



CelestiCon Board Games

FRIDAY

Carabande

Friday, 12:00 PM for 9 hours.

Gamemaster: David Gabriel

Game: Carabande

Rules Knowledge: Beginners Welcome

Ladies and Gentlemen! Start Your Fingers! Yes, it is time once again for that convention favorite Carabande. Easy to learn, easy to play and fun for all ages!

Will also have many other fun and easy to learn board games available to play. So if you are looking for something to do while the convention is starting up, come join in on the fun!

Navegador

Friday, 4:00 PM for 2 hours.

Gamemaster: Andrew Heim

Game: Navegador

Rules Knowledge: Beginners Welcome

A "Rondel" Game, This unique mechanic allows you to choose what actions you want to take on your turn, as you explore, trade, sell, and score points exploring the spice routes from Portugal to the Spice Islands.

Twilight Imperium: Shards of the Throne

Friday, 5:00 PM for 12 hours.

Gamemaster: Chris Larson

Game: Twilight Imperium

Version: 3

Rules Knowledge: Useful

Twilight Imperium Third Edition is an epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression. Come play the new expansion, Shards of the Throne! We'll also be using Shattered Empires and a special spiral galaxy map.



CelestiCon Board Games

7 Wonders - Basic Game

Friday, 6:00 PM for 1 hours.

Gamemaster: Travis Murray

Game: 7 Wonders

Version: Base Game

Rules Knowledge: Beginners Welcome

7 Wonders is an easy to learn strategy game. Lead one of the seven great cities of the Ancient world. Exploit the natural resources of your lands, take part in the eternal march of progress, develop your commercial relationships and assert your military might. Leave your mark in the history of civilization by building an architectural marvel that will transcend the ages to come.

Titan

Friday, 7:00 PM for 5 hours.

Gamemaster: Andrew Heim

Game: Titan

Rules Knowledge: Beginners Welcome

The classic AH dice fest with Titan's and Angels fighting it out on different battle maps. Lose your Titan and you are out of the game! Many troops to muster and upgrade on the way to the top! Who will be the supreme Titan of Celesticon??!!

Vanguard: Rome

Friday, 8:00 PM for 1 hours.

Gamemaster: Tyler Robertson

Game: Vanguard: Rome

Rules Knowledge: Beginners Welcome

Experience the newest Roman army game out there. Vanguard: Rome puts you in charge of the Roman army to battle against your former allies and bitter enemies.



CelestiCon Board Games

SATURDAY

Extreme Axis and Allies

Saturday, 9:00 AM for 6 hours.

Gamemaster: Lawrence Frazee

Game: Axis and Allies

Version: Variant

Rules Knowledge: Useful

Axis and Allies like its never been played before! On a HUGE 8 foot by 4 Foot size! No more fat fingers or errant dice destroying Europe! New units, variant rules for added realism and gigantic playing pieces. The best of both Avalon Hill and Milton Bradley games. Can you help save the world from evil empires?

Photos:

<http://www.flickr.com/photos/123lawrence/sets/72157623831802086/>

cccwargamers@yahoo.com

Introduction to Cosmic Encounter

Saturday, 9:00 AM for 4 hours.

Gamemaster: Jefferson Krogh

Game: Cosmic Encounter

Rules Knowledge: Beginners Welcome

Learn how to play one of the classics! Each player is an alien race with a unique power, battling for control of the universe. The fickle Destiny deck keeps alliances shifting, so you'll need to use cunning and charm to win...or maybe just raw power.

We'll use only the base game, concentrating on the simpler "green alert" aliens. Come see why Cosmic Encounter remains as popular today as it was when it first came out 35 years ago!

Fantasy Flight Games is providing a copy of Cosmic Encounter as prize support.

Sid Meier's Civilization

Saturday, 9:00 AM for 4 hours.

Gamemaster: Andrew Heim

Game: Sid Meier's Civilization

Rules Knowledge: Beginners Welcome

Pick a civilization to build up, focus on Economics, Technology, Military or Culture to win the game. Plays very similar to the computer game in boardgame form.



CelestiCon Board Games

Commands & Colors: Napoleonics Tournament

Saturday, 10:00 AM for 8 hours.

Gamemaster: Grace Keller

Game: Commands & Colors: Napoleonics

Rules Knowledge: Useful

Bring your copy of Commands & Colors Napoleonics for Saturday. Everyone will play the same scenario twice; once on each side for two rounds. The game will be decided by victory banners captured at that time; ties can occur. The top eight (8) players from Saturday's four rounds to be in Sunday's Tournament The method for breaking ties for day one will be as follows: 1. Overall Record 2. Head to Head records 3. Total Victory Banners captured 4. Total Victory Banners Lost 5. Die roll

All games will be from C&C Napoleonics. Everyone will play a different (TBA) scenario twice; once on each side for two rounds. The game will be decided by victory banners captured at that time; ties can occur. The criteria for winning your two game match are: 1. Most Victory Banners captured 2. Fewest Victory Banners lost 3. Fewest total blocks lost 4. Most total blocks killed 5. Fewest Generals lost 6. Most Generals killed 7. Fewest mounted blocks lost 8. Most mounted blocks killed 9. Die Roll

GMT has provided a copy of C&C: Napoleonics for first prize!

This game is paired with Dana Lombardy's "The Waterloo Myth" talk in the War College at Saturday, 4:00 PM.

Giant Awful Green Things

Saturday, 10:00 AM for 4 hours.

Gamemaster: Andrew Walters

Game: Awful Green Things From Outer Space

Version: with Obnoxious Orange Things, too!

Rules Knowledge: Beginners Welcome

Test your metal against the Awful Green Things or Obnoxious Orange Things on giant size boards! Prizes from SJ Games.



CelestiCon Board Games

Descent: Journeys in the Dark

Saturday, 11:00 AM for 8 hours.

Gamemaster: Tyler Robinson

Game: Descent

Rules Knowledge: Beginners Welcome

Descent is a tactical strategy game where the players are pitted against the Overlord to decimate each other. Players have a goal to acquire treasure and power as they slowly migrate to the last room in the dungeon to face the mighty forces that protect some ancient treasure. The Overlord does whatever he can to kill the players over and over. Enjoy the treasure looting and death.

Atlantic Wall 2 Demo

Saturday, 12:00 PM for 16 hours.

Gamemaster: Joe Youst

Game: Atlantic Wall 2

Rules Knowledge:

Joe Youst will set up his huge Atlantic Wall 2 board game demo Saturday morning and then run the demo the rest of Saturday and resuming on Sunday.

7 Wonders - Basic Game

Saturday, 2:00 PM for 1 hours.

Gamemaster: Travis Murray

Game: 7 Wonders

Version: Base Game

Rules Knowledge: Beginners Welcome

7 Wonders is an easy to learn strategy game. Lead one of the seven great cities of the Ancient world.

Exploit the natural resources of your lands, take part in the eternal march of progress, develop your commercial relationships and assert your military might.

Leave your mark in the history of civilization by building an architectural marvel that will transcend the ages to come.

Cyclades

Saturday, 2:00 PM for 2 hours.

Gamemaster: Andrew Heim

Game: Cyclades

Rules Knowledge: Beginners Welcome

Bid on getting a Greek God favor each turn, use their power to recruit troops, ships, philosophers, and mystics. You also build buildings for your Greek tribe to make metropolises, whomever can build two metropolises wins.



CelestiCon Board Games

Metagaming Microgame Play-A-Thon

Saturday, 2:00 PM for 2 hours.

Gamemaster: Steve Salkovics

Game: Metagaming

Version: Many

Rules Knowledge: Beginners Welcome

These are one on one microgames that Metgaming put out. Most have interesting Sci Fi or Fantasy themes (I have one historical). Each is playable in under an hour. Fairly simple but interesting rules and theme. I have a about a dozen and will put out 4 at a time for for 4 head-to-head games at a time with players rotating through and selecting games as they see fit.

Betrayal at House on the Hill

Saturday, 3:00 PM for 4 hours.

Gamemaster: Brett Sitomer

Game: Betrayal at House on the Hill Board Game

Version: 2nd Ed

Rules Knowledge: Beginners Welcome

Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate

7 Wonders - Leaders

Saturday, 4:00 PM for 1 hours.

Gamemaster: Travis Murray

Game: 7 Wonders

Version: Leaders Expansion

Rules Knowledge: Useful

This is the newest expansion for 7 Wonders. Within the walls of cities, great men and women inspire nations and lead civilizations to their peaks. Choose them wisely and they will help your city achieve greatness. Neglect them and they will lead rival cities... or their armies!

D&D: Nerath

Saturday, 5:00 PM for 3 hours.

Gamemaster: Andrew Heim

Game: D&D: Nerath

Rules Knowledge: Beginners Welcome

The new summer release "dudes on the map" and fight game. Conquer territory for points, discover dungeons to explore and get special powers to win the game. Best with 4 players in a 2 on 2 battle royale.



CelestiCon Board Games

Memoir '44 Double-Blind

Saturday, 5:00 PM for 2 hours.

Gamemaster: Kent Reuber

Game: Memoir '44

Rules Knowledge: Useful

A standard game of Memoir '44, except that you see only the enemy forces that your troops are capable of seeing. Your opponent is in the same boat.

Battlestar Galactica The Boardgame

Saturday, 6:00 PM for 6 hours.

Gamemaster: Thomas Funk

Game: Battlestar Galactica

Version: Base game + Pegasus and Exodus expansions

Rules Knowledge: Beginners Welcome

Battlestar Galactica: The Board Game provides a unique gaming experience. Unlike most games where players win individually, Battlestar Galactica is a cooperative game, with the added complication that one or more of the players is a secret Cylon traitor – your entire side will win or lose, and you might not even be certain who is on your side until the game ends!

B-17: Raid Over Sofitel

Saturday, 8:00 PM for 8 hours.

Gamemaster: Ron Plunk

Game: B-17

Rules Knowledge:

B-17, commanded by Ron Plunk, is returning to Labor Day Weekend.

Dominant Species

Saturday, 8:00 PM for 4 hours.

Gamemaster: Andrew Heim

Game: Dominant Species

Rules Knowledge: Beginners Welcome

You will get to choose between 6 species of animals to survive until the Ice Age takes over Earth. This is a worker placement kill off your enemy game that will last about 4 hours!



CelestiCon Board Games

SUNDAY

Days of Wonder Marathon

Sunday, 9:00 AM for 8 hours.

Gamemaster: Days of Wonder

Game: Various DoW games

Rules Knowledge: 50

The Days of Wonder demo team is putting together a marathon event of Days of Wonder games. Any time between 9 and 5 pick up a marathon score sheet from Andrew Heim in the Open Gaming area. Play any Days of Wonder game with one or more players, score your game, have two players sign the score sheets. At 5:00 pm turn them in to Andrew for scoring. Prizes provided by Days of Wonder!

Small World: Underground

Sunday, 9:00 AM for 1 hours.

Gamemaster: Andrew Heim

Game: Small World: Underground

Rules Knowledge: Beginners Welcome

A Small World: Underground demo by Andrew Heim to start off the Days of Wonder Marathon!

Descent: Journeys in the Dark

Sunday, 10:00 AM for 8 hours.

Gamemaster: Tyler Robinson

Game: Descent

Rules Knowledge: Beginners Welcome

Descent is a tactical strategy game where the players are pitted against the Overlord to decimate each other. Players have a goal to acquire treasure and power as they slowly migrate to the last room in the dungeon to face the mighty forces that protect some ancient treasure. The Overlord does whatever he can to kill the players over and over. Enjoy the treasure looting and death.

High Frontier

Sunday, 10:00 AM for 3 hours.

Gamemaster: Tom Granvold

Game: High Frontier

Rules Knowledge: Beginners Welcome

High Frontier is a game of the early exploration and commercial development of the Solar System. The game combines realistic science in an easy to play game. Be the first to land men on the moon and bring them back, or mine the moons of Jupiter.



CelestiCon Board Games

Ad Astra

Sunday, 10:30 AM for 2 hours.

Gamemaster: Andrew Heim

Game: Ad Astra

Rules Knowledge: Beginners Welcome

Explore a Galaxy with your spaceships to collect resources and Alien Technology. Build up your infrastuture to play score cards to your advantage. Most points win unless the Mysterious artifact is played then whomever scores 42 wins!

7 Wonders - Leaders

Sunday, 1:00 PM for 1 hours.

Gamemaster: Travis Murray

Game: 7 Wonders

Version: Leaders Expansion

Rules Knowledge: Useful

This is the newest expansion for 7 Wonders. Within the walls of cities, great men and women inspire nations and lead civilizations to their peaks. Choose them wisely and they will help your city achieve greatness. Neglect them and they will lead rival cities... or their armies!

Galactic Emperor

Sunday, 1:00 PM for 2 hours.

Gamemaster: Andrew Heim

Game: Galactic Emperor

Rules Knowledge: Beginners Welcome

Choose between different roles to expand and build your empire, the galaxy sun is ready to explode when this happens technology is dead and fighting is even more intense. The winner is the person who can gain the Galactic Throne!

Giant Sized Cave Troll!

Sunday, 1:00 PM for 2 hours.

Gamemaster: Thomas Funk

Game: Cave Troll

Rules Knowledge: Beginners Welcome

In Cave Troll, each player controls a party of explorers raiding the cave troll's lair. The players are not only competing against each other for gold and treasure, but also against savage orcs, terrifying wraiths, and the fearsome cave troll itself!



CelestiCon Board Games

Commands & Colors: Napoleonics Tournament (Final Round)

Sunday, 2:00 PM for 8 hours.

Gamemaster: Grace Keller

Game: Commands & Colors: Napoleonics

Rules Knowledge: Useful

Bring your copy of Commands & Colors Napoleonics for Saturday. Everyone will play the same scenario twice; once on each side for two rounds. The game will be decided by victory banners captured at that time; ties can occur. The top 8 players from Saturday's four rounds to be in Sunday's Tournament. The method for breaking ties for day one will be as follows: 1. Overall Record 2. Head to head records 3. Total Victory Banners captured 4. Total Victory Banners Lost 5. Die roll

All games will be from C&C Napoleonics. Everyone will play a different (TBA) scenario twice; once on each side for two rounds. The game will be decided by victory banners captured at that time; ties can occur. The criteria for winning your two game match are: 1. Most Victory Banners captured 2. Fewest Victory Banners lost 3. Fewest total blocks lost 4. Most total blocks killed 5. Fewest Generals lost 6. Most Generals killed 7. Fewest mounted blocks lost 8. Most mounted blocks killed 9. Die Roll

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7 Wonders - Leaders

Sunday, 3:00 PM for 1 hours.

Gamemaster: Travis Murray

Game: 7 Wonders

Version: Leaders Expansion

Rules Knowledge: Useful

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CelestiCon Board Games

Dominion

Sunday, 3:00 PM for 3 hours.

Gamemaster: Brett Sitomer

Game: Dominion Card Game

Version: Original Set

Rules Knowledge: Beginners Welcome

In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

Giant Sized Cave Troll!

Sunday, 3:00 PM for 2 hours.

Gamemaster: Thomas Funk

Game: Cave Troll

Rules Knowledge: Beginners Welcome

In Cave Troll, each player controls a party of explorers raiding the cave troll's lair. The players are not only competing against each other for gold and treasure, but also against savage orcs, terrifying wraiths, and the fearsome cave troll itself!

Space Empires

Sunday, 3:30 PM for 3 hours.

Gamemaster: Andrew Heim

Game: Space Empires

Rules Knowledge: Beginners Welcome

The new 4X game from GMT. eXplore, eXpand, eXploit, and eXterminate. This is a wargame where the purpose of building your empire is not to feel good about your achievement, but to destroy your enemies and burn their colonies.

A Game of Thrones

Sunday, 6:00 PM for 6 hours.

Gamemaster: Kevin Yin

Game: A Game of Thrones

Version: Clash of Kings and Storm of Swords

Rules Knowledge: Beginners Welcome

Play as one of six great houses in a bid to conquer Westeros and win the Iron Throne! GoT board game uses an order token system to ensure play is fast paced. Beginners welcome!



CelestiCon Board Games

Cosmic Encounter Plus!

Sunday, 6:00 PM for 6 hours.

Gamemaster: Jefferson Krogh

Game: Cosmic Encounter

Rules Knowledge: Useful

FFG edition of Cosmic Encounter with all current expansions. I've added components for an 8th player, plus expanded the Rewards deck. I should have Jack Reda's excellent "Cosmic Stars" homebrew expansion on hand as well, and maybe more if I get overly ambitious before the con. FFG is providing a copy of Cosmic Encounter as prize support.

Battle of Bruanburh AD 937

Sunday, 7:00 PM for 4 hours.

Gamemaster: Kent Reuber

Game: Commands & Colors Ancients (Epic)

Rules Knowledge: Useful

Commands & Colors Ancients adapted for the Dark Ages. A pair of Anglo-Saxon armies defends England against a combined Viking and Scots army. At stake is the fate of England itself. Each player will command one of the armies.

Lancaster

Sunday, 7:00 PM for 2 hours.

Gamemaster: Andrew Heim

Game: Lancaster

Rules Knowledge: Beginners Welcome

A summer release from Queen Games. You are helping Henry V to battle France, and win nobles to your side. Can you impress Henry with your leadership and political skills to win the favor of the King?

Le Havre

Sunday, 9:00 PM for 3 hours.

Gamemaster: Andrew Heim

Game: Le Havre

Rules Knowledge: Beginners Welcome

Build your economic engine up and build buildings to promote your chances to win the game. You must feed your workers, build ships to trade your goods, and move your workers to the right buildings at the right time to win.



CelestiCon Board Games

MONDAY

Descent: Journeys in the Dark

Monday, 9:00 AM for 8 hours.

Gamemaster: Tyler Robinson

Game: Descent

Rules Knowledge: Beginners Welcome

Descent is a tactical strategy game where the players are pitted against the Overlord to decimate each other. Players have a goal to acquire treasure and power as they slowly migrate to the last room in the dungeon to face the mighty forces that protect some ancient treasure. The Overlord does whatever he can to kill the players over and over. Enjoy the treasure looting and death.

Stellar Conquest

Monday, 10:00 AM for 4 hours.

Gamemaster: Steve Salkovics

Game: Stellar Conquest

Version: Metagaming

Rules Knowledge: Beginners Welcome

The old classic 4x space game by Metagaming. Explore, expand, exploit, exterminate...

<http://boardgamegeek.com/boardgame/1708/stellar-conquest>

7 Wonders - Leaders

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