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ARIZONA GAMING SOCIETY

ISSUE #3 AUGUST 1988



## GAME MASTER SERIES



ARIZONA GAMING SOCIETY  
P.O. BOX 27576  
TEMPE, AZ 85282

NEXT ISSUE: REALITYCON RECAP / TOURNAMENT DESIGN



# ARIZONA GAMING SOCIETY Bulletin #3

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The AGS Bulletin provides convention information and gaming rules on AGS sponsored events in Arizona. The Bulletin is published monthly by the Arizona Gaming Society, P.O. Box 27576, Tempe Arizona 85282. Cover price is \$1.25. Yearly subscription is \$10.00

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## NEW EVENTS

Well, it is convention time. COPPERCON kicks off the 9th-11th of the month, with REALITYCON on the 24th. AGS will be at COPPERCON with the 6x6 AD&D tournament, and we hope to see you there. We have a full slate of events at REALITYCON. With your participation our very first "gaming" convention will be a success. The key however is your participation. If you would like to see a weekend gaming convention with three or more round events, massive miniature battles, and try your hand at a few new games, we have to make REALITYCON a success.

Due to popular request, the bulletin will now offer advertising space at the rate of \$10.00 per half page per 100 circulation. This offers advertisers rates of a dime a reader. If the bulletin can draw a fair number of advertisers, I can afford to go to more pages. There is a possibility of a micro game in each issue, reviews of new games (board, role-playing and computer), and more. You the readers will guide the growth of the bulletin. I encourage each of you to write with your ideas and comments of the bulletin.

February is the target month for the next convention, unnamed at this point. The advanced time will allow us to co-ordinate with the major game distributors who provide those great prizes. Depending on the success of REALITYCON, we may go to a saturday-sunday format. The location candidate is once again A.S.U.'s Memorial Union. The room rental, availability of restaurants, free parking and other facilities make it a strong candidate. Additional information will be coming in future issues of the bulletin.

There will be weekly meetings/gaming sessions of the AGS held at A.S.U. starting after the convention. Initially the meeting will be held Saturday afternoon-evenings. There will likely be 10-15 minutes of meetings to discuss future events, followed by hours of gaming. If you can, stop by and meet some of the AGS staff. I myself will be running an AD&D campaign, and others will without doubt be joining me.

We have not forgotten you players on the west side. If a location is found, weekly meetings can start there as well. If you have a suggestion for a site drop me a line. If nothing else, we here at AGS have a talent for processing paperwork and making phonecalls.

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Tucson gamers, this ones for you! GAMESCON 1 will be held at the plaza Hotel on 7th- 9th of October. 15 Tournaments, lots of other games, and special guest Tom Mulkey from GDV. Prizes will be furnished from a variety of sponsors. Preregistration is \$20.00 through the 25th. For more information call Jan at 747-4263, or send your check or money order to GAMESCON 1, 4327 E Broadway, Tucson AZ 85711

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AGS will be there with a new Minimag, and possibly a new 6x6 if I can "crank out" another one in time. Here is our chance to support gamers "down south."

Dave Babbitt is doing his best to supply local game distributors with copies of the bulletin for sale. If however we have skipped your favorite store, have the store drop us a line. I want everyone who games in Arizona to have the latest gaming information.

That about tops it off for this month. See you at the cons!

Deke Young - Editor

The Coppercon 6x6 was quite the event. Once again there were more people signed up than were there at the start. Regardless 30 gamers were ready to go, up 5 from Vestercon.

This adventure featured a few changes from the last 5x5. The players were all alive, and all quite insane. A quick review:

INDI megalomaniac with confidence problems.  
VENOM hatred of men, and fear of being dominated by them.  
SQUEEKY pathological liar.  
HOARFROST 92 years old and senile.  
BROTHER BABEL fanatical evil-slayer, and everyone is evil.  
HOSS split between his love of poetry and his deadly trade

Brother Babel and Hoarfrost did well, both sending two players to the second round. Additionally Squeeky and Hoss made it to the final event. The first round featured the party in a town riot, where most parties slew many a harmless commoner. That was just the opening, as the players headed to the mountain in search of the Bell of Solitude.

Next in line where two manticores, who had no problem hurling spike after spike at the party. They did the job, softening the party before dying by lightningbolt. This may seem like a bit much, but the priest, with his powerful Mace of Donblas, was capable of 10 free cures.

After some argument with a treant and a roper, the parties did pitched battle with the loving pair of Stone Giants, Boris and Tasha. Not to mention their pet cave bear. But after the battle the party found the Bell of Solitude. What does it do? Well if Indi had just referred to his manuals, he would realize that it cured insanity, cast true sight, and freed people from mind control. However it also did damage to those who heard the bell. The first time did d4, the second did 2d6, the third 3d8, and worse.

Not many parties made it past the next encounter, the demon assault group. Two flying Hand Demons pinned down the flanks, while a spellcasting Lizard Demon hit the front. Many a character fell dead after this encounter.

Those who survived travelled to the hidden shrine of the Jabberwock. This was a tough nut, with the 75 hp insect demon guarding the door. Those who entered were greeted by a pair of Soul Demons, intent on sucking off a few levels. Finally there was the deadened Jabberwock and some imprisoned bar wench who happened to be a Succubus.

How the part did was not that important to the referees, rather the interplay of the characters. There were lots of internal conflicts in the party. One Brother Babel was killed by his own party. A Venom player wandered off on her own after getting the bell. Of course Myric would have gone after her, as he is a 70 hp 5th level Bard with many a fine toy.

All in all the players enjoyed themselves. By popular request the next 6x6 will feature a cohesive group that has been adventuring for years. But that will not detract from the focal point of the 6x6, Roleplaying.

The second round started a year later. The party, granted freedom after driving away the Jabberwock, had free reign to spread their insanity across the barony. Faced with some force raiding the local caravan routes, the Baron saw a way to get rid of two problems with one stone.

Enter the party, once again assisted by Myric. Off to the first encounter of "The Tree."

The Tree is a 200 foot oak that dominates the area. When the party approached they were greeted by 2d6 crossbow fire. Quickly the players guided a wagon under the tree, using it for cover. Once under the tree they found a set of ladderlike rungs leading up the trunk. Slowly they climb.

It is Indi who reaches the first platform. He is quickly entangled by a serpent who rolls them off the edge. The plan is for the phase serpents to turn etherial moments before they impact after the 50' drop. Luckily for Indi, Hoarfrost maneuvered his flying carpet underneath them.

The second platform was manned by four lizardmen of the 3+3 hd variety. Squeeky, who climbed the escape ropes while invisible, and Hoarfrost cleared this encounter. Mostly due to Hoarfrost's machine guns (aka magic missile).

Much to my disappointment, Hoss lead the charge against the Giant Ants, rather than driving them back with torches, he waded through them rending open chitin left and right. This was not the sensitive Hoss who would be poet.

The last encounter featured a lone lizardman sentry, who fled down a large hall. He died from Vemon's poisonous dagger, but not before setting the trap. Hoss and Indi both charged down a well lit hallway of giant size. Walls 60' apart and a 50' ceiling. Tapestries of white, green, yellow and orange clearly define the length of the hallway.

As the approach the dead lizard guard, the two fighters see a mage 90' away, poised before a spellbook. At his side is a ghastly construct, a magic resistant Flesh Golem. Conveniently is sight, the two fighters are engulfed by a fireball that kills Indi and cripples Hoss. Hoarfrost reciprocates with a 10d6 fireball of his own that all but vaporizes the enemy mage. In time the Flesh Golem falls and the adventure is over.

Ray Stratton played his Thief Squeeky into the overall winner. John Rodgers played a very good senile mage, but could not keep pace with the very active Thief. Another 6x6 came to a close.

I hope to see you all there at realitycon for the next 6x6, "Prisoner of the Reptile Cult".

Deke Young

## ADVENTURE GAMES

# WATERLOO

**213 N. Gilbert Rd.**  
**497-9554**

**downtown Gilbert**

•wargames•

•role-playing games•

**LARGEST SELECTION  
IN THE VALLEY**

FREWAY  
Baseline  
Gilbert Rd.  
★ WATERLOO  
Maple  
Elmer



The game master series by Milton Bradley was and is a breakthrough in the evolution of game design. It presents a crossover between traditional wargames and boardgames in general thereby making wargames accessible to a much larger audience. All games in the series have simple enough rules that they can be played and enjoyed by just about everyone while still presenting a stimulating challenge to the more hardcore strategist.

A lot of the appeal inherent to the gamemaster series (Axis & Allies, Fortress America, and Shogun) lies in the highly visual presentation of each game. Instead of flat cardboard counters each game uses three dimensional plastic figures. I freely admit that when I was a kid I loved to play with army men. For that reason the gamemaster really bring out the kid in me. Each strategic situation becomes an incredibly visual experience. In A&A you can literally see the Germans massing on the border, the huge threat of the Japanese fleet at Pearl Harbor.

Except in the most balanced confrontations most games in the series can be played out in two to four hours and this may be the most appealing thing of all. A lot of people like myself who love to wargame just don't have the 12 hours or more of time to invest into a traditional wargame. We are looking for the strategic challenge of a wargame to enjoy in a reasonable period of time while still having fun and interacting socially with our opponents. The Gamemaster series gives us all of this.

When I was at Gencon/Origins just recently I had the opportunity to speak with Mike Gray, the MB designer who brought us the current versions of A&A and Shogun. He claimed that sales of Gamemaster games was very low compared to normal MB standards but that he was still trying to convince his bosses to produce one more game in the series. I sure hope so! If you love the series like I do you might consider writing to MB requesting another game in the series. If enough of us write we might have an impact.

When I first saw A&A I scoffed. It looks like a kids game I said to myself. It wasn't till much later that I was actually persuaded to play. I suspect that there may be many people out there with a similar attitude. If you have never played any of the games in the series I encourage you to sign up for one of the tournaments at REALITYCON or at least grab a copy from game checkout and play in the open gaming area. You'll enjoy it!

Axis & Allies simulates WWII, is a five player game (USA, Russia, Germany, UK, Japan) and incorporates land, sea, and air power. Victory is possible by military and economic means. Personally I tend to feel that economics rule the game. Every inch of territory you control produces revenue which means in turn that you can produce more units. Failure to recognize the importance of economics can lead to disaster. I have seen many players (Particularly Russia) assume to defensive of a posture and get eaten up by an opponent who is making territorial (and thus economic) gains. Fortress America is set in the future and simulates the invasion of America by three separate forces simultaneously (Euro-Socialist pact, Central American Federation, and the Asian Peoples Alliance). Units used in FA are Hovertanks, Mechanized Forces, Infantry, Choppers, and Bombers. Attacking without combined arms can be a big disadvantage.

Shogun is set in the age of feudal Japan. Up to six players compete for territory on a map broken up into so many different small provinces that I often want to call the game "Paranoid Risk". Consolidation is very difficult in the game forcing each player to be constantly fighting a mobil, shifting war with no truly safe ground. The use of hidden forces in the game (Ronin who can spring up without warning, and the Ninja who can spy or assassinate your generals) contribute to the general feeling of Paranoia.

In closing I think the GM series is an important landmark in game design. The games can be enjoyed by a very large audience, hardcore as well as casual gamer. I feel that the introduction of the visual element has contributed to the great surge in minatures gaming that is currently going on as well as provided some impetus for other popular games of today like BattleTech and Buck Rodgers in the 25th Century. See you at the REALITYCON GM tournaments!

Paul Brown III

Realitycon 88 will be held on Saturday September 24th 1988 at the Arizona State University Memorial Union. Hours will be from 7 AM to 12 Midnight. Normal registration at the door will be \$12.50.

Players will register for games on a first come first serve basis. Registration forms for each event will be at the registration desk. Preregistered players will already be on those lists.

Just prior to the beginning of an event, we will put out the call for openings in the event, so it might behoove you to hang around the registration desk near event times.

We are still dedicated to Open Gaming. We will do everything in our power to assist you in finding a game. We will have a number of games available at game Check-Out. We will have a bulletin board for those people looking to start a specific game. The AGS is here to get gamers together.

Last minute referees are still welcome. We cannot commit the exposure that we give to our scheduled events, but if you are dying to try out that new dungeon, we will try to get you the players.

Events have been scheduled in three time periods. The morning session will be from 9AM to 1 PM, the afternoon from 2 PM to 6PM, and the Evening session from 7PM until 11PM. Additionally the infamous MONSTER MASH #3 will begin at 12 Midnight, and run until 4AM. We require all players to be at the event table 5 minutes prior to event. If any player is absent at starting time, stand-by players will be assigned. AGS members will have priority for stand by gaming.

We have set aside a large area of unassigned tables for open gaming. We suggest that you bring any boardgame you intend to play, and rules for the role-playing events. Bring a game, meet someone new, and go for it.

The Memorial Union will provide lots of free parking and a wide variety of affordable fast food restaurants. There are even Video games on the lower level.

Any questions about Realitycon 88 should be directed to Deke Young at 967-3447. All questions about gaming events should be referred to Don Harrington at 956-1344.

Finally, Realitycon 88 is a gaming convention. No weapons or facsimiles will be allowed, and costumes are discouraged.

Pages 8/9 provide a listing of scheduled events for Realitycon



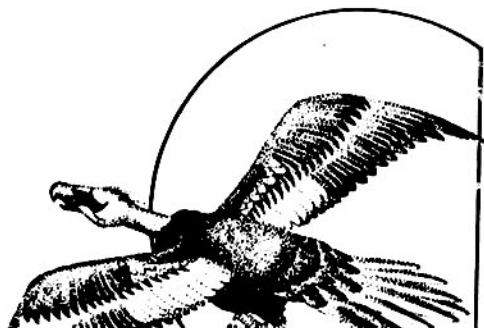
## REALITYCON 88 EVENTS

\*\*\*\*\*  
 Morning shift 9:00 AM - 1:00 PM  
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- [T1] AD&D 6x6 Tournament: First round event 36 players, 6 advance
- [T2] AD&D RPGA Event: ROBBER BARON, first of 3 rounds, group advance
- [T24] BATTLETECH: 16 players (2 groups of 8) Bring your own mech
- [T28] BATTLETECH: Four Houses in a massive future brawl
- [T3] FORTESS AMERICA: First round, best of each board advances
- [T4] MONOPOLY: Classic board game
- [T5] RAIL BARON: Avalon hill game of empire builders. 6 players
- [T27] RIBBITEK: Funny Animals and Robots. 2-6 players
- [T6] RISK: Classic game of world domination, bring those hot dice
- [T7] SQUAD LEADER: WWII infantry combat. Complex rules. 2-8 players
- [T29] STAR FLEET BATTLES: Multi-player Scenario with diplomacy

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 AFTERNOON SHIFT 2:00 PM - 6:00 PM  
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- [T1] AD&D 6x6 Tournament continues
- [T2] AD&D RPGA Tournament: ROBBER BARON Continues
- [T3] FORTESS AMERICA: For those who survived the morning session
- [T8] AXIS AND ALLIES: The Second of the famous Gamemasters series
- [T24] BATTLETECH: Round two-Heavy and Assault mechs
- [T28] BATTLETECH: The Carnage continues
- [T9] CAR WARS: 6-8 players bring your own vehical and drive offensively!
- [T10] CHAMPOINS: 6 Superheroes keep the city streets safe
- [T11] CALL OF CUTHULU: Loose your sanity in a search for the Elder Ones
- [T13] NAVAL WAR: Avalon Hills naval card game with variant rules
- [T14] NUCLEAR WAR/ESCALATION: Play with Skippy and Nuke the world
- [T27] RIBBITEK: Funny Animals and Robots. 2-6 players
- [T15] TASILMAN: Fantasy board game for up to 8 players
- [T26] WARHAMMER FANTASY: Miniatures in a fantasy format, 5 players



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 Evening Shift 7:00 PM - 11:00 PM  
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- [T25] AD&D: Bring your high level adventurers in search of Stormbringer
- [T2] AD&D RPGA Event. Final round of ROBBER BARON
- [T8] AXIS AND ALLIES: Little Hitlers from the afternoon shift continue
- [T24] BATTLETECH: All kinds of mechs in the evening finale
- [T28] BATTLETECH: Revolving Admission allows the Carnage to continue
- [T18] LEJENTIA: The unique world of elves. 6+ players
- [T16] MINIMASH: Scaled down version of the infamous MONSTER MASH.
- [T23] OGRE: Battle against the mammoth tank that is alive
- [T23] PINOCHLE: Classic card game, lots of players
- [T19] SHOGUN: The Third of the Gamemasters series
- [T20] TITAN: Titans battle with summoned monsters, angels and warlocks
- [T17] TRAVELLER: Science fiction roleplaying. 6 players
- [T21] TRIVIAL PURSUIT: Game of Knowledge?

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 Graveyard Shift 12:00 Midnight  
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## THE MONSTER MASH

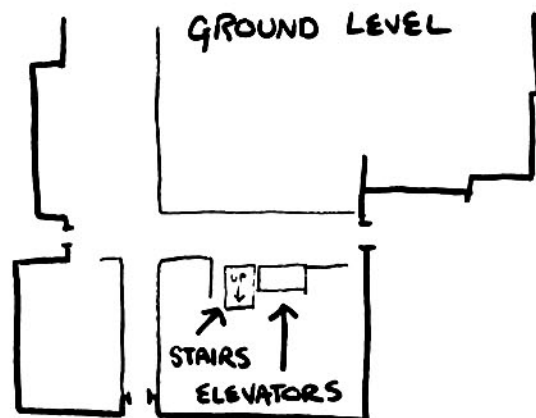
Dozens and Dozens of high level players vs. a mere handful of referees.  
 Featuring a wide variety of places to die:

THE PLAINS OF DEATH  
 THE FIELDS OF DEATH  
 THE HILLS OF DEATH  
 THE SWAMPS OF DEATH  
 THE CLOUDS OF DEATH  
 THE CAVES OF DEATH  
 THE SEAS OF DEATH  
 THE (to be determined) OF DEATH

Rules per Bulletin #1, with a million points to spend.  
 Remember you need a miniature

"You die, the girl dies, everybody dies."

# REALITYCON '88 AREA MAP



MAPS NOT  
TO SCALE

A.S.U.  
MEMORIAL  
UNION

PARKING  
DECK

APACHE

COLLEGE

MCALLISTER

## TITAN VARIANT RULES

1. Any player who attacks or successfully defends draws a card from the battle deck (a regular deck of cards.)
2. No more than one card may be played per movement turn. No more than one card may be used per battle.
3. Cards never effect lords in combat.
4. Battle cards cannot be used in Titan battles unless initiated by the Titan player, in which case both may use battle cards.
5. Once used battle cards go into the discard pile. If by some chance the battle deck is exhausted, the discard deck is reshuffled.
6. Generally spades effect combat, clubs effect rangestriking, hearts enhance muster, and diamonds alter movement of legions.

- A Spades- All creatures +1 skill  
 K Spades- All creatures +2 strength  
 Q Spades- All one type +1 skill  
 J Spades- All one type +2 strength  
 10 Spades- One creature +1 skill and +2 strength  
 9 Spades- All creatures native to terrain.  
 8 Spades- All one type native to terrain.  
 7 Spades- Lions are 6-4  
 6 Spades- Cyclops are 10-3  
 5 Spades- Trolls are 9-3  
 4 Spades- Centaurs are 4-5  
 3 Spades- Gargoyles are 5-4  
 2 Spades- Ogres are 7-3  
 A Clubs- All creatures +2 skill while rangestriking  
 K Clubs- All creatures +4 strength while rangestriking  
 Q Clubs- 1 type +2 skill while rangestriking  
 J Clubs- 1 type +4 strength while rangestriking  
 10 Clubs- 1 creature +2 skill and +4 strength while rangestriking  
 9 Clubs- All creatures native while rangestriking  
 8 Clubs- 1 type native while rangestriking  
 7 Clubs- All creatures bonus rangestriking  
 6 Clubs- 1 type bonus rangestriking  
 5 Clubs- 1 creature bonus rangestriking  
 4 Clubs- Minotaurs are 6-5 while rangestriking  
 3 Clubs- Rangers are 6-5 while rangestriking  
 2 Clubs- Gorgons are 8-4 while rangestriking  
 A Hearts- Double Muster anywhere  
 K Hearts- Bonus Warlock or Guardian in Tower  
 Q Hearts- Need 1 less to muster  
 J Hearts- Double Muster in Tundra or Mountains  
 10 Hearts- Double Muster in Swamp or Desert  
 9 Hearts- Double Muster in Hills or Woods  
 8 Hearts- Double Muster in Jungle  
 7 Hearts- Double Muster in Marsh  
 6 Hearts- Double Muster in Plains  
 5 Hearts- Double Muster in Brush  
 4 Hearts- Bonus Centuar in Plains  
 3 Hearts- Bonus Ogre in Marsh  
 2 Hearts- Bonus Gargoyle in Brush  
 A Diamonds- Teleport to Tower  
 K Diamonds- Move all Legions 6  
 Q Diamonds- Move all Legions 1  
 J Diamonds- Move one Legion up to 10  
 10 Diamonds- Teleport to Mountain or Tundra  
 9 Diamonds- Teleport to Desert or Swamp  
 8 Diamonds- Teleport to Hills or Woods  
 7 Diamonds- Teleport to Jungle  
 6 Diamonds- Teleport to Plains or Marsh  
 5 Diamonds- Teleport to Brush  
 4 Diamonds- Ignore a Block  
 3 Diamonds- Move Backwards against triple arrows 1 hex  
 2 Diamonds- Reroll Die

1. The players shall break themselves down into groups of four.
2. Each player shall roll 4d10
3. The player with the highest roll shall bid first.
4. Each player shall bid for the position he/she wishes to play. The Minimum bid is one.
5. In the case of a bid for an invader, the number represents both the number of victory points subtracted from his total, and the number of free partisans awarded to the America player.
6. In the case of a bid for America, the number represents the number of units America must remove from the board.
7. Each player will bid for a position and a number. If no other player bids for that position he is granted that position. If two or more players bid on the same position they continue to bid, raising the number each time.
8. Once three positions have been determined, the fourth player must play the remaining positions. If that position is America, he receives partisan units equal to the smallest invader bid. These partisan units may not be placed with other units. If that position is an invader there is no adjustment.
9. Any player who bid for an invader now subtracts his bid from his victory total. A player who bid for America removes that many units from the board.
10. At the end of each American turn, each invader adds the number of cities he controls to his victory total.
11. At the end of each invaders turn, he adds the number of American units he destroyed to his victory total.
12. At the end of turn 8 if the American player has 13 or more cities, he wins.
13. If the American player has less than 12 cities, he has lost. The invaders each have one additional turn to gain victory points.
14. The invaders get 3 points for each resource territory, 5 points for each laser tower, and 10 points for each city.
15. Partisans who attack invader units without any regular American units roll d8 on the attack. Two or more partisans may attack together and roll d8 on the attack.
16. If the game is not completed in 4 hours, a referee will decide the winner. The referees decision is final. It is in your best interest to finish the game in 4 hours.

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#### AXIS AND ALLIES VARIANT RULES

1. The players shall break down into teams of two or more players.
2. Teams will be matched randomly by the referee.
3. There will be a coin flip to determine the first bid.
4. Each team shall bid to play either Axis or Allies. The bid shall be the number of IPC's given to the other team.
5. The second team shall then accept the bid and play the other side, or raise the bid.
6. The IPC's may either be used to purchase units immediately, or added to the treasury of their choice. Units may be placed in any controlled territory.
7. Second edition rules shall be used.
8. At the end of three hours, the team with the greatest gain in economic production will be the winner.

#### SHOGUN VARIANT RULES

1. The players will be assigned to boards randomly be the referee.
2. At the end of each turn, each player shall total the number of territories he/she controls and the strengths of his Daimios. These many points are added to his victory point total.
3. Any player who kills another Daimio in battle gains a 10 victory points.
4. Any player who kills another Daimio with the Ninja gains 5 victory points.
5. If at the end of a turn any player has more than 150 points, the player with the most points is the winner.
6. If there is no winner after 2 hours and thirty minutes, the player with the highest amount of points is the winner.
7. In case of a tie the player owning the lake wins.

\*\*\*\*\*

#### RISK VARIANT RULES

1. No more than 10 armies per territory.
2. All units may move TWO territories at the end of the turn.
3. The number of armies gained by turning in cards escalates on a personal basis. (your first set is worth 3, YOUR second set is worth 5, Your third set is worth 7, etc.)
4. Players may wish to write down treaties. Any player who violates a WRITTEN treaty immediately forfeits one risk card to the betrayed player.
5. If you already have 10 armies in a territory, you do not get additional armies for turning that specific card in a risk set.
6. At the beginning of every turn, the amount of reinforcements from territories and continents is added to the players Victory point total.
7. At the end of each turn, the number of territories you control is added to your victory point total.
8. The first person to attain 150 victory points wins. If at the end of two hours no player has one, the player with the most points is the winner.
9. Venezuela is connected to Eastern Australia.
10. Western United States is connected to Japan.
11. Eastern United States is connected to Great Britain.





A.S.U. STUDENTS- We have organized an A.S.U. chapter of the AGS. Meetings will be in the M.U. on Saturdays from 2:00 PM until closing. For more information call Deke Young at 967-3447

Cutting Edge Games will also be at REALITYCON to play their new Roleplaying game "Blasted Earth". The event was very popular at Coppercon and will be a welcome addition to REALITYCON.

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## CLASSIFIED ADS

The following are AGS members, their phone numbers, the games that they are looking to play

Abbreviations: FA-Fortress America / A&A Axis and Allies / Titan SHO-Shogun / MBG-Milton Bradley Games / SL-Squad Leader / BT-Battletech SFB-Star Fleet Battles / CHAM- Champions / COC-Call of Cuthulu TRAV-Traveller / PAR-Paranoia / TAL-Talisman / TMNT-Ninja Turtles We will print more abbreviations as they are used.

Please use common courtesy when calling (not after 11pm)

Deke Young 967-3447 Eveninngs -SL, SFB and some roleplaying.

Mike Stotts 375-1628 -RPGs on Fir, Sat. Want to write, playtest.

John Pleviech 973-8029 -Looking for players in a new & exciting world.

George H Holmes 948-6393 -AD&D, Battletech, Mechwarrior Battletech.

Jeff Weltsch 846-5410 -Squad Leader and other board games.

Rich Sherman 831-6893 -SL, SFB, MBG, Avalon Hill and GDW board games.

William Becker 831-2496 4pm-8pm -PAR, BT, AD&D.

Rick Schader 993-6417 - SFB, AD&D, Diplomacy, Traveller.

P.J. Shultz 486-8064 - West Side, games every day. AD&D, A&A, Traveller

Greg Bowman 848-4981 - eves. AD&D, BT, Star Trek, Gurps

Alex Moore 878-0930 - Games whenever, AD&D, Warhammer

Mark St. Cyr 962-4043 - M,F, Wkends. SFB, AD&D, Tactics II

Jon Liming 926-9508 eves- AD&D on weekends

Pat Malone 997-5858 - Need players for "Quest of the Dragonslayer"

John Rodgers 899-5507 WkEnd: AD&D 3rdRic PZL PAR etc. Eve: CarWars

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