

Winter War 36

Celebrating our Thirty-Sixth Year of Gaming Excellence!

Pre-Registration Schedule—February 6 – 8, 2009

Updated January 30, 2009

The events listed below are those that are scheduled as of this time, but circumstances may require the alteration of events or even their cancellation before the convention. Please complete the pre-registration form completely; especially your ADDRESS and PHONE NUMBER, so we can contact you if there are problems. Forms that are received without payment will be rejected. Refunds will only be given for event cancellations. Photocopied forms are perfectly fine, but we cannot handle pre-registration via e-mail. The deadline for pre-registration is **SATURDAY, JANUARY 31, 2009**.

Session A - Friday Afternoon, 2:00 PM through 6:00 PM

Board Game Events

Title	Description	Details
Advanced Squad Leader	Weekend-long ASL event encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Plaques for top three finishers. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
Hoity Toity	A rock-scissors-paper style game where players use their antique collections to move to the head of the table!	Hoity Toity rules. Newcomers welcome. 6 players, Clark Barthel.
Circus Maximus	Tired of going around in circles? Try ovals! Grind your opponents' horses into hamburger and ride to glory!	Circus Maximus rules. Younger players welcome. 16 players, Michael Wilson.
RoboRally A	Do the robot dance while you try to win the race without falling into the bottomless pits or shot to pieces by the other robots.	RoboRally rules. Newcomers welcome. 6 players, Alan Conrad.
World War II	Axis and Allies on steroids. A 6-foot by 3.5-foot game board. Major and minor countries. Double set of counters and all tournament rules in play. Begins Friday Afternoon, runs through Friday Evening.	The War Game WWII rules. Younger players welcome. 6 players, Michael Davis.
Star Fleet Academy	Learn to play Star Fleet Battles.	Star Fleet Battles rules. Newcomers welcome. 10 players, Kurt Jeffries.
Hotel Special	Two board games in one session. Prove who's best at running a hotel empire with the Avalon Hill classic Acquire (including the extra options from the more recent edition) and their 2005 game of hotel/casino complex management Vegas Showdown. Judge is providing a special prize for this event.	Acquire/Vegas Showdown rules. Younger players welcome. 11 players, Phil Parker.

Miniatures Events

Title	Description	Details
Frontier Blood	French and Indian forces try to destroy frontier farmsteads. Can the settlers hold out until reinforcements arrive?	Brother Against Brother rules. Newcomers welcome. 6 players, Dean Spitz.
Fire & Fury Scratch Game A	15mm Civil War.	Fire & Fury rules. Newcomers welcome. 8 players, Russ Hartley.

Role-Playing Events

Title	Description	Details
Operation S.A.N.T.A.: Deus Egg Machina	Commander John Blitzen and his team of Reindeer comman-does are the best of the best. Having defeated the white-tailed turncoat Rudolph and having saved Santa from the evil G.N.O.M.E., Blitzen and his mob decide to take some R&R in the tropics. Unfortunately their vacation is cut short when Santa is kidnapped by the diabolical Easter Bunny and taken to his secluded lair on Easter Island. Now they must liberate their lardaceous leader from the libertine lowlife and his loathsome league of lethal lagomorphs or lose their lives trying!	Home rules. Newcomers welcome. 8 players, Christopher Fairfield.
Return to Guildren A	The Viscounty of Verbobonc endures. As CY 599 begins, Abbot Duncan MacHaarl invites you to Guildren to renew old friendships and find new adventure. Of special interest to charismatic heroes of Verbobonc. Players should bring a Living Greyhawk character of level 10-13, or create an 11th level character using 3.5e core rules (28 point buy).	D&D 3.5/Illinois Greyhawk home rules. Some experience with specific game assumed. 6 players, Gregg Homerding.
Living Forgotten Realms A	Offering DRAG1-2 A Thin Gray Line, EAST1-3 Unbidden, and SPEC1-1 Shades of the Zhentarim.	D&D 4E/Living Forgotten Realms rules. Newcomers welcome. 24 players, CIRCA.

Session B - Friday Evening, 7:00 PM through 11:00 PM

Board Game Events

Title	Description	Details
Betrayal at House on the Hill	Scooby Doo meets Call of Cthulhu; Empty the creepy old mansion, explore its secrets, and then run like crazy as one of you turns to the dark side and begins to hunt his former companions? But who is it? Could it be you?	Betrayal at House on the Hill rules. Newcomers welcome. 6 players, Stephen Borden.
Duel in the Skies	What's a B-17 to do? How about an Avro Lancaster or a SeaFire? 2 Games - Duel in the Dark follows 1 night of British Bomber Command in W.W. II with German Nightfighters of course. Simultaneously or sequentially, Using the Fantasy Flight's Wings of War - Plane to Plane combat with early W.W. II aircraft. Both are low random high strategy games.	Duel in the Dark & Wings of War Dawn of W.W. II rules. Newcomers welcome. 8 players, James Richards.
Star Traders	Win fame as you gather a fortune and build a trading empire.	Steve Jackson's Star Traders rules. Younger players welcome. 6 players, Robert Walter.
Advanced Squad Leader (continued)	Weekend-long ASL event encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Plaques for top three finishers. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
Zombies!	Load up the shotgun, the Zombies are on the loose again! Come and join in on a boardgame of zombie killing, friend betraying, and general mayhem!	Zombies! rules. Newcomers welcome. 6 players, Jim Best.
Shadows over Camelot	Join with the other Knights of the Round Table to defend Camelot. Your victory hinges on the successful completion of legendary quests, such as the search for Excalibur, the Holy Grail, or Lancelot's Armor; the tournament against the Black Knight; and numerous wars against the Saxons and Picts. But beware... all is not as it seems among these noble Knights. One of your number might yet turn out to be a traitor-in-waiting, biding his time while sowing havoc and destruction from the Shadows!	Shadows over Camelot and Merlin's Company expansion rules. Newcomers welcome. 8 players, Leland Black and Charlie Priest.
Complete History of the World	Avalon Hill's classic world history game with a bigger map, more empires and more options!	History of the World variant rules. Some general gaming experience preferred. 6 players, Alan Conrad.
World War II (continued)	Axis and Allies on steroids. A 6-foot by 3.5-foot game board. Major and minor countries. Double set of counters and all tournament rules in play. Continued from Friday Afternoon.	The War Game WWII rules. Younger players welcome. 6 players, Michael Davis.
Cadet Wars	This is total all out battle between cadets. Show off your skills and experience by destroying more targets than your fellow cadet.	Star Fleet Battles rules. Newcomers welcome. 10 players, Kurt Jeffries.
Railroad Tycoon	Create your own railroad, build track and connect cities, deliver goods, upgrade your engine, invest in new city growth, compete for the most profitable routes.	Railroad Tycoon with BGG updates rules. Newcomers welcome. 6 players, Leslie Lightstone.
Settlers of the Stone Age	Struggle to spread your people across the world, developing advances in food preparation, hunting techniques, and developing boats and warm clothes to adapt and expand.	Settlers of the Stone Age rules. Newcomers welcome. 8 players, Elmer Nyberg.

Miniatures Events

Title	Description	Details
Flames in the East	Control Russian and German forces for mastery of the Eurasian Steppes. Themed but generic battles. Late war armor and infantry companies available for player use. Players are also welcome to provide their own companies (1500-2000 points).	Flames of War rules. Some general gaming experience preferred. 12 players, Chad Fauber.
When Universes Collide	A federation science vessel reported a space/time disruption before contact was lost. Now a taskforce has been sent out to investigate. A training session will take place before the scenerio starts to teach new players the rules.	Starmada: The Admiralty Edition rules. Newcomers welcome. 8 players, Ronald and Shawn Ralston.
Nice Tower - We'll Take It!	Rumors of the Demise of the Wizard Prael has brought multiple raiding parties to his Tower, in hopes of Treasure. However, even in his absence, his holding is not defenseless...	Song of Blades & Heroes variant rules. Younger players welcome. 6 players, Steve Massey and Bob Legro.
Prelude to Destruction	31 October 1942. Monty's final offensive has begun. In the north, the 9th Australian Division has managed to reach the sea and sits astride the coastal road and railway. Behind them the remnants of the 125 PzGr Regiment and 7th Bersaglieri have been cut off. Now the 9th Australians must hold their ground as the Afrika Korps rolls forward in the counterattack. So grab your slouch hat or grab a panzer and see who will win this desperate battle for a lonely stretch of sand.	Spearhead rules. Newcomers welcome. 6 players, Chris Trimble.
Crossroads, VA	American Civil War. Learn easy rules, race to the crossroads, who can win the race?	Rally Round the Flag rules. Younger players welcome. 6 players, Rich Nelson.

Title	Description	Details
The Long Road	A British force attempts to make a trip up the long road to stop construction of a new fort by the French.	Brother Against Brother rules. Newcomers welcome. 6 players, Dean Spitz.
Hedgerow Hell	On the big Operation Overlord expansion map! This scenario depicts the American advance through the hedgerows of France and the hell they went through trying to flush the Germans out.	Memoir '44 Overlord rules. Some general gaming experience preferred. 8 players, Deane Geiken and Dave Buhr.
Johnny Reb Scratch Game A	15mm Civil War.	Johnny Reb II rules. Newcomers welcome. 8 players, Russ Hartley.
The Second Day at Sidi Rezegh A	22 November 1941. Yesterday, 7th Armoured Brigade and 7th Support Group secured Sidi Rezegh and then launched their attack north to break the German siege lines around Tobruk. But the armored strength of Afrika Korps slammed into the two brigades from the south. In a long day of touch-and-go fighting, the British managed to hold on but lost much of their offensive power. During the night, 21st Panzer Division organized in two battle groups (Knabe for the infantry and Stephan for the tanks) shifted to the north in order to launch a renewed attack from that direction the next day. In the morning, the somewhat battered 22nd Armoured Brigade races north to reinforce the defenders but 21st Panzer's attack starts first.	Command Decision IV rules. Some general gaming experience preferred. 8 players, Thomas Harris.
Role-Playing Events		
Title	Description	Details
The Bedlam in Goliath	A subway construction crew reveals an odd ship. Experts are needed to deal with the emerging Shan threat.	Chill rules. Newcomers welcome. 6 players, James Kelly.
The Mansion of Terror	The adventurers stumble upon the village of Stour and discover the Count has been terrorizing the the village. Dare you face the terrors of his mansion and rid the village of the evil that is Count Frederick.	AD&D 2E rules. Newcomers welcome. 6 players, Daniel Conner.
Return to Guildren B	The Viscounty of Verbobonc endures. As CY 599 begins, Ludovic Langmuir invites adventurers to join the social elite in celebration. What can happen when such folks mingle? Players should bring a Living Greyhawk character of level 7-10, or create an 8th level character using 3.5e core rules (28 point buy).	D&D 3.5/Illinois Greyhawk home rules. Some experience with specific game assumed. 6 players, Gregg Homerding.
The Third Riddle A	A Pathfinder Society Organized Play Event for characters of 1st through 5th level. Seek fame, fortune, and knowledge for the Pathfinder Society while advancing your faction's influence in the city of Absalom.	D&D 3.5/Pathfinder Society rules. Some experience with specific game assumed. 6 players, Jared Rascher.
Left Turn at Alba-Quirky	Tongue-in-cheek post-apocalyptic adventuring. Build your own pre-gen using the rules at http://jrients.blogspot.com/2008/10/critical-encounters-on-planet-gamma.html or play a GM-supplied mutant.	Encounter Critical rules. Some general gaming experience preferred. 8 players, Jeff Rients.
Cthulhu Mansion	Inspired by a movie totally not based on true events, come experience a haunted house... with a twist!	Call of Cthulhu 5th ed. rules. Newcomers welcome. 8 players, Royce Thigpen.
Living Forgotten Realms B	Offering ALGA1-2 At the Foot of the Lighthouse, DRAG1-3 A Stab in the Dark, and SPEC1-1 Shades of the Zhentarim.	D&D 4E/Living Forgotten Realms rules. Newcomers welcome. 36 players, CIRCA.

Session D - Saturday Morning, 9:00 AM through 1:00 PM

Board Game Events

Title	Description	Details
If You Can't Stand the Heat... Bomber Blitz	Arena Combat + Napalm= Fun!	Car Wars rules. Newcomers welcome. 8 players, Ryan Whelan.
Who Got Revenge on Sir Reginald?	WWII B-17 bombers are over Germany. The Luftwaffe fighters are on their way to intercept the bombers and there seems to be no bomber escorts? What is a B-17 bomber to do?	Flight Zone home rules. Some general gaming experience preferred. 10 players, Kurt Jeffries.
Advanced Squad Leader (continued)	Sir Reginald Gotbucks has been murdered in a house filled with people who wanted him dead. Can you beat Sherlock Holmes to the solution?	Elementary Watson rules. Younger players welcome. 10 players, Michael Wilson.
Diplomacy	Weekend-long ASL event encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Plaques for top three finishers. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
	Avalon Hill's classic game of intrigue. Fifteen minutes to learn, a lifetime to master. Let your inner 'Kissinger' come out to play! Starts Saturday Morning, continues through Saturday Afternoon.	Diplomacy standard rules. Younger players welcome. 6 players, Alan Dyche.

Title	Description	Details
Kingmaker on the Big Board	Avalon Hill's classic board game with a few variant rules, played with miniatures.	Kingmaker rules. Younger players welcome. 7 players, John Satterfield.
From the Box	Take your pick of playing such classic boardgames as Star Wars-Queen's Gambit, BattleCry or Memoir '44, for 1 on 1 or 2 on 2 competition.	Various rules. Younger players welcome. 12 players, Brent Nyberg.
Agricola	Farming in the middle ages is Fun! If you enjoy long hours of back-breaking work, that is. Come and develop your farm in this deep, strategic game designed by Uwe Rosenberg. We'll have two tables working -- one for beginners, and one for those with some experience.	Agricola rules. Younger players welcome. 10 players, Jim Ferguson.
Lure of the Lich Lord - OOTS	Yeah, they told you it was dangerous, but you can't resist the rewards you will find. Wealth beyond your wildest dreams. All you have to do is avoid the Lich Lord. This should be easy - you're the Order of the Stick!	Hero Quest rules. Younger players welcome. 6 players, Kenneth Vreeman.
Daytona 500	Classic Milton Bradley NASCAR game, three single lap races determine who can make the most prize money!	Daytona 500 rules. Newcomers welcome. 10 players, Leland Black and Charlie Priest.
Card Game Events		
Title	Description	Details
Eleventh Annual Magic Tournament	Winter War's annual DCI sanctioned Magic tournament, using the Legacy format. Tournament rounds dependent on attendance. Cards from Conflux are legal for play. Please see the event judge for more information. Event check in begins at 8:45 AM to ensure a prompt start.	Magic Legacy Rules rules. Some experience with specific game assumed. 32 players, Christopher Fairfield.
Miniatures Events		
Title	Description	Details
Raid on Epsilon Omega	A small group of Merc survivors & local Resistance have planned a raid on a Word of Blake facility known to be guarded by a single Level II Mech unit. Unfortunately, they are not fully aware of the True Nature of that unit...	CBT: Total Warfare variant rules. Newcomers welcome. 7 players, Steve Massey and Travis McLin.
Operations Veritable and Grenade A	Replay the pincer movement of the 1st Can Army advancing from Nijmegen and the US 9th Army crossing the Roer River against the nearly-beaten but still capable German 1st Para and 5th Pz Armies. Players are army commanders ordering divisions and brigades across the muddy battlefield, making the same tough decisions faced by their historical counterparts.	Variations on a Theme by George Knapp rules. Some general gaming experience preferred. 6 players, Chris Fawcett.
WWII Naval Minis	Action in the Pacific with player determined fleets. If time allows we will do a convoy action in the Atlantic. War at Sea miniatures multiples plus 2 full sets. Plenty of ships.	Victory at Sea rules. Some experience with specific game assumed. 6 players, Michael Davis.
A Bridge Too Far A	A special presentation of the local Champaign miniatures gamers is our version of 'A Bridge Too Far' in 54mm! This game will be played on a series of tables as the Allied airborne forces attempt to take the bridges along Hell's Highway against the German counterattacks while 30th Corps attempts to charge to their rescue. Saturday Afternoon event continues action from Saturday morning.	Disposable Heroes rules. Newcomers welcome. 16 players, Greg Novak with Phil Hall, Dean Spitz and Tom Reed.
Heroscape Deathmatch	Fight with merciless robots, elegant elves, barbaric orcs, ancient romans, secret agents, feral wolves, shining knights, and fearless aliens on an expansive 3d map that includes tropical jungle, molten lava field, harsh tundras, and a fully accessible castle!	Heroscape Master Set rules. Younger players welcome. 8 players, Andrew Taylor.
Super Fund Zombies A	Federal government Superfund Money. What money? All we got is more dirt here in the trailer park. Everyone knows they stored stuff in the old mine. Big deal! Modern Zombies created from a toxic waste accident. Can you survive?	Dead Walk Again rules. Newcomers welcome. 10 players, Carl Vandevender.
Caverns of Chaos	A small village has been terrorized by monsters for years. Now bands of heroes will enter the caves to try and end the threat. Players are encouraged to bring their own 300 point Warlord troop. The troop must be legal and cannot contain a Warlord as the leader; captains and sergeants only. Troops will also be available for those who want to play, but do not have pieces.	Warlord w/Rage Chronicles 08 rules. Newcomers welcome. 6 players, Ronald and Shawn Ralston.
Fire & Fury Scratch Game B	15mm Civil War.	Fire & Fury rules. Newcomers welcome. 8 players, Russ Hartley.
Role-Playing Events		
Title	Description	Details
The Council of 599	Gathering at the behest of the Viscount, a secret conclave confronts choices that may reshape the political landscape of the region. When old rivalries resurface and treachery strikes, will the sword prove mightier than the pen? Players should bring a character (from 5th to 10th level, inclusive) compliant with 3.5/Illinois Greyhawk home rules.	D&D 3.5/Illinois Greyhawk home rules. Some experience with specific game assumed. 7 players, Rhett Skubis.
Stay of Execution A	A Pathfinder Society Organized Play Event for characters of 1st through 7th level. Seek fame, fortune, and knowledge for the Pathfinder Society while advancing your faction's influence in the city of Absalom.	D&D 3.5/Pathfinder Society rules. Some experience with specific game assumed. 6 players, Jared Rascher.

Title	Description	Details
Zombies Ate My Kobold	It wasn't your fault! So the baby you brought back to King Torg (All Hail King Torg) looked a little green, and oddly enough, kept trying to bite you, you just thought it was teething! But odd noises are coming from the kitchen, and you've been sent to investigate. Oh look, here comes the cook. Why is he shuffling like that? And why does he keep saying Brains?	Kobolds Ate My Baby rules. Some general gaming experience preferred. 6 players, Jim Best.
Waste Riders	Years after nuclear holocaust, the world has been thrown back to something resembling the Old West. You and your band of self-proclaimed Rangers still fight the good fight to restore law and order to a ravaged wasteland.	Cartoon Action Hour rules. Younger players welcome. 8 players, Royce Thigpen.
Living Forgotten Realms C	Offering DALE1-3 Master and Servant, EAST1-2 Marauder's Spear, and TYMA1-1 Elder Wisdom.	D&D 4E/Living Forgotten Realms rules. Newcomers welcome. 48 players, CIRCA.

Session E – Saturday Afternoon, 3:00 PM through 7:00 PM

Board Game Events

Title	Description	Details
Power Grid A	This is a money game that you build power plants, power cities, and the player that powers the most cities at the end of the game wins.	Power Grid rules. Newcomers welcome. 6 players, Leslie Lightstone.
Blind Sniper Annual	Thirtieth Annual Blind Sniper Tournament. See Information Wall for scenario details. Starts at 4 PM, continues through Saturday Twilight until only one remains standing.	Sniper rules. Newcomers welcome. 20 players, Bruce Gletty.
Advanced Squad Leader (continued)	Weekend-long ASL event encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Plaques for top three finishers. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
Diplomacy (continued)	Avalon Hill's classic game of intrigue. Fifteen minutes to learn, a lifetime to master. Let your inner "Kissinger" come out to play! Play continued from Saturday Morning.	Diplomacy standard rules. Younger players welcome. 6 players, Alan Dyche.
A Sad Day	7 December 1941. Japanese planes have just attacked Pearl Harbor and are returning to their ships. The Americans managed to get a few planes off the ground but too late to stop the attack. Now it's time for revenge.	Flight Zone home rules. Some general gaming experience preferred. 10 players, Kurt Jeffries.
True Glory Takes Root	Create cities, build temples, sail the seas, and engineer new technologies in this fast moving game of ancient civilizations.	Antike rules. Newcomers welcome. 6 players, David Dubin.
Zombies!!!	Here's your chance to play with the first five expansions, and simultaneous play! No more waiting for your buddy to finish his turn. Let the mayhem begin!	Zombies! variant rules. Younger players welcome. 12 players, Eric Young.

Card Games Events

Title	Description	Details
Shards of Alara/Conflux Booster Draft	Draft with Magic's newest sets, Shards of Alara and Conflux! No need to bring a deck, you'll build one on the fly! Sanctioned if we have eight players. Event check in begins at 2:45 PM to ensure a prompt start. ADDITIONAL \$10 FEE AT EVENT FOR CARDS.	Magic Booster Draft Rules rules. Some experience with specific game assumed. 16 players, Christopher Fairfield.
Card Game Time	Condotierre, Colossal Arena, Democracy, Intrigue, Jericho, Lunch Money, Razzia, Saboteur, Saga, Motherload of Sticky Gluch and Red Empire. Can't find a good game in the afternoon? Well, why not play a card game to pass the time! We will play multiple games depending on the number of people participating.	Various rules. Younger players welcome. 10 players, Rick Maurer.

Miniatures Events

Title	Description	Details
Midwest Mayhem II	Steam powered smackdown returns! Players bring their favorite Warmachine factions to battle for the championship in this Steamroller tournament. Prizes include the rare, discontinued Best of Faction and Championship coins, so factions are limited to Warmachine only. Players must supply their own miniatures and up to three 500 pt. army lists. Continues through Saturday Evening.	Warmachine rules. Regular play of specific game assumed. 16 players, Dennis Campbell.
Warhammer 40K Tournament	Bring your best 1500 points of Warhammer 40K miniatures and compete to see who is the best. Please bring 1500 points of miniatures and five copies of your army list. ADDITIONAL \$5 FEE AT EVENT FOR TOURNAMENT. Tournament started Saturday Afternoon, runs through Saturday Evening.	Warhammer 40K 5th ed. rules. Younger players welcome. 8 players, Adam Joseph and Miles Ross.
Gold Fever A	Four rival bandit gangs search a ruined town for a large stash of gold, while the US Army randomly mortars the town thinking hostile Modocs are still there. Can you survive and find the gold? Curse those Coehorns!	Desperado variant rules. Newcomers welcome. 8 players, Warren Burrus.
Lt. Rain's Patrol	Cavalry vs. Nez Perce indians 1877. Lt. Rains patrols to find and report movement of a band of Nez Perce scouts.	Warpaint rules. Newcomers welcome. 6 players, Stanley Arbogast.

Title	Description	Details
A Bridge Too Far B	A special presentation of the local Champaign miniatures gamers is our version of 'A Bridge Too Far' in 54mm! This game will be played on a series of tables as the Allied airborne forces attempt to take the bridges along Hell's Highway against the German counterattacks while 30th Corps attempts to charge to their rescue. Saturday Afternoon event continues action from Saturday morning.	Disposable Heroes rules. Newcomers welcome. 16 players, Greg Novak with Phil Hall, Dean Spitz and Tom Reed.
Winter Waaagh!	Warhammer 40k Apocalypse, table, terrain and scenario will be provided. Participants need to bring a 3000pt apocalypse force. Continued through Saturday Evening.	Warhammer 40k Apocalypse rules. Regular play of specific game assumed. 8 players, Dustin Weir.
Super Fund Zombies B	Federal government Superfund Money. What money? All we got is more dirt here in the trailer park. Everyone knows they stored stuff in the old mine. Big deal! Modern Zombies created from a toxic waste accident. Can you survive?	Dead Walk Again rules. Newcomers welcome. 10 players, Carl Vandevender.
55 Hours on Uranus	Multi-National forces making a last stand on the Planet Uranus versus the Orc invasion. Can they hold until relieved?	55 Days in Peking revised rules. Younger players welcome. 11 players, Kenneth Vreeman.
Cadets of Saumur	The Battle of France is lost. The Germans are ready to cross the Loire. The only force left to defend it are the officer cadets of Saumur and the remnants of the French Army. Played on the Hedgerow Hell big Operation Overlord expansion map.	Memoir '44 Overlord rules. Some general gaming experience preferred. 8 players, Deane Geiken and Dave Buhr.
Johnny Reb Scratch Game B	15mm Civil War.	Johnny Reb II rules. Newcomers welcome. 8 players, Russ Hartley.
Role-Playing Events		
Title	Description	Details
The Hidden City	Two years after the attack on Corvis by the Skorne, a member of the Cygnaran intelligence has gone to trace the source of the Skorne Raiding parties. Scout General Rebald has enlisted your aid to seek him out and bring back any more intelligence.	Iron Kingdoms d20 rules. Some general gaming experience preferred. 8 players, Brad Trumpinski.
Random Taco	Win your freedom! Play a kobold fighting for ingredients and freedom! Should you fail... well... you are crunchy and taste good with salsa.	D&D 3.5 rules. Newcomers welcome. 8 players, Shannon Shumate.
The Dwarven Rail	The regime of Grocktar has been halted temporarily. The adventurers are on their way to the port city of Emporcea when they encounter a dying dwarf with news of an attack. Will the characters be strong enough to save the dwarves?	AD&D 2E rules. Newcomers welcome. 6 players, Daniel Conner.
A Tall Tale	Bards still tell the tale of the might of the hero's during Verbobonc's dark times, but in the passage of years those stories have gotten worn out. And so on a crisp Brewfest day the bard Roddane tells the tale of the princess and the dragon to the children of Sobanwych, and shows the citizenry that one does not have to be a Hero in order to be heroic. An adventure run for characters 6th level, characters will be provided. Players should just bring dice and a sense of humor.	D&D 3.5/Illinois Greyhawk home rules. Some experience with specific game assumed. 8 players, Greg Hanigan.
The Third Riddle B	A Pathfinder Society Organized Play Event for characters of 1st through 5th level. Seek fame, fortune, and knowledge for the Pathfinder Society while advancing your faction's influence in the city of Absalom.	D&D 3.5/Pathfinder Society rules. Some experience with specific game assumed. 6 players, Jared Rascher.
Arcane Vault of the Magic Goddess	Nomads trading on the outskirts of the desert bring news of a ferocious sandstorm. In the aftermath of the storm, a previously unknown monolithic structure was seen rising out of the desert sands. Will a group of adventurers learn its secrets or suffer terrible fates? This old school adventure won an Honorable Mention in the Fight On!/Otherworld Miniatures Adventure Contest. High-level Adventure. Pre-generated characters provided.	AD&D 1E/OSRIC rules. Some experience with specific game assumed. 6 players, Alex Riedel.
Dark Conspiracy	In the dark future, missing person reports are on the rise in rural areas. Most reports go uninvestigated; however, this time a team member has gone missing. Her SUV is on a small town used car lot. Grab your gear and go find her. If it comes to it, excessive force is authorized!	Dark Conspiracy rules. Newcomers welcome. 8 players, Michael Colleen.
Living Forgotten Realms D	Offering AGLA1-1 Lost Temple of the Fey Gods, MOON1-3 Black Gold, and CORE1-5 Touched by Darkness.	D&D 4E/Living Forgotten Realms rules. Newcomers welcome. 48 players, CIRCA.

Session F - Saturday Evening, 8:00 PM through 12:00 AM

Board Game Events

Title	Description	Details
Tile Game Grab Bag	Choose from 3 great tile games: Carcassonne, Galaxy Trucker, and Oregon	Various rules. Newcomers welcome. 14 players, Hannah Bellwoar.
RoboRally B	A killer board and even nastier robots; not for the faint of heart! A challenge for expert RoboRally players.	RoboRally rules. Some experience with specific game assumed. 6 players, Alan Conrad.

Title	Description	Details
Blind Sniper Annual (continued)	Thirtieth Annual Mike Metcalf Memorial Blind Sniper Tournament. See Information Wall for scenario details. Starts at 4 PM, continues through Saturday Twilight until only one remains standing.	Sniper rules. Newcomers welcome. 20 players, Bruce Gletty.
Advanced Squad Leader (continued)	Weekend-long ASL event encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Plaques for top three finishers. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
Settlers of Catan	Individual players vie for control of the island of Catan. Using resource start plus Soldiers' Prerogative rule. Top two point winners of each game play against each other, losers battle for consolation round; all players will play three games during the event.	Settlers of Catan rules. Newcomers welcome. 16 players, Elmer Nyberg.
Estimated Time to Invasion	You really did not think Motorola got the microchip from it's own labs? Play one of 6 companies racing to develop the earth's defences against an alien invasion. just beware - not only do they have dire and hideous technology but one of you may be working with them.	ETI - Alpha Set rules. Newcomers welcome. 6 players, James Richards.
Euro Dice Grab Bag	Come learn and play one of the three Euro games that use dice in different ways: Stone Age, Kingsburg, and Yspahan.	Various rules. Newcomers welcome. 13 players, Darren Hron.
Battlestar Galactica	Battlestar Galactica: The Board Game puts players in the role of one of ten of their favorite characters from the widely-acclaimed new Sci Fi Channel series. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to reach the fabled planet Earth; however, one or more players in every game secretly side with the Cylons. Players must attempt to expose the traitor while they tackle fuel shortages, food contaminations, and political unrest which threatens to tear the fleet apart.	Battlestar Galactica: The Board Game rules. Younger players welcome. 6 players, Rick Maurer.
Trouble with Dragons	Torg Quickspike of Clan Clingbeard has a problem. Dragon problems. Seems a clutch of dragons have moved in Clan Clingbeard's mountain home and he wants them gone. He'll pay handsomely.	Hero Quest rules. Younger players welcome. 6 players, Kenneth Vreeman.
Miniatures Events		
Title	Description	Details
Midwest Mayhem II (continued)	Steam powered smackdown returns! Players bring their favorite Warmachine factions to battle for the championship in this Steamroller tournament. Prizes include the rare, discontinued Best of Faction and Championship coins, so factions are limited to Warmachine only. Players must supply their own miniatures and up to three 500 pt. army lists. Continued from Saturday Afternoon.	Warmachine rules. Regular play of specific game assumed. 16 players, Dennis Campbell.
Warhammer 40K Tournament (continued)	Bring your best 1500 points of Warhammer 40K miniatures and compete to see who is the best. Please bring 1500 points of miniatures and five copies of your army list. ADDITIONAL \$5 FEE AT EVENT FOR TOURNAMENT. Tournament starts Saturday Afternoon, runs through Saturday Evening.	Warhammer 40K 5th ed. rules. Younger players welcome. 8 players, Adam Joseph and Miles Ross.
The Second Day at Sidi Rezegh B	22 November 1941. Yesterday, 7th Armoured Brigade and 7th Support Group secured Sidi Rezegh and then launched their attack north to break the German siege lines around Tobruk. But the armored strength of Afrika Korps slammed into the two brigades from the south. In a long day of touch-and-go fighting, the British managed to hold on but lost much of their offensive power. During the night, 21st Panzer Division organized in two battle groups (Knabe for the infantry and Stephan for the tanks) shifted to the north in order to launch a renewed attack from that direction the next day. In the morning, the somewhat battered 22nd Armoured Brigade races north to reinforce the defenders but 21st Panzer's attack starts first.	Command Decision IV rules. Some general gaming experience preferred. 8 players, Thomas Harris.
Winter Waaagh! (continued)	Warhammer 40k Apocalypse, table, terrain and scenario will be provided. Participants need to bring a 3000pt apocalypse force. Continues from Saturday Afternoon.	Warhammer 40k Apocalypse rules. Regular play of specific game assumed. 8 players, Dustin Weir.
Flames in the West	Vie for control of the French and Lowlands countryside. Late war Allied and German companies available for player use. Players are also welcome to provide their own companies for themed scenarios (1750-2000 points).	Flames of War rules. Some general gaming experience preferred. 12 players, Chad Fauber.
Barges Away!	American Civil War. The hapless USS Indianola is sent to patrol the Red River for signs of the Confederate-captured USS Queen of the West and the CSS Webb while dragging along two coal barges.	Smoke on the Water rules. Some general gaming experience preferred. 6 players, Bob Swieringa.
Dunken Church 1864	American Civil War. Take the high ground and make the enemy pay.	Rally Round the Flag rules. Younger players welcome. 6 players, Rich Nelson.
The Goblins are Revolting!	10mm fantasy, Orcs vs. Goblins. A mysterious Goblin leader has risen to challenge the Orc overlords and throw off the chains of oppression. Can the Goblins really stand up to an Orc force? Maybe with trickery. However, Orcs can be tricky too.	Home rules. Newcomers welcome. 10 players, Barry Hudek.

Title	Description	Details
Desperado	Get two gunfighters and go a'gun slingin', pardner! Every man for himself to see who's the meanest, mangiest shootist this side of the Pecos River...	Desperado variant rules. Newcomers welcome. 8 players, Stephen Borden.
Plastic Ships & Fuzzy Men	In this miniatures style game, you will Captain a shoebox ship, order your fuzzy crew of pirate toys, and navigate the Tablecloth Sea in a race to collect booty and sink your opponents. AAARG! This game requires smart planning, crew allocation, cannon placement, and teamwork.	Plastic Ships and Fuzzy Men rules. Younger players welcome. 10 players, Eric Young.
It's the End of the World as We Know It!	A horrible world-wide plague has caused the collapse of civilization in a matter of days. As roaming bands of 'wretched' (victims mutated into zombie-like plague carriers) clash with survivors over rapidly diminishing resources, the authors of humanity's doom reveal themselves...	Mutants & Death Ray Guns variant rules. Younger players welcome. 6 players, Steve Massey and Bob Legro.
Role-Playing Events		
Title	Description	Details
Final Frontier	The intrepid crew of the ISS Explorer is to set out upon the greatest adventure man has ever endeavored to achieve! Manned FTL flight, join the crew and explore the galaxy.	GURPS 3rd Ed rules. Some general gaming experience preferred. 8 players, Brad Trumpinski.
Death at the Dance	It's the homecoming dance. Something bad is about to happen, and I'm not talking about the DJ playing Sister Christian.	Call of Cthulhu rules. Newcomers welcome. 6 players, Ryan Whelan.
Interdiction	At the end of CY 599, the isolationist elven nation of Celene invades the southwest reaches of the Viscounty and quarantines the town of Ostverk. What dire portents could cause such uncharacteristic military activity? Discover the Verbobonc Year 9 plot arc that could-have-been. Bring your Living Greyhawk characters of 5th through 10th level, or make up an 8th level character using the 3.5 rules.	D&D 3.5/Illinois Greyhawk home rules. Some experience with specific game assumed. 7 players, Ron Lundeen.
The Prince of Augustana	A Pathfinder Society Organized Play Event for characters of 1st through 5th level. Seek fame, fortune, and knowledge for the Pathfinder Society while advancing your faction's influence in the city of Absalom.	D&D 3.5/Pathfinder Society rules. Some experience with specific game assumed. 6 players, Jared Rascher.
Return of the Raven	In winter in upstate New York, secrets are revealed about extreme cold, the native Cayuga Indians, and the Raven, the creature which that motivated Poe's famous poem. In 1843, the investigators face the worst winter on record. In 2003, they research temporal effects at low temperatures. Play will be simultaneous at two tables; player actions at one table effect the other. Note: this is the same event as last year.	Call of Cthulhu rules. Some general gaming experience preferred. 12 players, Suzanne Wills.
Living Forgotten Realms E	Offering BALD1-2 The Night I Called the Undead Out, CORE1-6 Incident at the Forge of Gauros, and DRAG1-1 Many Hands Make Light Work.	D&D 4E/Living Forgotten Realms rules. Newcomers welcome. 42 players, CIRCA.

Session H - Sunday Morning, 9:00 AM through 1:00 PM

Board Game Events

Title	Description	Details
Advanced Squad Leader (continued)	Weekend-long ASL event encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Plaques for top three finishers. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
Ca\$h 'n Gun\$	Fun game of bluffing, negotiating as players try to collect the most loot.	Ca\$h 'n Gun\$ rules. Newcomers welcome. 10 players, Clark Barthel.
Alhambra	Create your own palace, room By room.	Original Rules rules. Newcomers welcome. 6 players, Elmer Nyberg.
Advanced Civilization on the Big Board	The Original game, just on a bigger table. Bigger table means additional commodities and more calamities! Game starts Sunday Morning, continues through Sunday Afternoon.	Advanced Civilization rules. Younger players welcome. 9 players, Kenneth Vreeman.
Pod Racing	Take control of a Star Wars pod racer and race against the others to the finish line.	Pod Racer home rules. Younger players welcome. 10 players, Kurt Jeffries.
From Source to Market - Batavia/Serenissima	2 game session - sequentially or simultaneously - In Batavia, each Player is an independent merchant finding and selling goods to each of the European Trade Companies in the Indian Ocean. In Serenissima, each player is one of the great trading states of southern europe obtaining supplies and shipping them across the Mediterraneanian Sea. In both, the most profitable and the most filled warehouses usually wins.	Batavia & Serenissima rules. Newcomers welcome. 8 players, James Richards.
Really Nasty Horse Racing	Win the race and take home the prize money. Or, if you prefer, bet on someone else's horse and run your own into the wall! With six races, you can do both during this lively and easy-to-learn British import.	Really Nasty Horse Racing rules. Younger players welcome. 6 players, Tim Gritten.

Miniatures Events

Title	Description	Details
Chaos Invasion	Bring 3000pts of Warhammer Fantasy and prepare for the imminent battle. Continued through Sunday Afternoon.	Warhammer Fantasy Legendary Battles rules. Regular play of specific game assumed. 8 players, Dustin Weir.
Invasion!	What if Israel's stunning 1967 victory over the Arab countries caused the Cold War to erupt? As Soviet tank columns pour across the West German border, NATO scrambles to mount an effective defense.	Cold War Commander variant rules. Newcomers welcome. 6 players, Steve Massey and Terrance Haas.
Gold Fever B	Four rival bandit gangs search a ruined town for a large stash of gold, while the US Army randomly mortars the town thinking hostile Modocs are still there. Can you survive and find the gold? Curse those Coehorns!	Desperado variant rules. Newcomers welcome. 8 players, Warren Burrus.
Fire & Fury Scratch Game C	15mm Civil War.	Fire & Fury rules. Newcomers welcome. 8 players, Russ Hartley.
Operations Veritable and Grenade B	Replay the pincer movement of the 1st Can Army advancing from Nijmegen and the US 9th Army crossing the Roer River against the nearly-beaten but still capable German 1st Para and 5th Pz Armies. Players are army commanders ordering divisions and brigades across the muddy battlefield, making the same tough decisions faced by their historical counterparts.	Variations on a Theme by George Knapp rules. Some general gaming experience preferred. 6 players, Chris Fawcett.

Role-Playing Events

Title	Description	Details
A Slaughter in Giant City!	Paranormal investigators try to unravel the mystery surrounding the death of a college student near Carbondale, Illinois.	Chill rules. Newcomers welcome. 6 players, James Kelly.
A Mob Is A Terrible Thing	The Prince and his bride have been kidnapped, along with the guests. A mob has formed to rescue them. You brave adventurers are the vanguard, braving dark depths to rescue the hostages and punish those responsible. The King has promised vast treasure, tax-free! What are you waiting for?!	Microlite20 rules. Newcomers welcome. 8 players, Michael Shorten.
Stay of Execution B	A Pathfinder Society Organized Play Event for characters of 1st through 7th level. Seek fame, fortune, and knowledge for the Pathfinder Society while advancing your faction's influence in the city of Absalom.	D&D 3.5/Pathfinder Society rules. Some experience with specific game assumed. 6 players, Jared Rascher.
Living Forgotten Realms F	Offering AGLA1-2 At the Foot of the Lighthouse, EAST1-3 Unbidden, and SPEC1-1 Shades of the Zhentarim.	D&D 4E/Living Forgotten Realms rules. Newcomers welcome. 48 players, CIRCA.

Session J - Sunday Afternoon, 2:00 PM through 6:00 PM

Board Game Events

Title	Description	Details
Advanced Squad Leader (continued)	Weekend-long ASL event encompassing 5 rounds (1 Friday, 3 Saturday, 1 Sunday). All experience levels welcome. Plaques for top three finishers. Players pair up themselves for round 1, but are paired by seeding in rounds 2-5. Scenario information and updates available in the ASL Room.	Advanced Squad Leader rules. Some experience with specific game assumed. 40 players, Brien Martin.
Advanced Civilization on the Big Board (continued)	The Original game, just on a bigger table. Bigger table means additional commodities and more calamities! Game started Sunday Morning, continues through Sunday Afternoon.	Advanced Civilization rules. Younger players welcome. 9 players, Kenneth Vreeman.
Power Grid B	Build a network of power lines and stations. You must properly manage your money to acquire the necessary raw materials in the commodities market, to expand your network of supplied communities, and to vie for increasingly efficient and expensive plants in this competitive game. Time permitting, a final round will play on one of the three expansion sets (Italy/France, Benelux/Central Europe, and China/Korea).	Power Grid rules. Newcomers welcome. 18 players, Tim Gritten.
RoboRally C	Try a tougher race. Same old problems. It's a hard (and short) life being a robot.	RoboRally rules. Newcomers welcome. 6 players, Alan Conrad.
Rail Baron Express	All players start with an express train, superchief costs \$30,000, total assets are counted towards victory, game victory total is \$250,000. Event begins at 1 PM and ends at 5 PM on Sunday Afternoon.	Rail Baron rules. Some general gaming experience preferred. 10 players, Elmer Nyberg.

Miniatures Events

Title	Description	Details
Chaos Invasion (continued)	Bring 3000pts of Warhammer Fantasy and prepare for the imminent battle. Continued from Sunday Afternoon.	Warhammer Fantasy Legendary Battles rules. Regular play of specific game assumed. 8 players, Dustin Weir.

Title	Description	Details
Clay-o-Rama	The old Dragon Magazine favorite...Build your Clay Monster and Fight other clay monsters. Fun for the whole clan!	Clay-o-Rama rules. Younger players welcome. 8 players, Ryan Whelan.
Johnny Reb Scratch Game C	15mm Civil War.	Johnny Reb II rules. Newcomers welcome. 8 players, Russ Hartley.
Role-Playing Events		
Title	Description	Details
Jeff's Big Stupid Dungeon Party	Fighters, clerics, magic-users, thieves, elves, dwarves, and halflings seek fame and fortune in a gloomy underworld full of deadly traps and dangerous monsters.	Labyrinth Lord/D&D '81 Basic/Expert rules. Newcomers welcome. 20 players, Jeff Rients.
Soviet Star	The world changed forever when pieces of an Alien Spaceship scattered across the Globe in 1908. Now, hundreds of years later, a rag-tag group of nations has made their home in stars to try and escape the ever growing threat of the Soviet Star Empire. You and your crew of free-booters are trying to make a living, while avoiding Soviet Patrols and attempting to keep your ship in the sky. Unfortunately for you, your latest cargo has attracted a lot more attention than you'd like!	Alternity rules. Newcomers welcome. 6 players, Christopher Fairfield.
The Many Fortunes of Grandmaster Torch	A Pathfinder Society Organized Play Event for characters of 1st through 7th level. Seek fame, fortune, and knowledge for the Pathfinder Society while advancing your faction's influence in the city of Absalom.	D&D 3.5/Pathfinder Society rules. Some experience with specific game assumed. 6 players, Jared Rascher.
Living Forgotten Realms G	Offering DRAG1-2 A Thin Gray Line, DRAG1-3 A Stab in the Dark, and SPEC1-1 Shades of the Zhentarim.	D&D 4E/Living Forgotten Realms rules. Newcomers welcome. 36 players, CIRCA.

Event Changes and Cancellations

While the Winter War convention staff has gone to great lengths to insure the accuracy of the information in this pre-registration schedule, events may be cancelled or changed. The fastest way to get the most up-to-date information about Winter War is by accessing the Winter War convention website, at: <http://www.winterwar.org>. Changes to the schedule will be posted to our website within 48 hours when possible.

ASL Weekend Registration

If you are registering for the ASL weekend, the weekend fee listed on the form includes all event fees for playing in those events in EVERY timeslot. If you do register for the ASL weekend and then want to play in a non-ASL event, simply sign up for that additional event on the form and pay the single event fee (\$2 pre-reg, \$3 after January 24, 2009) for that event.

Judges Information

Judges (including tournament judges): When registering, please mark "JUDGE" in the time slots your event is running when you register to insure that we credit you with the discount (50% discount on weekend registration for one event, 100% discount on weekend registration for two or more events). Remember that there is only one judge per event (not tournaments) for discount purposes without prior arrangement. All other individuals participating in event will be considered players. The convention cannot supply materials without prior arrangement.

At the convention, the Staff Coordinators will distribute event registration sheets to judges at the beginning of each session and pick them up at the end. Without the event registration sheet, the Coordinators may declare a judge absent. If there are any problems, notify the Registration Desk. In addition, the ASL events requires participants to sign in at the event rooms, and may have additional policies.

Everyone: We are always looking for additional events for the final program. Please contact Donald McKinney if you are interested in running an event at Winter War via e-mail at dmckinne@winterwar.org.

Auction Information

Auction Rules: All items sold by open voice bidding; declined items may be sold at minimum bid at option of staff. Items to be sold in the auction should be taken to the Auction Room (Grand Prairie), to be handled by members of the auction staff. There is no limit on the number of items an individual may place in the auction for sale, but the staff reserves the right to refuse bags and boxes. Items not in original containers should be able to be displayed well. Collectible cards must be sold in sets (no individual cards will be accepted). Each item must be accompanied by a \$0.50 fee, and must be accompanied by a list of being sold. Item forms will be available at the convention. Buyers and sellers must be registered convention attendees (visitors may not buy or sell in the auction).

Auction Time: Saturday Afternoon, 1:15 PM to 3:00 PM.

Hotel Information

The convention site, the Hawthorn Suites, is conveniently located 4 miles from Willard Airport, 3 miles from Interstate 72, and 3-1/2 miles from Interstate 74, in Champaign, IL. The Hawthorn Champaign is a non-smoking facility. All guest suites come with complimentary hot breakfast buffet, coffee maker, microwave, refrigerator, and complimentary high speed internet access, in addition to full cable TV and pay-per-view movies. Indoor pool and hot tub are available. Special Convention Rates of \$89.99 king/\$99.99 double apply from Thursday night, February 5, 2009 through Sunday night, February 8, 2009. As of 1/3/2009, rooms ARE still available. To get the convention rate, you **MUST** contact the local Hawthorn—the national reservation desk does NOT offer the discount; please mention our group code, "Winter War", when you place your reservations. For more reservation information, please contact the Hawthorn Suites, 101 Trade Centre Dr., Champaign, IL 61820, (217) 398-3400.

Make sure you let the Hawthorn Suites staff know you are coming to the Winter War Gaming Convention!

Name: _____

Mailing Address: _____

City: _____ State: _____ Zip: _____ Phone #: _____

E-Mail Address: _____

If you wish to be added to our judges list for Winter War 37 (2010), check here:

FORMS RECEIVED WITHOUT COMPLETE ADDRESS OR PAYMENT IN FULL WILL BE REJECTED

Weekend
\$15.00 during Pre-Registration
\$19.00 after January 31, 2009

Any Single Day \$10.00
Friday (6) Saturday (7) Sunday (8)

ASL Weekend (ASL ONLY)
\$25.00 during Pre-Registration
\$35.00 after January 31, 2009

CIRCLE DAY DESIRED

WRITE EVENT TITLES REQUESTED IN TIMESLOTS BELOW

Each event costs \$2.00 to enter (\$3.00 after January 31, 2009)

A) Friday Afternoon _____

B) Friday Evening _____

C) Friday Twilight _____

D) Saturday Morning _____

E) Saturday Afternoon _____

F) Saturday Evening _____

G) Saturday Twilight _____

H) Sunday Morning _____

J) Sunday Afternoon _____

Total Enclosed: _____

MAKE CHECKS PAYABLE TO: ALAN CONRAD

DEADLINE FOR CONVENTION PRE-REGISTRATION: SATURDAY, JANUARY 31, 2009

Mail Completed Pre-Registration Forms to:

**Donald McKinney
PO Box 1012
St. Joseph, IL 61873**