 1, Table 21; Play Time: 4 hours

Ages: 18+; Experience: Beginner

Game Master: Tara Caputo (Nerdzilly)

Disaster! Sir Biscuit III, champion of the Corgi Cotillion, has been dog-napped! As esteemed members of the Grand Order of the Corgi Enthusiasts, it's up to you to retrieve him before scandal erupts. Expect social chaos, and high-society hijinks in this lighthearted rules-lite RPG.

[RPG] Fractured Earth, The Mist Is No Man's Friend

East Hall 1, Table 39; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: James Watson (Tortured Earth)

You are lost in the MIST. What will you find? Or what will find YOU?

[RPG] Pathfinder, Menace Under Otari

East Hall 1, Table 4; Play Time: 4 hours

Ages: All; Experience: Beginner

Game Master: Phillip Kauffman

The small seaside town of Otari is known for its fresh fish and skilled sailors, but above all, it's a big logging town, providing valuable wood to the nearby metropolis of Absalom. But for you, Otari is home. You grew up playing on the docks, and getting lost in the nearby woods.

[RPG] RagnaBorg, Summer Solstice Adventure

East Hall 1, Table 29; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Erica Lowe

RagnaBorg is a fantasy Viking hack for **Mork Borg**. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

[RPG] Shadowdark, Tower of the Necromancer

East Hall 1, Table 8; Play Time: 4 hours

Ages: All; Experience: Beginner

Game Master: Ben Gibson (Coldlight Press)

A classic fantasy dungeon crawl using the new, wildly-popular **Shadowdark** RPG system! Experienced hands or newbies are welcome to try it out. All ages allowed and no explicit content.

[RPG] Starfinder, Starfinder Playtest

East Hall 1, Table 9; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: Ray Napoli (Starfinder Society)

The **Starfinder Society Roleplaying Guild** is a worldwide science-fantasy roleplaying campaign that puts you in the role of an agent of the **Starfinder Society**. It's **Dungeons & Dragons** or **Pathfinder** in SPAAAACE!

[TCG] Altered

East Hall 1, Tables 25-26; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Masters: Adam Lovell, Grant Parry (Altered Reality)

Set in a modern, rich, and colorful fantasy universe. Shape your own adventure, choose a faction, and lead your expeditions through an ever-changing world. Explore the world of **Altered**, collect rare and unique cards, and be the first to discover what the universe of **Altered** has in store for you! No registration required.

[TCG] Battalla, Learn to Play Battalla

East Hall 1, Table 23; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Aaron Stiles

Lead your units across a dynamic battlefield in this one-of-a-kind TCG! **Battalla** is a locally made tactical TCG that combines elements of traditional TCG's with a Chess-like movement system. Use your favorite legendary heroes to take control of the battlefield and attack your opponent directly! No registration required.

[TCG] Star Wars: Unlimited, Learn to Play Star Wars: Unlimited

East Hall 1, Tables 30-31; Play Time: 1 hour or less

Ages: 12+; Experience: Beginner

Game Masters: Donald Gaither, Jeremy Hicks (Red Panda Hobbies & Games)

Learn to play **Star Wars: Unlimited**, the best TCG card game on the market. Fight your battles with Sith Lords, Rebels, Smugglers and Bounty Hunters! No registration needed. Simply stop by and ask for a demo!

SATURDAY 2:00 PM

[Board/Card] *14ers, 14ers Playtest*

East Hall 1, Table 18; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: Zach Sullivan (Grazing Bear Games)

Preview the upcoming mountain-climbing, tableau-building card game, *14ers*! Pair off as rival climbers building your skills and your scoring by conquering “14ers” (mountains over 14,000 ft.) in Colorado, maneuvering around weather and your rival along the way. Learn in 5 minutes and play in 30 minutes!

[Board/Card] *Splendor, Splendor Tournament Qualifier*

East Hall 1, Table 14; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: Christine Maye

Become a Renaissance merchant and build your trading empire in this fast-paced, elegant game of strategy! Collect gems, acquire developments, and earn prestige to attract the noble patrons. Easy to learn but full of depth, *Splendor* is perfect for both new and experienced players.

This is a qualifier event for our *Splendor* Tournament on Saturday evening! The grand prize is a \$50 gift card from Noble Knight Games!

[Board/Card] *The Red Dragon Inn*

East Hall 1, Table 17; Play Time: 1 hour or less

Ages: 12+; Experience: Beginner

Game Master: Josh Clapham

In *The Red Dragon Inn*, you and your adventuring party have survived the quest... but can you survive a night of drinking, gambling, and friendly sabotage at the tavern? Keep your gold, stay conscious, and try not to get thrown out—or worse, passed out.

[Board/Card] *The Search for Planet X*

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: 12+; Experience: Beginner

Game Master: John Pavlick (The Lawrenceburg Board Gamers)

This is a competitive sudoku-like logic game about astronomers discovering hidden objects in the night sky using the hints and research they collect over the course of the game. Each player must use all their deductive reasoning to be the first to find... Planet X!

[Mini] *Heroscape: Master Set – Age of Annihilation, Learn to Play Heroscape*

East Hall 1, Table 37; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Jeffrey Purdum (Red Panda Hobbies & Games)

Come learn to play *Heroscape* with us and become a part of an epic battle. *Heroscape* is a battle between and among characters across dozens of genres, time periods, planets, and cultures taking place on a three-dimensional gaming surface of various elevations and terrain types.

[RPG] *Call of Cthulhu: Pulp Cthulhu, Bits & Pieces*

East Hall 1, Table 33; Play Time: 3 hours

Ages: 18+; Experience: Beginner

Game Master: Kevin Puett

A doctor’s body lies next to an autopsy table, and the corpse he was examining has vanished! The only clue is a set of bloody prints. Soon, a devilish game of hide and seek ensues - with gory consequences.

[TCG] *Altered*

East Hall 1, Tables 25-26; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Masters: Adam Lovell, Grant Parry (Altered Reality)

Set in a modern, rich, and colorful fantasy universe. Shape your own adventure, choose a faction, and lead your expeditions through an ever-changing world. Explore the world of *Altered*, collect rare and unique cards, and be the first to discover what the universe of *Altered* has in store for you! No registration required.

[TCG] *Battalla, Learn to Play Battalla*

East Hall 1, Table 23; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Aaron Stiles

Lead your units across a dynamic battlefield in this one-of-a-kind TCG! *Battalla* is a locally made tactical TCG that combines elements of traditional TCG’s with a Chess-like movement system. Use your favorite legendary heroes to take control of the battlefield and attack your opponent directly! No registration required.

[TCG] *Star Wars: Unlimited, Learn to Play Star Wars: Unlimited*

East Hall 1, Tables 30-31; Play Time: 1 hour or less

Ages: 12+; Experience: Beginner

Game Masters: Donald Gaither, Jeremy Hicks (Red Panda Hobbies & Games)

Learn to play *Star Wars: Unlimited*, the best TCG card game on the market. Fight your battles with Sith Lords, Rebels, Smugglers and Bounty Hunters! No registration needed. Simply stop by and ask for a demo!

SATURDAY 3:00 PM

[Board/Card] *Astral Toss, Astral Toss Playtest*

East Hall 1, Table 18; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Zach Sullivan (Grazing Bear Games)

Help develop a new board game in the early stages of development, ***Astral Toss!*** It is a shared engine builder where players swap between different actions rebuilding a lost space station: constructing pods, gathering resources, researching abilities, and configuring machinery. Play in roughly 90 minutes!

[Board/Card] *Boss Monster: The Dungeon Building Card Game*

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: 12+; Experience: Beginner

Game Master: Jessica Henry

Take on the role of a retro-style video game villain, designing deadly dungeons to lure and defeat adventurers. Outwit your opponents and prove who's the baddest boss in the land!

[Board/Card] *Sabacc*

East Hall 1, Table 19; Play Time: 2 hours

Ages: 8+; Experience: Beginner

Game Master: Nick Bell (Rocket City Cantina)

Join the Rocket City Cantina for a round of the best card game in the galaxy: ***Sabacc!*** The game that won Han Solo the Millennium Falcon and is loved by scoundrels and bounty hunters across the galaxy. Grab a seat and some (fake) coin and join us for a round or two. No registration required.

[Board/Card] *Splendor, Splendor Tournament Qualifier*

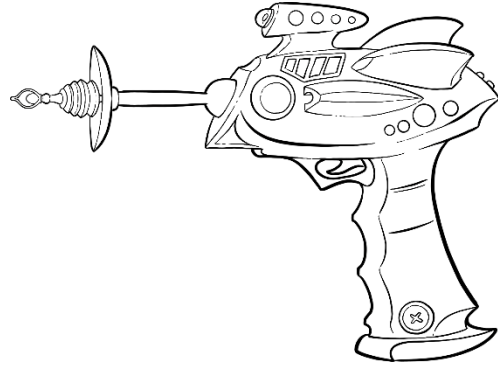
East Hall 1, Table 14; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: Christine Maye

Become a Renaissance merchant and build your trading empire in this fast-paced, elegant game of strategy! Collect gems, acquire developments, and earn prestige to attract the noble patrons. Easy to learn but full of depth, Splendor is perfect for both new and experienced players.

This is a qualifier event for our Splendor Tournament on Saturday evening! The grand prize is a \$50 gift card from Noble Knight Games!



[Board/Card] *The Captain is Dead*

East Hall 1, Table 23; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Tiia Vesalainen

It's the last 10 minutes of your favorite sci-fi TV show... except that this time things have gone seriously wrong and ***The Captain Is Dead!*** This turn-based, survival/strategy game puts you in the Captain's chair as you try to save your crew from being blown to bits by aliens.

[Board/Card] *Tsuro*

East Hall 1, Table 13; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

Tsuro is the beautifully simple yet deeply strategic game of path-building and survival. Lay your tiles, guide your stone, and avoid colliding with others or wandering off the board. With every move, the board changes, and so does your fate.

[Mini] *Heroscape: Master Set – Age of Annihilation, Learn to Play Heroscape*

East Hall 1, Table 37; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Jeffrey Purdum (Red Panda Hobbies & Games)

Come learn to play ***Heroscape*** with us and become a part of an epic battle. ***Heroscape*** is a battle between and among characters across dozens of genres, time periods, planets, and cultures taking place on a three-dimensional gaming surface of various elevations and terrain types.

[RPG] Cyberpunk RED, *Phantoms in the Opera*

House

East Hall 1, Table 16; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Bjarki Reifers

One of Atlanta's sketchiest fixers have hired you for a "simple" gig: Rescue a group of musicians from the Philharmonic Vampires.

But simple doesn't exist in ATL.

You've played the game now play the inspiration!

Join in for a One-shot perfect for beginners and those wanting to try out *Cyberpunk RED*.

[RPG] Dungeons & Dragons (2014), *Novice*

Session II

East Hall 1, Table 5; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Kevin Boles

In this continuation of *D&D Novice Session I* (but open to those who couldn't make the last), we review for 10-15 minutes before playing an adventure and learning more about the wonderful game of *Dungeons & Dragons*!

[RPG] Extinction

East Hall 1, Table 34; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Cory Holman (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the *Extinction*?

[RPG] RagnaBorg, *Spring Solstice Adventure*

East Hall 1, Table 29; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Brandon Coons

RagnaBorg is a fantasy Viking hack for *Mork Borg*. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

[RPG] RagnaBorg, *Winter Solstice Adventure*

East Hall 1, Table 17; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Trevor McGregor (Broken Brain Games)

RagnaBorg is a fantasy Viking hack for *Mork Borg*. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

[TCG] Altered

East Hall 1, Tables 25-26; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Masters: Adam Lovell, Grant Parry (*Altered* Reality)

Set in a modern, rich, and colorful fantasy universe. Shape your own adventure, choose a faction, and lead your expeditions through an ever-changing world. Explore the world of *Altered*, collect rare and unique cards, and be the first to discover what the universe of *Altered* has in store for you! No registration required.

[TCG] Star Wars: Unlimited, *Learn to Play Star Wars: Unlimited*

East Hall 1, Tables 30-31; Play Time: 1 hour or less

Ages: 12+; Experience: Beginner

Game Masters: Donald Gaither, Jeremy Hicks (Red Panda Hobbies & Games)

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SATURDAY 3:30 PM

Play-to-win checkout ends

SATURDAY 4:00 PM

Charity auction ends (must be present to win)

Play-to-win drawing begins

[Board/Card] Horrified

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: Jessica Henry

Imagine living in a place so wretched that it's not plagued by one, two, or even three monsters, but seven of the most horrifying fiends of which you've ever heard. In this game, you'll come face to face with them all as you work together to rid the town of these maniacal or misunderstood creatures.

[Board/Card] Ninjato

East Hall 1, Table 11; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: AJ Howard

Use your ninjas to fight guards, gain influence, weaken rivals, and steal treasure. Can you rise to level of the *Ninjato*, the Invisible Sword of the ruling family?

[Board/Card] Sabacc, *Smuggler's Stakes Sabacc*

East Hall 1, Table 24; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Cole Thornhill (Mischievous Merqaal Cantina)

Calling all Star Wars fans! Don't miss the chance to play **Sabacc** (as seen in the film Solo and the new Outlaws video game) with the Mischievous Merqaal Cantina. Whether you're a seasoned player or a curious newcomer, there's a game waiting for you. See you at the **Sabacc** table! No registration required.

[Board/Card] Splendor, *Splendor Tournament Qualifier*

East Hall 1, Table 14; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Christine Maye

Become a Renaissance merchant and build your trading empire in this fast-paced, elegant game of strategy! Collect gems, acquire developments, and earn prestige to attract the noble patrons. Easy to learn but full of depth, Splendor is perfect for both new and experienced players.

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[Board/Card] The Captain is Dead

East Hall 1, Table 23; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Tiia Vesalainen

It's the last 10 minutes of your favorite sci-fi TV show... except that this time things have gone seriously wrong and **The Captain Is Dead!** This turn-based, survival/strategy game puts you in the Captain's chair as you try to save your crew from being blown to bits by aliens.

[Board/Card] Tsuru

East Hall 1, Table 13; Play Time: 1 hour or less
Ages: All; Experience: Beginner
Game Master: Cora Grdinich (Altered Reality)

Tsuru is the beautifully simple yet deeply strategic game of path-building and survival. Lay your tiles, guide your stone, and avoid colliding with others or wandering off the board. With every move, the board changes, and so does your fate.

[Mini] Heroscape: Master Set – Age of Annihilation, *Learn to Play Heroscape*

East Hall 1, Table 37; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Jeffrey Purdum (Red Panda Hobbies & Games)

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[TCG] Altered

East Hall 1, Tables 25-26; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Masters: Adam Lovell, Grant Parry (**Altered** Reality)

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[TCG] Star Wars: Unlimited, *Learn to Play Star Wars: Unlimited*

East Hall 1, Tables 30-31; Play Time: 1 hour or less
Ages: 12+; Experience: Beginner
Game Masters: Donald Gaither, Jeremy Hicks (Red Panda Hobbies & Games)

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SATURDAY 6:00 PM

Dungeons & Dragons Tournament begins (see below)
Play-to-win checkout begins again
South Hall closes
Splendor Tournament begins (see below)

[Board/Card] Brewing Shenanigans, *Learn to Play* *Brewing Shenanigans*

East Hall 1, Table 4; Play Time: 1 hour or less
Ages: All; Experience: Beginner
Game Master: David Capps (Nebulae Studios)

Brewing Shenanigans is a coffee-based board game where players attempt to craft drinks to gain the most points. Shenanigans ensue as other players try to spill your drinks so be careful!

[Board/Card] Colossus Clash, *Colossus Clash* *Playtest*

East Hall 1, Table 18; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Anthony Treadway (Nebulae Studios)
Choose a unique Colossi to trounce the competition in this all-out kaiju battle royal!

[Board/Card] Detective: City of Angels, *Murder on All Hallows' Eve*

East Hall 1, Table 24; Play Time: 3 hours
Ages: 12+; Experience: Beginner
Game Master: Grant Krahlng
Play the mystery-solving board game, Detective! Find clues, interview suspects, and uncover secrets about the strange death of Clark Stewart, a Hollywood actor found dressed as a centurion and half-sunk in a tar pit. Not so strange when you remember it is Halloween...

[Board/Card] Not So Neighborly, *Be Petty, Do Crime!*

East Hall 1, Table 12; Play Time: 2 hours
Ages: All; Experience: Beginner
Game Master: Cora Grdinich (Altered Reality)

Not So Neighborly is the fast, fun, and slightly chaotic card game where backstabbing is part of the charm! Build your dream neighborhood while sabotaging your friends with sneaky attacks, crafty action cards, and clever defenses. Perfect for families, parties, and anyone who enjoys a little friendly rivalry.

[Board/Card] Sabacc

East Hall 1, Table 19; Play Time: 2 hours
Ages: 8+; Experience: Beginner
Game Master: Kevin Taylor (Rocket City Cantina)

Join the Rocket City Cantina for a round of the best card game in the galaxy: *Sabacc*! The game that won Han Solo the Millennium Falcon and is loved by scoundrels and bounty hunters across the galaxy. Grab a seat and some (fake) coin and join us for a round or two. No registration required.

[Board/Card] Splendor, *Splendor Tournament*

East Hall 1, Table 14; Play Time: 2 hours
Ages: 10+; Experience: Beginner
Game Master: Christine Maye

Become a Renaissance merchant and build your trading empire in this fast-paced, elegant game of strategy! This tournament is only open to players who have won games in the previous qualifiers. The final winner earns a \$50 gift card from Noble Knight Games!

[Board/Card] Tzolk'in: The Mayan Calendar

East Hall 1, Table 11; Play Time: 3 hours
Ages: 12+; Experience: Beginner
Game Master: AJ Howard

The Maya were a truly great ancient civilization with a mysterious calendar at the heart of their society. With multiple ways to please the gods and win the game, Tzolk'in uses a dynamic worker placement wheel to replicate the calendar and change your options with each turn of the wheel.

[Board/Card] Wyrmspan

East Hall 1, Table 13; Play Time: 2 hours
Ages: 12+; Experience: Beginner
Game Master: Kristy Smith

From the creators of *Wingspan* comes *Wyrmspan*—a strategic engine-building game where you attract dragons instead of birds. Excavate caverns, play powerful dragon cards, and create a thriving draconic haven. Familiar

mechanics meet fantasy flair in this magical twist on a modern classic.

[Mini] BattleTech: Alpha Strike, Battle of Redoubt Normandy

East Hall 1, Table 38; Play Time: 4 hours

Ages: All; Experience: Beginner

Game Master: Brenden Heckman

The year is 3151. The Clans have come to Terra—and now the fate of Europe hangs on the steel walls of Redoubt Normandy. Clan Wolf warriors thunder across the battered plains of France to meet the hardened Northwind Highlanders, dug in and defiant. Come play a key moment in BattleTech history and practice for the **BattleTech: Alpha Strike** Tournament on Sunday. (The tournament grand prize is \$50 from Noble Knight Games.)

[Mini] Warhammer 40,000, Combat Patrol Training Camp

East Hall 1, Table 35; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Masters: Matt Britton, Ronald Goennier (High Ground Hobbies)

Join battle in the grim-dark future of **Warhammer 40,000: Combat Patrol**—a streamlined, fast-paced version of the legendary sci-fi miniatures game. This session is perfect for beginners, with experienced teachers on hand and miniatures to play, but also open to the old guard who just want to test their mettle.

[RPG] 13th Age, Swords Against the Dead

East Hall 1, Table 39; Play Time: 4 hours

Ages: 12+; Experience: Beginner

Game Master: Chris Fichten

With no warning, hordes of undead erupt from the earth, attacking anyone nearby! It's up to you and your fellow adventurers to protect the locals while you try to discover who, or what, is controlling the undead and stop it. Come roll lots of dice in this d20 heroic fantasy TTRPG!

[RPG] Cyberpunk RED, Phantoms in the Opera House

East Hall 1, Table 16; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Bjarki Reifers

One of Atlanta's sketchiest fixers have hired you for a "simple" gig: Rescue a group of musicians from the Philharmonic Vampires.

But simple doesn't exist in ATL.

You've played the game now play the inspiration!

Join in for a One-shot perfect for beginners and those wanting to try out **Cyberpunk RED**.

[RPG] Dungeons & Dragons (2024), D&D

Tournament: Knights of the Living Dead

East Hall 1, Tables 27-29, 32-34; Play Time: 5 hours

Ages: 12+; Experience: Intermediate

Game Masters: Justin Butler, Tara Caputo, John Henry, Anthony Kronos, Jacob Sargent, Larry Livingston Stanbery

This is a tournament for experienced **Dungeons & Dragons** players. Join with old or new friends to protect the innocent and banish an artifact of great evil, the Wand of Orcus. Characters are provided. Access to a 2024 **D&D Player's Handbook** is recommended. Each team is 4-6 players and there are six tables. Seats are not reserved so arrive early to secure your seat. Each player in the winning team is awarded a tournament prize.

[RPG] Extinction

East Hall 1, Table 21; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Chaney Hereford (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the **Extinction**?

[RPG] Fiasco Classic, Star Trek: The Fiasco Frontier

East Hall 1, Table 8; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Nick Weiner

A rules-lite RPG in which players improvise a "movie" set in Space — the final frontier. These are the adventures of some Starfleet members exploring the universe, allying with newly met civilizations, addressing anomalies, and boldly making bad decisions where no person has gone before.

[RPG] Pathfinder, Menace Under Otari

East Hall 1, Table 9; Play Time: 4 hours

Ages: All; Experience: Beginner

Game Master: Phillip Kauffman

The small seaside town of Otari is known for its fresh fish and skilled sailors, but above all, it's a big logging town, providing valuable wood to the nearby metropolis of Absalom. But for you, Otari is home. You grew up playing on the docks, and getting lost in the nearby woods.

[RPG] Pathfinder/Starfinder, *Pathfinder/Starfinder Society*

East Hall 1, Table 10; Play Time: 4 hours
Ages: All; Experience: Beginner
Game Master: Arion Clarke (Pathfinder/Starfinder Society)

Pathfinder Society (PFS) is a worldwide fantasy roleplaying campaign. You decide your character's pace, playing as often as you want, without having to stick to a strict schedule. As a living campaign, the story reacts to player choices, allowing your actions to influence future adventures.

[RPG] RagnaBorg, *Summer Solstice Adventure*

East Hall 1, Table 17; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Erica Lowe

RagnaBorg is a fantasy Viking hack for **Mork Borg**. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

[RPG] Shadowdark, *Hoard of the Sea Wolf King*

East Hall 1, Table 20; Play Time: 3 hours
Ages: 18+; Experience: Beginner
Game Master: Kevin Puett

The mightiest king of the Sea Wolves lies entombed within sea caves alongside the treasure hoard he won in life. Raiding his tomb is the right of the strong, and you venture there to seize your fortune and show your worth. If the old king is still worthy of his hoard, let him rise up to defend it!

[RPG] The Witch is Dead

East Hall 1, Table 5; Play Time: 4 hours
Ages: 12+; Experience: Beginner
Game Master: Todd Scroggins

The Good Witch has been slain by a mean ole witch hunter looking to collect some kinda "bounty." As her loyal forest familiars, you know that if you can get the hunter's eyes and return them to her magic hut, you can bring her back! Come be the cute forest companion you've always wanted... along with some deadly revenge.

[RPG] Vampire: The Masquerade, *Night Knows No Blame*

East Hall 1, Table 22; Play Time: 4 hours
Ages: 12+; Experience: Beginner
Game Master: Tiia Vesalainen

Several of your Vampire Kindred have gone missing in an old abandoned mall. Your Prince has asked you – a varied group of newly-embraced vampires – to investigate and report back. But everything is not as it seems and hunger is always lurking in this modern vampire horror scenario.

[TCG] Altered

East Hall 1, Tables 25-26; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Masters: Adam Lovell, Grant Parry (**Altered** Reality)

Set in a modern, rich, and colorful fantasy universe. Shape your own adventure, choose a faction, and lead your expeditions through an ever-changing world. Explore the world of **Altered**, collect rare and unique cards, and be the first to discover what the universe of **Altered** has in store for you! No registration required.



BATTLEFRONT MINIATURES is a New Zealand-based game company that has been making Flames Of War, a 15mm WWII wargame, for decades. They are committed to producing the most detailed range of WWII wargaming models on the market.

<https://www.battlefrontgroup.com>

**[TCG] Star Wars: Unlimited, Star Wars: Unlimited
Draft Tournament**

East Hall 1, Tables 30-31; Play Time: 4 hours
Ages: 12+; Experience: Beginner

Game Masters: Donald Gaither, Jeremy Hicks (Red Panda
Hobbies & Games)

Draft your cards from *Star Wars: Unlimited* booster packs to build a champion deck to defeat the Sith Lords, Rebels, Smugglers, and Bounty Hunters that dare to stand against you. There is a \$20 entry fee to pay for the boosters, but you keep the cards you use!

SATURDAY 7:00 PM

**[Board/Card] Brewing Shenanigans, Learn to Play
Brewing Shenanigans**

East Hall 1, Table 4; Play Time: 1 hour or less
Ages: All; Experience: Beginner

Game Master: David Capps (Nebulae Studios)

Brewing Shenanigans is a coffee-based board game where players attempt to craft drinks to gain the most points. Shenanigans ensue as other players try to spill your drinks so be careful!

**[Board/Card] Colossus Clash, Colossus Clash
Playtest**

East Hall 1, Table 18; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner

Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi to trounce the competition in this all-out kaiju battle royal!

[TCG] Altered

East Hall 1, Tables 25-26; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner

Game Masters: Adam Lovell, Grant Parry (*Altered* Reality)

Set in a modern, rich, and colorful fantasy universe. Shape your own adventure, choose a faction, and lead your expeditions through an ever-changing world. Explore the world of *Altered*, collect rare and unique cards, and be the first to discover what the universe of *Altered* has in store for you! No registration required.

SATURDAY 8:00 PM

**[Board/Card] Colossus Clash, Colossus Clash
Playtest**

East Hall 1, Table 18; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner

Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi to trounce the competition in this all-out kaiju battle royal!

[Board/Card] Oh My Pigeons!

East Hall 1, Table 12; Play Time: 1 hour or less
Ages: All; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

In *Oh My Pigeons!*, you'll lure, steal, and even flick your way to becoming the bird-brained boss of the park! Snag pigeons for your bench, sabotage your rivals, and roll the die for chaotic fun in this fast-paced, family-friendly game.

[Board/Card] Sabacc

East Hall 1, Table 19; Play Time: 2 hours
Ages: 8+; Experience: Beginner

Game Master: Kevin Taylor (Rocket City Cantina)

Join the Rocket City Cantina for a round of the best card game in the galaxy: *Sabacc*! The game that won Han Solo the Millennium Falcon and is loved by scoundrels and bounty hunters across the galaxy. Grab a seat and some (fake) coin and join us for a round or two. No registration required.

[Board/Card] The Red Dragon Inn

East Hall 1, Table 14; Play Time: 1 hour or less
Ages: 12+; Experience: Beginner

Game Master: Josh Clapham

In *The Red Dragon Inn*, you and your adventuring party have survived the quest... but can you survive a night of drinking, gambling, and friendly sabotage at the tavern? Keep your gold, stay conscious, and try not to get thrown out—or worse, passed out.

[Board/Card] Zombicide

East Hall 1, Table 26; Play Time: 1 hour or less
Ages: 18+; Experience: Beginner

Game Master: Grant Parry (Altered Reality)

Zombicide throws you into a relentless cooperative battle against hordes of the undead. Team up, gear up, and level up as you mow down zombies, complete missions, and try not to get eaten. Whether you're new to the outbreak or a seasoned survivor, there's only one goal: don't die.

[RPG] Cyberpunk RED, *Phantoms in the Opera House*

East Hall 1, Table 16; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Bjarki Reifers

One of Atlanta's sketchiest fixers have hired you for a "simple" gig: Rescue a group of musicians from the Philharmonic Vampires.

But simple doesn't exist in ATL.

You've played the game now play the inspiration!

Join in for a One-shot perfect for beginners and those wanting to try out **Cyberpunk RED**.

[RPG] Extinction

East Hall 1, Table 21; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Chaney Hereford (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the **Extinction?**

[RPG] RagnaBorg, *Winter Solstice Adventure*

East Hall 1, Table 17; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Trevor McGregor (Broken Brain Games)

RagnaBorg is a fantasy Viking hack for **Mork Borg**. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

SATURDAY 8:30 PM

[Board/Card] Ultimate Werewolf

East Hall 2; Play Time: 3 hours
Ages: 12+; Experience: Beginner
Game Master: James King

Trust no one. Speak carefully. Sleep lightly.

Ultimate Werewolf is the social deduction game of secrets, suspicion, and survival—where villagers must uncover the hidden werewolves before they become the next meal. Will you deceive the town... or save it?

SATURDAY 9:00 PM

[Board/Card] Colossus Clash, *Colossus Clash Playtest*

East Hall 1, Table 18; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi to trounce the competition in this all-out kaiju battle royal!

[Board/Card] Fire in the Library

East Hall 1, Table 11; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: AJ Howard

The last library in the world is on fire! Hurry to save human knowledge before it's gone for good. **Fire in the Library** is a press-your-luck game. Do you stop saving books while it's still safe, or risk spreading the fire to save more?

[Board/Card] Last Light

East Hall 1, Table 1; Play Time: 3 hours
Ages: 12+; Experience: Beginner
Game Master: Craig Goodrick

Explore planets, mine resources, research new technologies, and command fleets while racing to the last known white dwarf star to gather light for your civilization.

[Board/Card] Oh My Pigeons!

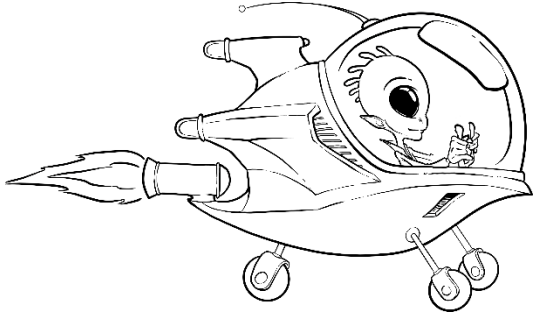
East Hall 1, Table 12; Play Time: 1 hour or less
Ages: All; Experience: Beginner
Game Master: Cora Grdinich (Altered Reality)

In **Oh My Pigeons!**, you'll lure, steal, and even flick your way to becoming the bird-brained boss of the park! Snag pigeons for your bench, sabotage your rivals, and roll the die for chaotic fun in this fast-paced, family-friendly game.

[Board/Card] The Red Dragon Inn

East Hall 1, Table 14; Play Time: 1 hour or less
Ages: 12+; Experience: Beginner
Game Master: Josh Clapham

In **The Red Dragon Inn**, you and your adventuring party have survived the quest... but can you survive a night of drinking, gambling, and friendly sabotage at the tavern? Keep your gold, stay conscious, and try not to get thrown out—or worse, passed out.



[Board/Card] The Starfarers of Catan

East Hall 1, Table 13; Play Time: 3 hours
Ages: 12+; Experience: Beginner
Game Master: Richard Garber

It's settlers in space! Colonize plants, meet alien races, and roll your mothership to resolve encounters in this space version of **Catan**.

[Board/Card] Zombicide

East Hall 1, Table 26; Play Time: 1 hour or less
Ages: 18+; Experience: Beginner
Game Master: Grant Parry (Altered Reality)

Zombicide throws you into a relentless cooperative battle against hordes of the undead. Team up, gear up, and level up as you mow down zombies, complete missions, and try not to get eaten. Whether you're new to the outbreak or a seasoned survivor, there's only one goal: don't die.

[RPG] Hunter: The Reckoning, The Wild Pursuit

East Hall 1, Table 20; Play Time: 3 hours
Ages: 10+; Experience: Beginner
Game Master: James Aaron

Step into the shoes of a seasoned hunter in a thrilling scenario blending strategy, teamwork, and survival in a captivating urban environment based on this convention.

SATURDAY 10:00 PM

[Board/Card] Fire in the Library

East Hall 1, Table 11; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: AJ Howard

The last library in the world is on fire! Hurry to save human knowledge before it's gone for good. **Fire in the Library** is a press-your-luck game. Do you stop saving books while it's still safe, or risk spreading the fire to save more?

[Board/Card] Sabacc

East Hall 1, Table 19; Play Time: 2 hours
Ages: 8+; Experience: Beginner
Game Master: Kevin Taylor (Rocket City Cantina)

Join the Rocket City Cantina for a round of the best card game in the galaxy: **Sabacc**! The game that won Han Solo the Millennium Falcon and is loved by scoundrels and bounty hunters across the galaxy. Grab a seat and some (fake) coin and join us for a round or two. No registration required.

[RPG] Extinction

East Hall 1, Table 21; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Chaney Hereford (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the **Extinction**?

SATURDAY 11:00 PM

[Board/Card] Paleovet

East Hall 1, Table 11; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: AJ Howard

We've brought dinosaurs back to life! But... who will care for them all? You are paleo-veterinarians saving as many dinos as possible from modern illness and disease. I'm sure nothing will go wrong... as long as they don't wake up from sedation!

SUNDAY 12:00 AM

Game room closes



SUNDAY GAME SCHEDULE

[Board/Card] = Board or Card Game

[RPG] = Role-playing Game

[Mini] = Miniature Strategy Game

[TCG] = Trading Card Game

SUNDAY 11:00 AM

Game room opens

[Board/Card] Deadly Dowagers

East Hall 1, Table 13; Play Time: 1 hour or less

Ages: 18+; Experience: Beginner

Game Master: Kristy Smith

Play a humorous game of marriage, murder, and money! You are competing to grow your dowry in order to marry up. (This may mean your current husband must meet an untimely demise.) Be the first player to have enough money to marry the Duke and win!

[Board/Card] Detective: City of Angels

East Hall 1, Table 24; Play Time: 2 hours

Ages: 13+; Experience: Beginner

Game Master: Larry Livingston Stanbery

Solve a who-dunnit mystery as you explore an LA Noir-style board game. Each Detective attempts to piece together the clues, question suspects, and search location throughout LA, all while racing against the clock.

[Board/Card] Duck & Cover

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

Get ready to quack up in this quick goofy game! Your rubber ducks are splashing water all around your bathtub!

[Board/Card] Formula Dé

East Hall 1, Table 14; Play Time: 3 hours

Ages: 12+; Experience: Intermediate

Game Master: Richard Garber

Formula 1 Grand Prix racing on race circuits around the world! Can you drive your car to victory against the track and other drivers? Play *Formula Dé* and race to the checkered flag.

[Board/Card] Ignite

East Hall 1, Table 17; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Corey Papastathis (Chrysalis Creative Endeavors)

Ignite is a dueling deck builder where players battle miniatures across a variably built board. Each player has

three units of their chosen race, each with its own asymmetrical race ability.

[Board/Card] Sabacc

East Hall 1, Table 19; Play Time: 2 hours

Ages: 8+; Experience: Beginner

Game Master: Nick Bell (Rocket City Cantina)

Join the Rocket City Cantina for a round of the best card game in the galaxy: *Sabacc*! The game that won Han Solo the Millennium Falcon and is loved by scoundrels and bounty hunters across the galaxy. Grab a seat and some (fake) coin and join us for a round or two. No registration required.

[Board/Card] Yeti Slap

East Hall 1, Table 23; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Grant Parry (Altered Reality)

Yeti Slap is the wild, fast-paced reaction game where snowballs fly and only the quickest player survives! Spot the matching yeti and SLAP—but be careful, a wrong slap could cost you the game. It's silly, speedy fun that's perfect for families and party groups.

[Mini] Heroscape: Master Set – Age of Annihilation, Learn to Play Heroscape

East Hall 1, Table 37; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Dakota Helton (Red Panda Hobbies & Games)

Come learn to play *Heroscape* with us and become a part of an epic battle. *Heroscape* is a battle between and among characters across dozens of genres, time periods, planets, and cultures taking place on a three-dimensional gaming surface of various elevations and terrain types.

[RPG] Cairn, GM Workshop: Designing Your First Adventure

East Hall 1, Table 9; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Justin Butler

Are you interested in running your own tabletop role-playing game but aren't sure how to begin? In this workshop, using the simple Cairn ruleset, you create an adventure suitable for 2-5 players. All materials are provided, including a copy of the rules for you to keep!

[RPG] Fiasco Classic, *Star Trek: The Fiasco Frontier*

East Hall 1, Table 15; Play Time: 2 hours
Ages: 12+; Experience: Beginner
Game Master: Nick Weiner

A rules-lite RPG in which players improvise a “movie” set in Space — the final frontier. These are the adventures of some Starfleet members exploring the universe, allying with newly met civilizations, addressing anomalies, and boldly making bad decisions where no person has gone before.

[RPG] Heroes & Treasure

East Hall 1, Table 4; Play Time: 2 hours
Ages: 6-11; Experience: Beginner
Game Master: Anthony Krones (Rocket City Adventurers League)

Heroes & Treasure is a family-friendly RPG board game for kids as young as 6 and their parents. If you’ve ever wished you could interest your kids in fantasy role-playing, this is the game for you! Unaccompanied adults will be turned away.

[RPG] RagnaBorg, *Spring Solstice Adventure*

East Hall 1, Table 29; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Brandon Coons

RagnaBorg is a fantasy Viking hack for **Mork Borg**. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

[RPG] RagnaBorg, *Summer Solstice Adventure*

East Hall 1, Table 28; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Erica Lowe

RagnaBorg is a fantasy Viking hack for **Mork Borg**. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

SUNDAY 12:00 PM

[Board/Card] Abduktion

East Hall 1, Table 13; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Jessica Henry

A quick, light strategy game for adults and kids of duck matching, a UFO, and logic! Players are all interns on an alien UFO, working for an intergalactic corporation that has one main function: abducting ducks. (For research purposes, duh.)

[Board/Card] Ninjato

East Hall 1, Table 11; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: AJ Howard

Use your ninjas to fight guards, gain influence, weaken rivals, and steal treasure. Can you rise to level of the **Ninjato**, the Invisible Sword of the ruling family?

[Board/Card] Polyomino, *Project L Square One*

East Hall 1, Table 26; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Christine Maye

The newest **Polyomino** game in the Project L franchise! **Square One** is a simple game of matching the Tetris-like pieces shown on cards.

[Board/Card] Yeti Slap

East Hall 1, Table 23; Play Time: 1 hour or less
Ages: All; Experience: Beginner
Game Master: Grant Parry (Altered Reality)

Yeti Slap is the wild, fast-paced reaction game where snowballs fly and only the quickest player survives! Spot the matching yeti and SLAP—but be careful, a wrong slap could cost you the game. It’s silly, speedy fun that’s perfect for families and party groups.

[Mini] Heroscape: Master Set – Age of Annihilation, *Learn to Play Heroscape*

East Hall 1, Table 37; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Dakota Helton (Red Panda Hobbies & Games)

Come learn to play **Heroscape** with us and become a part of an epic battle. **Heroscape** is a battle between and among characters across dozens of genres, time periods, planets, and cultures taking place on a three-dimensional gaming surface of various elevations and terrain types.

[RPG] Cyberpunk RED, *Phantoms in the Opera House*

East Hall 1, Table 32; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Bjarki Reifers

One of Atlanta’s sketchiest fixers have hired you for a “simple” gig: Rescue a group of musicians from the Philharmonic Vampires.

But simple doesn’t exist in ATL.

You’ve played the game now play the inspiration!

Join in for a One-shot perfect for beginners and those wanting to try out **Cyberpunk RED**.

[RPG] Dungeons & Dragons (2014), Novice Session I

East Hall 1, Table 5; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Kevin Boles

Dungeons & Dragons can be played using a surprisingly-small set of rules. After just 30 minutes covering the essential foundations of the game, we spend the next 90 minutes actually PLAYING an adventure! You get to keep your new character AND a full set of **D&D** dice. Completely new players welcome!

[RPG] Dungeons & Dragons (2014), The Queen's Wit

East Hall 1, Table 39; Play Time: 4 hours

Ages: 18+; Experience: Beginner

Game Master: Shige Clark (Game Maven TTRPGs)

The queen has hired your party for a quest of a delicate nature. She recently sent an envoy to a neighboring king, and the envoy never returned. She believes he has been imprisoned or in some way harmed by the king—who is known to have a sensitive ego and a quick temper.

[RPG] Hunter: The Reckoning, The Wild Pursuit

East Hall 1, Table 16; Play Time: 3 hours

Ages: 10+; Experience: Beginner

Game Master: James Aaron

Step into the shoes of a seasoned hunter in a thrilling scenario blending strategy, teamwork, and survival in a captivating urban environment based on this convention.

[RPG] Pathfinder, Pathfinder Society

East Hall 1, Table 10; Play Time: 5 hours

Ages: All; Experience: Beginner

Game Master: Michael Lehofer-Chavez
(Pathfinder/Starfinder Society)

Pathfinder Society (PFS) is a worldwide fantasy roleplaying campaign. You decide your character's pace, playing as often as you want, without having to stick to a strict schedule. As a living campaign, the story reacts to player choices, allowing your actions to influence future adventures.

SUNDAY 1:00 PM

BattleTech: Alpha Strike Tournament begins (see below)

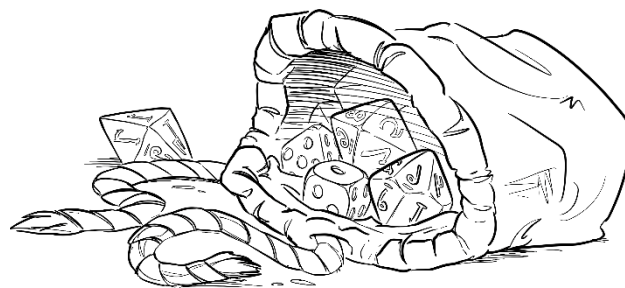
[Board/Card] Astral Toss, Astral Toss Playtest

East Hall 1, Table 18; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Zach Sullivan (Grazing Bear Games)

Help develop a new board game in the early stages of development, **Astral Toss**! It is a shared engine builder where players swap between different actions rebuilding a lost space station: constructing pods, gathering



resources, researching abilities, and configuring machinery. Play in roughly 90 minutes!

[Board/Card] Colossus Clash, Colossus Clash Playtest

East Hall 1, Table 25; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi to trounce the competition in this all-out kaiju battle royal!

[Board/Card] Hasty Baker

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

A baking competition card game for 2-6 players, where players race to collect the right ingredients for their recipes before other players sabotage them.

[Board/Card] Holotype: Mesozoic North America

East Hall 1, Table 13; Play Time: 3 hours

Ages: 12+; Experience: Beginner

Game Master: Jessica Henry

A fast-paced light-strategy worker placement board game about paleontology for 2-5 players. Players use their Paleontologist, Grad Student and Field Assistant workers to gather fossils, do research and publish new Dinosaurs and Marine Reptiles as Holotypes.

[Board/Card] Photosynthesis

East Hall 1, Table 11; Play Time: 2 hours

Ages: 10+; Experience: Beginner

Game Master: AJ Howard

The sun shines brightly on the forest, and the trees use this wonderful energy to grow and develop their beautiful foliage. Sow your seeds wisely as the shadows of your growing trees could slow your opponents down, but don't forget that the sun revolves around the forest throughout the day!

[Board/Card] Polyomino, Project L Square One

East Hall 1, Table 26; Play Time: 1 hour or less
Ages: 10+; Experience: Beginner
Game Master: Christine Maye

The newest *Polyomino* game in the Project L franchise! *Square One* is a simple game of matching the Tetris-like pieces shown on cards.

[Mini] BattleTech: Alpha Strike, BattleTech Tournament

East Hall 1, Table 38; Play Time: 4 hours
Ages: All; Experience: Beginner
Game Master: Brenden Heckman

Pilot your mechs into battle and prove who is the best MechWarrior in this ultimate game of robotic battle. The tournament winner is rewarded with a \$50 gift card from Noble Knight Games!

[Mini] Bolt Action

East Hall 1, Table 36; Play Time: 4 hours
Ages: All; Experience: Beginner
Game Masters: Roland LaFlamme, Aaron Lindow, John Wilson

Command your forces and rewrite history! Join the action in *Bolt Action*, a fast-paced World War II miniatures wargame where tactics, timing, and teamwork decide the outcome. Will your army hold the line—or break through the front?

[RPG] Burning Wheel, Thieves' World

East Hall 1, Table 27; Play Time: 4 hours
Ages: 18+; Experience: Beginner
Game Master: Peter Sotos (The Burning Wheel HQ)

The city is in chaos! The leader of your gang has been murdered. Now is the time to turn your ragtag crew into a more powerful and potent force, avenge the murder of your leader, and most importantly, determine which one of you will become the new leader.

[RPG] Dungeons & Dragons (2014), Pyramid of Perdition

East Hall 1, Table 17; Play Time: 4 hours
Ages: 10+; Experience: Beginner
Game Master: Tiia Vesalainen

After trekking through deadly jungle, you've finally made it to the Pyramid of Perdition. Atop awaits the Chalice of Ch'zaan, able to grant your greatest wish. But only the most skillful adventurer can solve the puzzles, avoid the traps, and defeat the monsters to claim their prize. Could it be you?

[RPG] Dungeons & Dragons (2024), Hag Heist

East Hall 1, Table 22; Play Time: 4 hours
Ages: 12+; Experience: Beginner
Game Master: RJ Currer

Get In. Get Out. Don't Get Cursed.

This heist-style adventure tasks the characters with breaking into the home of the hag, Auntie Griftbone, to steal a family heirloom and end the curse laid upon an innocent farmer. It focuses on strategic play, creative solutions, puzzles, and teamwork to win the day.

[RPG] Extinction

East Hall 1, Table 34; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Chaney Hereford (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the *Extinction*?

[RPG] Fallout, Music for the Wasteland

East Hall 1, Table 20; Play Time: 4 hours
Ages: 12+; Experience: Beginner
Game Master: Trey Tabb

Here's a little Cole Porter for you, children... for the 1,349th time! Aaarrrrgh!!! Somebody, PLEASE, bring me some new tunes!!

Earn money in a wasted world by finding new music for WGNR radio. Explore the other old prewar radio stations in a search for old records, but beware of the dangers!

[RPG] Flabbergasted!, The Great Corgi Caper!

East Hall 1, Table 21; Play Time: 4 hours
Ages: 18+; Experience: Beginner
Game Master: Tara Caputo (Nerdzilly)

Disaster! Sir Biscuit III, champion of the Corgi Cotillion, has been dog-napped! As esteemed members of the Grand Order of the Corgi Enthusiasts, it's up to you to retrieve him before scandal erupts. Expect social chaos, and high-society hijinks in this lighthearted rules-lite RPG.

[RPG] Heroes & Treasure

East Hall 1, Table 4; Play Time: 2 hours
Ages: 6-11; Experience: Beginner
Game Master: Anthony Kronos (Rocket City Adventurers League)

Heroes & Treasure is a family-friendly RPG board game for kids as young as 6 and their parents. If you've ever wished you could interest your kids in fantasy role-playing, this is the game for you! Unaccompanied adults will be turned away.



Experience the magic of tabletop gaming with VERY SPECIAL GAMES. Their unique games emphasize storytelling and connection, encouraging players to embrace creativity and foster meaningful interactions. Elevate your next game night and make it truly special!

<https://www.veryspecialgames.com>

[RPG] Pathfinder/Starfinder, Pathfinder/Starfinder Society

East Hall 1, Table 9; Play Time: 4 hours
Ages: All; Experience: Beginner
Game Master: Arion Clarke (Pathfinder/Starfinder Society)

Pathfinder Society (PFS) is a worldwide fantasy roleplaying campaign. You decide your character's pace, playing as often as you want, without having to stick to a strict schedule. As a living campaign, the story reacts to player choices, allowing your actions to influence future adventures.

[RPG] RagnaBorg, Summer Solstice Adventure

East Hall 1, Table 29; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Erica Lowe

RagnaBorg is a fantasy Viking hack for **Mork Borg**. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

[RPG] RagnaBorg, Winter Solstice Adventure

East Hall 1, Table 28; Play Time: 2 hours
Ages: 18+; Experience: Beginner
Game Master: Trevor McGregor (Broken Brain Games)

RagnaBorg is a fantasy Viking hack for **Mork Borg**. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

[RPG] Savage Worlds, The Wild Hunt

East Hall 1, Table 15; Play Time: 4 hours
Ages: 12+; Experience: Beginner
Game Master: Ray Napoli

The Wild Hunt is a modern-day horror story set in the tradition of a Saturday-night horror movie. In it, the players find themselves unexpectedly stranded in a rural town in the American Midwest and on the wrong end of a curse more than a century old.

[RPG] The Witch is Dead

East Hall 1, Table 8; Play Time: 4 hours
Ages: 12+; Experience: Beginner
Game Master: Todd Scroggins

The Good Witch has been slain by a mean ole witch hunter looking to collect some kinda "bounty." As her loyal forest familiars, you know that if you can get the hunter's eyes and return them to her magic hut, you can bring her back! Come be the cute forest companion you've always wanted... along with some deadly revenge.

SUNDAY 2:00 PM

[Board/Card] Colossus Clash, Colossus Clash Playtest

East Hall 1, Table 25; Play Time: 1 hour or less
Ages: 8+; Experience: Beginner
Game Master: Anthony Treadway (Nebulae Studios)
Choose a unique Colossi to trounce the competition in this all-out kaiju battle royal!

[Board/Card] Detective: City of Angels

East Hall 1, Table 24; Play Time: 2 hours
Ages: 13+; Experience: Beginner
Game Master: Larry Livingston Stanbery
Solve a who-dunnit mystery as you explore an LA Noir-style board game. Each Detective attempts to piece together the clues, question suspects, and search location throughout LA, all while racing against the clock.

[Board/Card] Hasty Baker

East Hall 1, Table 12; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

A baking competition card game for 2-6 players, where players race to collect the right ingredients for their recipes before other players sabotage them.

[Board/Card] Sabacc

East Hall 1, Table 19; Play Time: 2 hours

Ages: 8+; Experience: Beginner

Game Master: Kevin Taylor (Rocket City Cantina)

Join the Rocket City Cantina for a round of the best card game in the galaxy: **Sabacc**! The game that won Han Solo the Millennium Falcon and is loved by scoundrels and bounty hunters across the galaxy. Grab a seat and some (fake) coin and join us for a round or two. No registration required.

[Board/Card] Yeti Slap

East Hall 1, Table 23; Play Time: 1 hour or less

Ages: All; Experience: Beginner

Game Master: Grant Parry (Altered Reality)

Yeti Slap is the wild, fast-paced reaction game where snowballs fly and only the quickest player survives! Spot the matching yeti and SLAP—but be careful, a wrong slap could cost you the game. It's silly, speedy fun that's perfect for families and party groups.

[Mini] Heroscape: Master Set – Age of

Annihilation, Learn to Play Heroscape

East Hall 1, Table 37; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Dakota Helton (Red Panda Hobbies & Games)

Come learn to play **Heroscape** with us and become a part of an epic battle. **Heroscape** is a battle between and among characters across dozens of genres, time periods, planets, and cultures taking place on a three-dimensional gaming surface of various elevations and terrain types.



[RPG] Call of Cthulhu, The Crack'd and Crook'd Manse

East Hall 1, Table 33; Play Time: 3 hours

Ages: 18+; Experience: Beginner

Game Master: Kevin Puett

In this 1920's scenario, the investigators explore an usual house, with a distinctly unusual resident.

[RPG] Dungeons & Dragons (2014), Novice Session II

East Hall 1, Table 5; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Kevin Boles

In this continuation of **D&D Novice Session I** (but open to those who couldn't make the last), we review for 10-15 minutes before playing an adventure and learning more about the wonderful game of **Dungeons & Dragons!**

SUNDAY 2:30 PM

Play-to-win checkout ends

SUNDAY 3:00 PM

Play-to-win drawing begins

[Board/Card] 14ers, 14ers Playtest

East Hall 1, Table 18; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: Zach Sullivan (Grazing Bear Games)

Preview the upcoming mountain-climbing, tableau-building card game, **14ers**! Pair off as rival climbers building your skills and your scoring by conquering "14ers" (mountains over 14,000 ft.) in Colorado, maneuvering around weather and your rival along the way. Learn in 5 minutes and play in 30 minutes!

[Board/Card] Colossus Clash, Colossus Clash Playtest

East Hall 1, Table 25; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi to trounce the competition in this all-out kaiju battle royal!

[Board/Card] Hometown Heroes, Hometown Heroes Playtest

East Hall 1, Table 14; Play Time: 2 hours

Ages: 12+; Experience: Intermediate

Game Master: Richard Garber

It's your village versus the dungeon. Conquer the trials in the dungeon by building up your village and sending its heroes on a race through the dungeon.

[Board/Card] Not So Neighborly, Be Petty, Do Crime!

East Hall 1, Table 12; Play Time: 2 hours

Ages: All; Experience: Beginner

Game Master: Cora Grdinich (Altered Reality)

Not So Neighborly is the fast, fun, and slightly chaotic card game where backstabbing is part of the charm! Build your dream neighborhood while sabotaging your friends with sneaky attacks, crafty action cards, and clever defenses. Perfect for families, parties, and anyone who enjoys a little friendly rivalry.

[Board/Card] Red Outpost

East Hall 1, Table 11; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: AJ Howard

When the Soviets secretly sent out a settlement starship, they established the first human settlement outside of Earth. Now, cut off from the influence of Earth society, can you help set up a Communist Utopia. Of course, someone must be first among all these equals; it might as well be you.

[Board/Card] Zombicide

East Hall 1, Table 23; Play Time: 1 hour or less

Ages: 18+; Experience: Beginner

Game Master: Grant Parry (Altered Reality)

Zombicide throws you into a relentless cooperative battle against hordes of the undead. Team up, gear up, and level up as you mow down zombies, complete missions, and try not to get eaten. Whether you're new to the outbreak or a seasoned survivor, there's only one goal: don't die.

[Mini] Heroscape: Master Set – Age of

Annihilation, Learn to Play Heroscape

East Hall 1, Table 37; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Dakota Helton (Red Panda Hobbies & Games)

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[RPG] Extinction

East Hall 1, Table 34; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Chaney Hereford (Super Blood Moon Studios)

It's the 21st century. The world's water supply has been infected with a mysterious illness, turning most people

into flesh-eating zombies. In one week, 90% of the population turned with only 10% immune. You are a survivor, but how long can you survive... the **Extinction?**

[RPG] Fiasco Classic, Star Trek: The Fiasco Frontier

East Hall 1, Table 16; Play Time: 2 hours

Ages: 12+; Experience: Beginner

Game Master: Nick Weiner

A rules-lite RPG in which players improvise a "movie" set in Space — the final frontier. These are the adventures of some Starfleet members exploring the universe, allying with newly met civilizations, addressing anomalies, and boldly making bad decisions where no person has gone before.

[RPG] Heroes & Treasure

East Hall 1, Table 4; Play Time: 2 hours

Ages: 6-11; Experience: Beginner

Game Master: Anthony Kronos (Rocket City Adventurers League)

Heroes & Treasure is a family-friendly RPG board game for kids as young as 6 and their parents. If you've ever wished you could interest your kids in fantasy role-playing, this is the game for you! Unaccompanied adults will be turned away.

[RPG] RagnaBorg, Spring Solstice Adventure

East Hall 1, Table 29; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Brandon Coons

RagnaBorg is a fantasy Viking hack for **Mork Borg**. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

[RPG] RagnaBorg, Winter Solstice Adventure

East Hall 1, Table 28; Play Time: 2 hours

Ages: 18+; Experience: Beginner

Game Master: Trevor McGregor (Broken Brain Games)

RagnaBorg is a fantasy Viking hack for **Mork Borg**. Grab your dice and drinking horn! Prepare to slay monsters and reach Valhalla by dying in glorious battle! These adventures are being play tested for the upcoming core rule book.

SUNDAY 4:00 PM

[Board/Card] *14ers, 14ers Playtest*

East Hall 1, Table 18; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: Zach Sullivan (Grazing Bear Games)

Preview the upcoming mountain-climbing, tableau-building card game, *14ers*! Pair off as rival climbers building your skills and your scoring by conquering "14ers" (mountains over 14,000 ft.) in Colorado, maneuvering around weather and your rival along the way. Learn in 5 minutes and play in 30 minutes!

[Board/Card] *Apollo: A Game Inspired by NASA Moon Missions, Apollo: Missions to Space*

East Hall 1, Table 24; Play Time: 1 hour or less

Ages: 12+; Experience: Beginner

Game Master: Justin Butler

Take the role of astronauts in the command module on of the Gemini or Apollo missions. Astronauts must guide their craft through multiple flight stages by strategically using dice and communication tokens.

[Board/Card] *Colossus Clash, Colossus Clash Playtest*

East Hall 1, Table 25; Play Time: 1 hour or less

Ages: 8+; Experience: Beginner

Game Master: Anthony Treadway (Nebulae Studios)

Choose a unique Colossi to trounce the competition in this all-out kaiju battle royal!

[Board/Card] *Deadly Dowagers*

East Hall 1, Table 13; Play Time: 1 hour or less

Ages: 18+; Experience: Beginner

Game Master: Kristy Smith

Play a humorous game of marriage, murder, and money! You are competing to grow your dowry in order to marry up. (This may mean your current husband must meet an untimely demise.) Be the first player to have enough money to marry the Duke and win!

[Board/Card] *Red Outpost*

East Hall 1, Table 11; Play Time: 1 hour or less

Ages: 10+; Experience: Beginner

Game Master: AJ Howard

When the Soviets secretly sent out a settlement starship, they established the first human settlement outside of Earth. Now, cut off from the influence of Earth society, can you help set up a Communist Utopia. Of course, someone has to be first among all these equals; it might as well be you.



[Board/Card] *Zombicide*

East Hall 1, Table 23; Play Time: 1 hour or less

Ages: 18+; Experience: Beginner

Game Master: Grant Parry (Altered Reality)

Zombicide throws you into a relentless cooperative battle against hordes of the undead. Team up, gear up, and level up as you mow down zombies, complete missions, and try not to get eaten. Whether you're new to the outbreak or a seasoned survivor, there's only one goal: don't die.

SUNDAY 5:00 PM

Convention ends

FRIDAY PANEL SCHEDULE

FRIDAY 4:00 PM

Deep Cut Cartoons

Panel Room C

Shows that only lasted a season and sometimes not even that. Deep cuts, odds, bobs, and sods. Pilots and shows that only came packaged with cereal boxes!

Geek Out Huntsville

Panel Room A

Geek Out Huntsville presents our annual panel discussing all the fun and geeky things happening in the Rocket City.

Storytelling 101: Word and Pictures

Panel Room B

Join Mike Grell and Jeff Messer as they discuss their times in comics.

FRIDAY 5:00 PM

Alabama Ghostbusters

Panel Room C

Founded in 2008, the Alabama Ghostbusters fan group has been sharing its love of the beloved movie franchise for 17 years. Join them for a discussion about why the fandom is enduring more than four decades after it began.

Encanto

Panel Room A

Ever wonder what it was like bringing the Family Madrigal to life? Join Adassa, Jess Darrow, and Diane Guerrero as they talk about their time working on Disney's *Encanto* as well as their other amazing projects.

Priscilla Presley

Panel Room B

She was married to the King of Rock 'n' Roll and starred in *The Naked Gun* franchise so you know she has some good stories to tell!

FRIDAY 6:00 PM

Armin Shimerman

Panel Room C

You know him as Quark but did you know he is an amazing author with Jumpmaster Press? No? Well now you do. Come hear him discuss that aspect of his career.

Billy Zane

Panel Room B

No matter if you love him or hate him from his roles, one thing is clear, "that is the prettiest man I ever saw." Come listen as Billy Zane talks about his amazing career.

"Weird Al" Yankovic

Panel Room A

This panel needs no description. You know him and love him. It's Weird Al talking about his amazing and hilarious career! Ever wonder where he got the name "Weird Al?" Well, you can come ask him and learn everything there is to know about him.

FRIDAY 7:00 PM

Charmed

Panel Room A

Join Rose McGowan and Holly Marie Combs as they discuss their time on *Charmed* and what they've been up to since!

Lou Diamond Philips

Panel Room B

From *La Bamba* to *Young Guns*, he has had some great roles. Come hear straight from Lou Diamond Philips all about them.

Shows from the '80s

Panel Room C

A short look at a randomly picked '80s show. Six possible shows, all airing in the '80s. One will be picked and discussions held. Sleeves may be pushed up.

FRIDAY 8:00 PM

Castle Council

Panel Room B

The Castle Council is a Dungeons & Dragons actual play comedy show where each adventure is improvised based upon audience suggestions!

Film Festival Finals

Panel Room A

The votes are in and the winners are announced for the Expo 72 Hour Film Competition. Come see the films and find out who takes home the hardware!

SATURDAY PANEL SCHEDULE

SATURDAY 11:00 AM

'80s Cartoon Legends

Panel Room A

It's Saturday morning, so what's better than waking up and watching cartoons?! Come join Larry Kenney, Neil Ross, and Michael Bell as they talk about creating pretty much ALL of your childhood.

Justice League

Panel Room B

Join Maria Canal-Barrera (Hawkgirl), Susan Eisenberg (Wonder Woman) and George Newbern (Superman) as they discuss their time fighting bad guys!

Slaying Stress Demons with Coping Skills and Grounding Techniques

Panel Room C

Slaying Stress Demons with Coping Skills and Grounding Techniques is an engaging, anime-inspired mental wellness workshop that helps participants combat stress and anxiety using practical coping strategies. Drawing inspiration from *Demon Slayer*, *Avatar*, and *Naruto*, this interactive session teaches grounding techniques, breathing exercises, and mindfulness practices to "defeat" stress demons. Attendees will learn how to harness their inner strength, build resilience, and develop healthy ways to manage overwhelming emotions—just like a true Demon Slayer!



SATURDAY 12:00 PM

Hazbin Hotel

Panel Room C

Hello darlings, I'm Angel Dust. I'm coming to see all my darling fans and have a fun time answering all your dirty questions about me and my job! I'll be accompanied by the Vees and you can ask them questions, too. We'll also be playing Truth or Dare, improv games, and trivia! So come have a fun time with me... and then I suppose if you want to know anything about them too.

Sonic Unleashed

Panel Room B

Jason Griffith, Pete Capella, Lisa Ortiz, and Ryan Bartley have all lent their voices to the Sonic Universe. Come hear about their time there and in other universes!

William Shatner

Panel Room A

O Captain! My Captain! Join Officer TJ Hooker as he talks about his time aboard the USS Enterprise as well as his Law Practice in Boston and everything in between. Oh yeah, he's also been to space!

SATURDAY 1:00 PM

Disney Princesses

Panel Room B

Royalty comes to the Rocket City! Join Linda Larkin (Jasmine) and Jodi Benson (Ariel) as they talk about their time in "A Whole New World" and "Under the Sea!"

My Name is Earl

Panel Room A

One of the funniest shows to hit television over the last twenty years! Join Jason Lee, Jaime Pressly, Eddie Steeples and Ethan Suplee as they talk all about their time on *My Name is Earl* and their other amazing work.

Timothy Zahn

Panel Room C

Timothy Zahn single handedly expanded the Star Wars universe. He created some amazing characters including Mara Jade, Admiral Thrawn, and so many more. Come sit and listen as he talks about his time expanding a galaxy far, far away.

SATURDAY 2:00 PM

Clinton Hobart

Panel Room C

Clinton Hobart isn't just a fine artist; he is also a very fine human being. He is a licensed Disney Fine Artist but his portfolio expands so much past that. Come watch as he gives a live demonstration!

Joel Hodgson

Panel Room B

*In the not-too-distant future,
Next Sunday, A.D.,
There was a guy named Joel,
Not too different from you or me.*

Come hear Joel Hodgson talk about his time working at Gizmodo and being trapped on the Satellite of Love!

Saved by the Bell

Panel Room A

Let's take it back to Bayside High! Come hear from Mario Lopez and Elizabeth Berkley as they discuss their time at the coolest school around. Also, we'll hear about what they've been doing since!

SATURDAY 3:00 PM

The Drive-In Will Never Die

Panel Room C

A look at horror, mostly from the '70s and '80s, specifically the gonzo that played across the great outdoors.

Mighty Morphin Power Rangers

Panel Room A

We love Power Rangers! MMPR has been going strong for over thirty years with no end in sight. Come hear from Walter Jones, Karan Ashley, and Steve Cardenas as they talk about their time in Angel Grove.

Star Trek Generations

Panel Room B

From the original series to the Next Generation and beyond, there have been a lot of amazing crew members on the Enterprise. Join Armin Shimerman, Walter Koenig, and Denise Crosby as they tell you all about it.

SATURDAY 4:00 PM

Ladies of Supernatural

Panel Room A

Everyone always wants to talk about the Wayward Sons, and that's great and all, but let's hear what the ladies have to say! Come hear from Kim Rhodes, Emily Swallow and Felicia Day as they talk about *Supernatural* and everything else they've been a part of.

Nightmare Theatre

Panel Room C

Join The Baron, El Sapo and Mittens as they discuss some of their favorite terrible films in the history of horror.

Vincent D'Onofrio

Panel Room B

It's Kingpin for crying out loud. Plus, about a bajillion other amazing roles!

SATURDAY 5:00 PM

Flatline Comics

Panel Room C

This trio of comic creators knows how to tell a story. Join Kevin, Amanda, and Rando as they discuss their publishing company out of lower Alabama.

Iconic Voices, Legendary Performances

Panel Room B

Join voice acting legends Debi Derryberry, Sarah Natochenny, AJ Beckles, and Chris Wehkamp for an electrifying, no-holds-barred panel where they share behind the scenes stories, wild audition tales, and insider secrets from the world of voiceover! From anime to video games, get the lowdown on how they bring characters to life, and maybe even hear some of your favorite voices in action!

Orange is the New Black

Panel Room A

Join Jackie Cruz and Diane Guerrero as they discuss what it was like being locked up and making it look good!

SATURDAY 6:00 PM

Cosplay Finals

Panel Room A

They've put in the work, now come see who takes home the hardware!

SUNDAY PANEL SCHEDULE

SUNDAY 12:00 PM

Buffy

Panel Room A

One of the best shows to come out of the '90s by far! Join Charisma Carpenter and Emma Caulfield as they talk about their time on the iconic show.

Jujitsu Kaisen

Panel Room B

Kayleigh McKee, Anairis Quinones, Nicolas Roye and Landon McDonald all have some amazing JJK characters as well as other iconic roles. Come hear as they tell you all about them!

Mark Spears

Panel Room C

There is not a hotter name in comics right now! Mark Spears has been in the industry for over 30 years but over the last year he has become one of the biggest names in comics while teaming up with the likes of Todd McFarlane and Rob Liefeld to name a few!

SUNDAY 1:00 PM

Anime Court

Panel Room C

Step into the courtroom where your favorite anime debates are put on trial! Anime Court returns to Huntsville's comic and pop culture scene, bringing the most controversial anime topics to the stand. Was Eren right? Is *One Piece* truly a great anime? Pokémon vs. Digimon—which reigns supreme?

Chris Claremont

Panel Room B

Absolutely a living comic legend. He shaped the way we see X-Men today. He created so many iconic heroes and villains it is just insane. Come listen as he talks all about his time at the X-Mansion.

Melissa and Joey

Panel Room A

Two absolute icons of the '90s! Come listen to Melissa Joan Hart and Joey Lawrence as they talk about their time together and all their other amazing work before and since. Be sure to ask Melissa about her current standup career!

SUNDAY 2:00 PM

Erin Gray

Panel Room A

You know her as Colonel Wilma Deering, and she has traveled back from the 25th century to talk to you!

Kevin Eastman

Panel Room B

Here we have one half of the team that created the *Teenage Mutant Ninja Turtles*. TMNT came out over 40 years ago and has been a staple in pop culture ever since. Come hear how two guys in a garage created one of the most iconic brands in history!

Nebulae Studios

Panel Room C

Join local Huntsville game designer Anthony Treadway as he discusses design basics, world building, play testing, and more!

SUNDAY 3:00 PM

Beverly Hills 90210

Panel Room A

There was not a better teen drama in the '90s! Join Tori Spelling and Brian Austin Green as they discuss their time in the hottest zip code and beyond.

My Hero Academia

Panel Room C

Present Mic decided the students of Class 1-A needed some team-building fun. However, no one had time to change from their pajamas. They will be answering questions and playing games while giving away prizes. Come see what they get up to and have a Plus Ultra Time!!!

Walking Dead

Panel Room B

Join Cooper Andrews and Dan Fogler as they talk about their time on *The Walking Dead* and possibly *Balls of Fury* or *Shazam* or *Fantastic Beasts* or anything else!

SUNDAY 4:00 PM

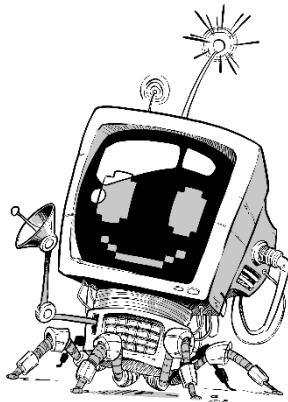
Closing Ceremonies

Panel Room A

Whew! That wraps it for year 10! Come hear about everything we have planned for the future!

NOTES

Use this page to write your own notes about the convention.

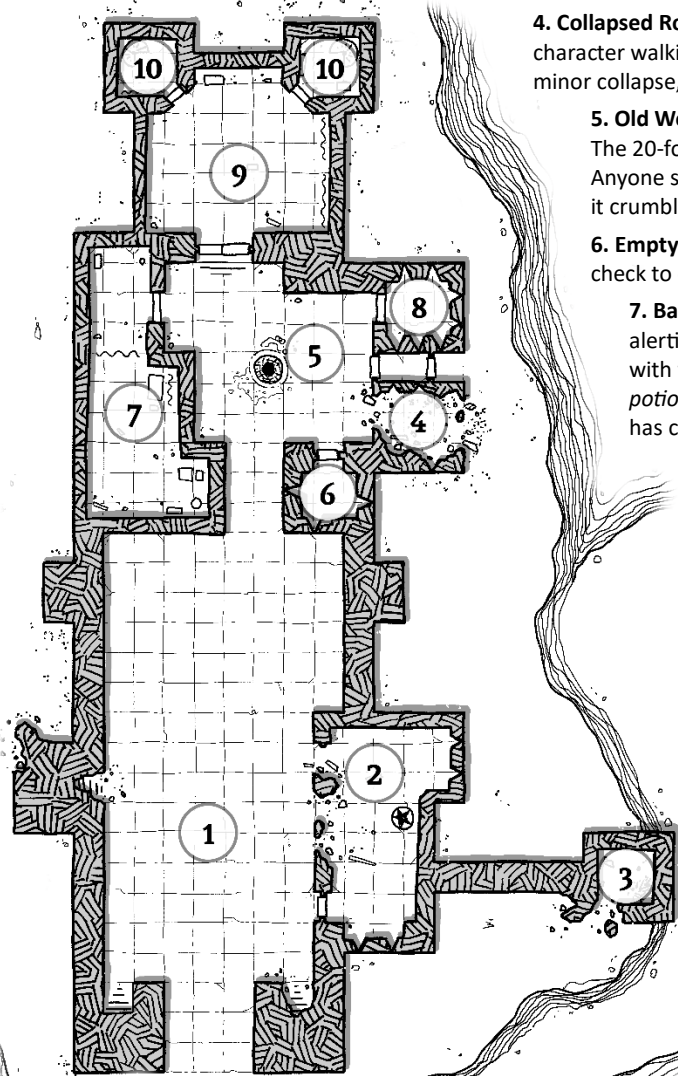


THE FORGOTTEN OUTPOST

We had extra space so enjoy this simple dungeon, suitable for introductory-level characters in a fantasy role-playing game.

An old stone outpost overlooks the sands. None remember why it was abandoned. A statue of a powerful wind spirit, a djinn, is found inside. Legends say on nights when the wind blows and the moon is full, a visitor can ask the statue a single question or for a single boon and be answered.

- 1. Main Hall:** The doors are long gone and sand dunes line the empty hall. A **giant scorpion** lairs here, burrowing into the sands during the day. At night, the creature hunts the desert, but returns dragging a dead giant snake when the party enters the hall.
- 2. Djinn Statue:** The interior wall of this room and the roof have collapsed in several places. The star on the map marks the location of a large statue depicting a stern, bearded, bare-chested man with crossed arms in a turban, rising out of a cloud. Anyone speaking to the statue under the moonlight only hears a single whispered demand: "Release me..." The statue is impervious to damage.
- 3. Guard Post:** The roof and entrance to this guard post has collapsed. An armored man can barely squeeze inside where the tip of a spear pokes up from the sand. Digging into the sand reveals the desiccated corpse of an adventurer who escaped the giant scorpion only to die from its poison. Amongst the adventurer's standard equipment is a magical silver whistle that can only be heard by elves.



4. Collapsed Room: This room has collapsed and allows access to the outpost. A character walking through this unstable area has a 1 in 6 chance of causing a minor collapse, requiring an agility check to avoid 1d6 damage.

5. Old Well: The doors from the outside require strength checks to open. The 20-foot-deep well here is completely dry and is open to the room. Anyone standing near the edge must succeed on an agility check or fall as it crumbles.

6. Empty Room: The door to this room is stuck and requires a strength check to open. Etched into a wall are the words: "Tordek has the map."

7. Barracks: The door immediately collapses when pressure is applied, alerting the **giant spider** that resides here. This old barracks is filled with webs that can be burned away. Once the webs are cleared, a *potion of healing* in a steel vial can be found. The back corner ceiling has collapsed, leaving a large hole out.

8. Empty Room: This room is empty. A large explosion appears to have happened in the past.

9. Audience Hall: The doors to this room are locked, but can be smashed open. Chairs and tables dot the edges of the room and old tapestries hang along one side. They depict a man playing a glass flute while a djinn battles. The outpost stands in the background.

A large chair overlooks the chamber. Anyone sitting in the chair releases an angry **swarm of beetles** from the worn seat cushion. A nearby open stone cistern holds clear water. The water is a **water weird elemental** (reduced to half health because of the desert dryness) that guards a magical glass flute hidden inside. The flute cannot be harmed unless it is near the djinn statue.

A character playing or breaking the flute in front of the djinn statue releases the **djinn** trapped inside the statue. If the character attempts to command the djinn, he fails because he doesn't have the proper training. Angered, the djinn curses him before leaving. If the character meant to release the djinn, it will answer a question or grant a minor magical boon before leaving. (The djinn takes and breaks the flute if it is still unbroken.)

10. Collapsed Stairs: The stairs once lead to a second story that has collapsed.

DOCUMENT VERSION LOG

Date	Version	Modification(s)
April 22, 2025	6.00	<ul style="list-style-type: none"> • Corrected play-to-win drawing schedule
April 17, 2025	5.00	<ul style="list-style-type: none"> • GM Hoyt Parris cancelled
April 15, 2025	4.01	<ul style="list-style-type: none"> • Added Chaosium coupon
April 13, 2025	4.00	<ul style="list-style-type: none"> • Shifted tables 35-39
April 12, 2025	3.00	<ul style="list-style-type: none"> • Corrected game session order • Moved Cyberpunk RED session from Saturday to Sunday • Removed duplicate Bolt Action game session • Updated photo permission under Charity Auction
April 12, 2025	2.15	<ul style="list-style-type: none"> • Corrected Dyson Logos' name • Updated outpost map
April 12, 2025	2.10	<ul style="list-style-type: none"> • Added Notes
April 11, 2025	2.00	<ul style="list-style-type: none"> • Added The Forgotten Outpost • Added panel schedule
April 10, 2025	1.20	<ul style="list-style-type: none"> • Added Document Version Log • Added Facebook and Discord links to Welcome • Added more information to Game Tournaments • Corrected page total in footer • Removed Convention Volunteers • Updated Ultimate Werewolf description • Updated style for hours of operation • Updated style for play-to-win drawing schedule
April 9, 2025	1.10	<ul style="list-style-type: none"> • Published

