

FALL JIMCON 2012

Attendees: (Friday) Jim, Evil Mike, Owen, Mike, Ben, and me. Friday night/Saturday morning arrivals: Bob, Ron and Ellen.

Evil Mike and I have started a tradition of meeting at Flap Jacks in Brownsburg for breakfast before heading to Jim's. This was derailed this year by Mike's son calling him from school. He was sick and Mike had to go get him. Because of this I had a quite breakfast at Flap Jacks...alone...with no one to talk to.

I quickly got over it once I arrived at Jim's.

TWILIGHT IMPERIUM III

TIMELINE

10:00 – Setup begins.

11:11 – Setup is completed.

Apparently I antagonized Evil Mike and Owen during setup by my placement of planets (or an Ion Cloud). Never mind that there was a wormhole next to Owen's home world that exited next to my home world. Note: this wormhole was not used during the entire game. The wormhole that was used was the one that led from Evil Mike's home world to Mekatol Rex. He used that right away to take over the planet. Owen canceled my trade agreement with Jim because of the earlier mentioned planet placement issue. (Owen: Minor Vengeful hindrance.)

12:17 – The 1st turn ends. Everyone claims a victory point except Ben. There was much rejoicing.

12:42 – Mike makes a surprise attack on his peaceful neighbor—me. He attacked with 2 cruisers and a carrier. All I had was a carrier and 2 fighters. The



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Team Twilight Imperium, by all rights, Evil Mike should have won!

battle ended up in mutual destruction with both of us rolling 10's on our last combat rolls. Mike was not able to take the planet and satisfy his preliminary objective.

1:18 – Ben attacks Owen. Ben Wins.

1:31 – The 2nd turn ends and we take a lunch break.

2:07 – Lunch break ends and the 3rd turn starts.

2:26 – Owen retaliates against Ben's previous invasion.

2:43 – Ben attacks Evil Mike on Meka-tol Rex and blockades the planet.

2:59 – Evil Mike retaliates against Ben's blockade and fails.

3:13 – Ben was completely wrong.

3:37 – The 3rd turn ends. Ben claims his secret objective and gets one extra point because of law that was passed. This shoots him into the lead. The rest of us just want to shoot him.

3:51 – Mike relieves Owen of his 13 trade goods. Mike gets to keep 6 of them. Owen swears vengeance.

4:13 – Steve attacks Mike just to complete his preliminary objective—nothing personal. This sets off a whole round of attacks.

4:24 – Evil Mike attacks Mike. Evil Mike wins.

4:29 – Owen attacks Ben. Owen wins.

4:40 – Mike attacks me (again) with his fleet, including his flagship. My peaceful defending fleet also contains my flagship. I end up destroying Mike's fleet. Mike plays an action card that saves his flagship. Only my peaceful flagship survives.

4:45 – Mike builds a war sun...because

he can. Jim has the technology but we call the game so he never gets to build one. I do believe his partially completed one that was fully operational though.

4:52 – The 4th turn ends and we call the game.

Ben wins. We all throw our flagships at him.

EVIL MIKE'S AGENTS OF OBLIVION GAME

(Note: One spider lost its life during the playing of this game.)

THE AGENTS

Steve – codename: Quack - doctor

Jim – codename: Shepard - muscle

Mike – codename: Merlin - combat mage

Owen – codename: Snitch - tech guy

Ben – codename: Tonka - demolition and repair (female)

Bob – codename: mogul – charismatic

Our assignment was two-fold: find Doctor Eisenberg and find out what was going on at an exclusive island off the coast of Mexico. We believe the <evil> Thule Society was behind whatever was going on and if that was true, we were charged with stopping them. We spent time getting cover IDs to get admittance to the island and doing some general investigation of the area and people. During this time, about 2 hours, Jim never rolled higher than a 3 on any roll he attempted. Obviously his dice hate him. All of this eventually led us to the Escobar Estate.

The Escobar Estate was currently being restored. Our investigating turned up a lot of alleged strange disappearances from the estate. Mogul was able to get a tour of the place, but wasn't

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allowed to see inside certain buildings. That evening, Merlin did a recon of the place while invisible and placed a device that would allow Snitch to hack into their system. With Snitch watching over us we snuck into the main building—one which Mogul wasn't allowed to see inside.

We discovered two of the top people of the renovation team talking about the Thule society. They were speaking in German. Although Mogul didn't understand German, his amazing persuasion roll convinced them that he was a high ranking member of Thule and he was here to shut down the operation. One of the Thule operatives tries to storm out of the building. Tonka makes a move to subdue him and fails pitifully. Quack puts the man asleep before he can cause any harm. The other Thule

operative saw none of this. She takes Mogul to see the doctor whom she thinks is out-of-control with his strange experiments. Mogul and some of the group find the doctor and his room full of zombies. The zombies attack. Shepard kills a couple of zombies with his bare hands—impressive. Meanwhile Quack searches the woman's desk and Tonka goes downstairs. Yes, we split up.

Upstairs the battle rages on and Quack joins in. In the basement Tonka is attacked by zombies and is wounded. Somehow Dr. Eisenberg is found and released from his cell in the basement. Being first-rate operatives, we place him on the front porch of the building and tell him to "wait here". The battle upstairs alerts the guards and they make a bee line to our building. Snitch



I saw weird stuff in that place last night. Weird, strange, sick, twisted, eerie, godless, evil stuff! And I want in!

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cuts the power. And then things turn bad...very bad...

The power grid was the only thing containing a creature of awesome power—a creature who called itself a god. Kolachi, the creature, was imprisoned under the ancient tree in the courtyard behind the main building. We wanted to restore power, but the power could not be restored remotely. So instead, Tonka hit the tree with her rocket launcher...doing 7 points of damage. (Shepard does more damage than that with his bare hands.)

Mogul impersonated the head Thule operative and begins to order the guards around, eventually getting them to evacuate the estate. Kolachi appears. It's indescribably horrible; the sight of it gives Tonka a heart attack. Tonka is dying, but Mogul injects her with a high-tech syringe of healing serum and saves her.

We pound Kolachi with runic rounds from our weapons. In return, it wounds several of us with its mystic rays of power. Tonka tries using her C4 against it, fails, and takes more wounds. (We should have just let Tonka die.) Snitch shows up and finally take the creature down.

Evil Mike ran a great game! I hope everyone notes how many times Tonka tried something and failed.

Friday night's movie was Abraham Lincoln Vampire Hunter. I think we all liked it. It gave you just what the title promised.

SATURDAY MORNING PRE- GAME FESTIVITIES

Mike, Ben, and I played the Ticket to Ride card game. Mike cleaned our

clocks and won by more than 20 points above the second place finisher, Ben. Never mind how many points I had.

OWEN'S WW II GAME

THE BLOODHOUNDS

Jim – Sargent “Little David” Rillon, tank buster

Steve – Private Boris Drascenko, up-close fighter

Bob – Private Mark Wallbanger, sharp-shooter

Mike – Private Harvey Winters, scout

Evil Mike – Lieutenant John Conner

Ben – Private Stephan D’Gaul, medic

Ron – Private Rajesh Pat, commando

Ellen – Jane “God” Doe, assassin

Our convoy (2 tanks, a truck, and a jeep) was heading to a small village in France. Our mission was to find and transfer a hidden cache of art to keep it away from the Germans. Our contact was a Father Pier Fabian. As luck would have it, the church was bombed just last night. We searched the ruined church and found a basement chamber. In the basement we found Father Fabian. He had been shot to death before the bombing. Clutched in his cold dead hand was an insignia from a 12th Panzer Division uniform. He must have ripped that from the uniform of his killer. We speculated the bombing was to cover up the murder and the theft of the art by the Germans.

As we regrouped, the men spot a German halftrack approaching the village. It's filled with soldiers. God took up her sniper position atop a high building in the center of town. All the men scrambled to defensive positions. Private D’Gaul stopped for a coffee and a croissant. He then joined Ivan in a rush around the back of the buildings

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in an effort to outflank the Germans. Our brave Lieutenant, being driven by Rajesh and with Private Winters at the 50 cal, went to meet the Germans almost head on. We had the Germans in a crossfire. God showed her expert marksmanship by hitting the eye of a German soldier at 500 yards. We believe the bullet actually rattled around in his skull before exiting through the other eye. He died instantly.

D'Gaul, Winters, and Ivan were all wounded during the battle. D'Gaul, even being wounded himself, bandaged us all up. Of course he attended to his own wounds first. We interrogated a wounded German and found out that the art was being taken to Paris via a nearby airfield. We mounted up and headed out, taking the German half-track with us.

Coming over a ridge in the road we

spot a truck and a Panzer V. The truck is stuck off the side of the road and the Panzer is trying to pull it free. A few of us stealthily move up close. Lt. Conner and the crew of the jeep pull off the road and find a defensible position. We leave drivers for the tanks and trucks and then the rest of the men pile into the German half-track and head toward the stuck truck. We surprise the Germans and open fire; making sure not to hit the truck which we hope holds the art treasures we're after. The tanks and truck fan out and move forward. (Owen told us later that he completely forgot that the area off the road was mined. Had he remember, this might not have gone so well for us.) Ivan, in the lead tank, tries to hit the Panzer, but does little damage. The Panzer fires back and misses. Wallbanger, in the other tank, wounds the Panzer on his first shot. He then finishes it off with his



Where does Owen get these wonderful models!?

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second shot which does 42 points of damage. This is not before the Panzer gets off one last shot—this time at Little David. Little David had tried shooting the tank with his bazooka, but wasn't able to live up to his title of "tank buster". The Panzer however inflicts heavy wounds on Little David. Throughout the battle we hear German air support flying around, but the pilot never spots us.

The truck did contain the missing art. We recovered it, minus one painting that Ivan put his foot through. We also discover a cache of gold bars stamped with a German insignia. We each took 2 bars and hide the rest in the church basement of the village from the start of our mission. Hopefully they'll find it and use it to rebuild their town.

Lt. Conner received a bronze medal for his leadership during the completed mission. God and Rajesh both received

citations noting a job well done. Wall-banger was promoted for the valor he showed during combat.

EVIL MIKE'S SAVAGE STAR WARS

THE FORCE USERS (AND FRIENDS)

Owen - Khar Kaldiss (Race: Dashade)
Steve - Ca'dav Ru (Race: Human)
Ben - Quolaar (Race: Human)
Jim - Darga - (Race: Nautalian)
Ellen - George (Race: Kushiban)
Ron - Adrian Taggron (Race: Human)
Bob - Nick Olivero (Race: Human)
Mike - Jace (Race: Human)

THE JEDI MASTERS

Darth Venomous (dark side)
Master Vandar (light side)
Master Nehana (grey)
Master Jahani (grey)



It's simple, we deliver the crate and then free the girl, right?

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Our master Jehanie was on a ship that had gone missing. Our research concluded that the Black Sun was somehow involved. We cut a deal to borrow a ship in return for delivering a large crate to a dangerous planet. We stop to deliver the crate first before continuing to find Jehanie. At the spaceport we are ambushed by the space port workers. The thugs are no match for Jedi. They were hired by a woman who believes her daughter is inside the crate we're hauling. Nick wanted to open the crate thinking we were unknowingly helping slavers. Everyone opposed him. We had given our word not to open the crate. The woman ran off. George gave chase along with Darga, Adrian, and Nick.

The rest of use took the crate to the rendezvous point—a warehouse in the city. We were immediately ambushed

by a man able to control the Force and his many cohorts. Ca'dav ran into the warehouse proper to get out of the line of fire and ran straight into a giant alien guard creature that swallowed him whole. Next round, he shot his way out of it. The Force user began pelting us with crates or tumbling walls of crates upon us. Khar got off a great shot against him that caused the spells he was keeping up to dropped.

In the meantime the rest of the party had talked to the woman and were on their way to help us. Unfortunately they had to go through a litany of obstacles to make it to us. I don't know what these obstacles were but the game result was a dynamic task with a -6 penalty to their rolls. I'm guessing the whole planet rose up against them.

[Actually, since you all basically slaughtered a bunch of dock workers, THEN, let one get away, the whole space port security was after



Jedi give me the WORST heartburn!

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them. And they almost got away with it too!]

Back in the warehouse we continued to fight our way to the crate. There was a big discussion by the players on when a character receives the -2 to his parry from wild attacking. This is because a character, who was wild attacking, was interrupted by the GM before he could attack. I did pay attention to the resolution. I do know the Force user escaped, but we captured the crate.

We returned the woman's daughter to her. (She was in the crate.) In return she told us the ship that Jehana [I like how Steve spells her name different every time.] had boarded and where it was headed. We all went for coffee and croissants.

The other group, not surprisingly, failed their dramatic tasks to save us. They were captured by the Hutts and did not get coffee and croissants. We'll probably have to rescue them next game. [Perfect cliffhanger! I already know how they will be executed...]

GAMES, GAMES, AND MORE GAMES!

Afterwards, Ellen, Ron, Bob, and Owen played Dixit. Owen won. Evil Mike, Ben, Mike and me played Deadwood. And just like in Deadwood, a lot of cowboys went to their graves. Mike won.

Then Ben, Owen, Mike, Bob and I played Munchkin. Bob and Mike had played this game before. We all enjoyed it. Each of us were more than willing to help (or hinder) each other on our way to the top.

Saturday night's movie was Dark Shadows. Some liked it. Some did not. I went to bed about a third of the way through it so you can guess which side

of the fence I was on.

SUNDAY MORNING PRE- GAME FESTIVITIES

Ben wanted a ticket to ride rematch. He managed to win over Mike by 4 points, 112 to 108. My points were somewhat less...like almost half of Ben's score.

Then Bob, Evil Mike, Mike, Ben, Jim, Owen and I played Munchkin again. Jim managed to win, but there were lots of friendly back-stabbing. Ben, Mike, and Owen were all poised to win if Jim couldn't pull it off on his turn.

Finally we played Elder Sign. Bob, Ben, Owen, Mike, and I raced against time to gather enough elder signs to stop Cthulhu from rising. The game eventually came down to Owen. If he beat the room he was in, we would win. If he failed, the world would be lost. Owen doesn't like to lose. Owen beat the room with nothing to spare. Yeah!

That was a great ending to a very fun Jimcon. Thanks to Jim and Terri for hosting as usual. Also thanks to everyone who attended. Without you guys we'd just be playing with ourselves.

Wait, that's not what I meant...