

GZG ECC XII

Convention Information



February 27 - March 1, 2009

Lancaster, PA, USA

<http://www.warpfish.com/gzgecc>

Welcome to Lancaster and GZG ECC XII! We're hoping that you have a great time here in Lancaster, PA.

This year, we'll be filming parts of the convention for a GZG ECC video. Please check the notices in the handbook or on the signs posted around the convention hall.

We're currently working on plans for GZG ECC XIII. We'll have information posted on the website and on GZG-L when final decisions have been made.

Thanks for coming, and welcome again!

Mark, Jerry and Jon

GZG ECC XII Information

Events: As always, the main focus of GZG ECC are the events. Some events are filled and are no longer accepting players. Other events, however, still have some room, and can accept drop-ins. Sign up at the registration desk to reserve a spot in these events.

Vendors: Also, we're pleased to welcome our vendors to the Convention — help support them and buy something nice.

Miniatures Contest: On Saturday Afternoon, Mark Kochte runs the GZG ECC miniatures contest. There are four categories (1/300, 25mm, 15mm, and starship) and each person may enter two entries per category. Entries are taken Saturday morning, and the entire convention votes on the miniatures. The prizes are awarded Saturday evening, during our awards ceremony. Talk to Mark for more information, and check out the

rules (abridged) on page 3.

Quote Board: It has become a tradition to write the more memorable quotes on our infamous quote board. Feel free to offer what you hear during the heated emotion of battle.

Unofficial Games: This convention is meant for games written or inspired by Jon Tuffley. However, if a table is open, you're welcome to play anything you want. Just double check with the registration desk.

Con Shirts: This year, shirts were pre-ordered during registration from an online supplier. We may have a few extra at the convention, but you can order more from:

<http://www.printfection.com/gzgecc>
Drop by the registration desk for more information.

Calendar: Mark has also put together a GZG ECC calendar, with proceeds helping the convention. Order your copy here:

<http://www.lulu.com/content/4420610>
All proceeds help cover the cost of the convention.

Volunteers: We always need volunteers to help us run the registration desk, or to even run an event. If you have your minis with you, and feel like running an event on short notice, let us know and we'll announce your event to everybody. People who volunteer get \$5 off their Con admission.

Swap Table: There's a swap table available for gamers wanting to trade or sell some stuff. Talk to Jerry if you're interested in selling something.

Badges: Everybody should have a name badge with their starship logo on it. If you don't have one, please see us at the registration desk.

Door Prizes: Every convention attendee receives a figure or a set of figures from

the door prize collection. Talk to a committee member for more details.

Food: Food is available from various restaurants located throughout downtown Lancaster, as well as the hotel restaurant, *The Brunswick Café*. You are allowed to bring food and alcohol into the convention areas, but please be careful with it. Remember that there will be minors present.

Photos: There will be photos taken for After Action reports, to be posted on the GZG ECC website. If you don't want to appear in the photos, please let Jerry know.

Filming: This year, we'll be filming during the convention to produce a video highlighting GZG ECC. See page 5 for more details. If you have questions or privacy concerns, please let Jerry know as soon as possible.

Tourism: Lancaster itself is a wonderful place to look around. Spend a couple of hours and tour historic sections of the city, or visit Pennsylvania Dutch County.

Survey: And as an assistance to us, take a look over our convention survey. Please fill it out and give it back to us. We need your ideas to make next year's event even better.

If you have any questions, please talk to one of the committee members (Jon, Mark or Jerry) — wearing the badges with the UNSC logo. Thanks!

HOTEL INFORMATION

Hotel Brunswick
Chestnut & Queen
PO Box 749
Lancaster, PA, USA
17608
(717) 397-4801, (800) 821-9258

Don't forget, write quotes on the quote board! Help out with the great GZG-ECC tradition! All quotes are posted on the website after the con.

Saturday Afternoon Miniatures Contest Rules (Abridged)

You may enter in four categories:

- FT/Starships
- Dirtside 2/Epic (1/300)
- Stargrunt 2 (25mm)
- Stargrunt 2 (15mm)

All entries must be painted by the person entering the miniatures. You may submit 2 entries per category, for a maximum of 8. Submissions will be taken by Mark Kochte during the Saturday morning session. SG2 Squads/DS2 Platoons will count as one entry. A squad with an APC will count as *two* entries. Entries do not have to be GZG-specific miniatures. They must be painted by you, however.

During the Saturday afternoon session, Convention attendees will vote on their favourite miniatures, 2 votes per category. Winners will be announced Saturday evening, before the start of the evening session. A winner can only win one prize per category. A short photo session will follow the awards ceremony. Miniatures can be reclaimed after the photo session.

Ties will be decided by a revote, with Mark Kochte abstaining. He will cast a tie-breaking vote in the event of a second tie.

Please talk to Mark Kochte if you have any questions.

Good luck! *Remember, entries are due by the start of the Afternoon session on Saturday.*

Schedule Explanation

Open Gaming slots are tables available to any convention participants to play any game, though Jon Tuffley rulesets have priority.

Each event description contains the name of the event, the GM, the system, and the number of players.

Events marked as **FULL** have no available player spaces as of February 26th, 2009. Check the registration table for the latest updates.

Friday Evening Events (7 – 11 pm)

Table 1

What the @!(#&@^?

Scott Bishop, Full Thrust, 3-8 players

Table 2

Quest for McGuffin

Jerry Han, Full Sail, 2+ players

Table 3 (FULL)

Wet Your Whistle

Mike Hudak, Full Thrust, 4-8 players

Table 4

Open Gaming

Table 5 (FULL)

Return to Garda-Vilis

Mark Kinsey, SG2, 2-6 players

Table 6 (FULL)

Clone Wars: Techno-Takedown

Jerry Acord, SG2, 4-6 players

Saturday Morning Events (9 am – 1 pm)

Table 1 (FULL)

Sentry Duty

Aaron Newman, FT Variant, 6-8 players

Table 2 (FULL)

Arena DeathMatch 2016

Jon Davis, FT, 4-12 players

Table 3

Open Gaming

Table 4

Open Gaming

Table 5

Lost Contact

Phil Pournelle, SG2, 4-6 players

Table 6

Operation Galahad: Communications

Difficulties

Tom Barclay, SG/FMAS, 4-6 players

Saturday Afternoon Events (2 – 6 pm)

Table 1

Trouble with the Neighbors

Mark Kochte, FT3 Playtest, 4-10 players

Table 2

Quantum Leap

Vince Johnston, FT, 6-8 players

Table 3

Crystals from Dinom

Keith Frye, SG2, 4-6 players

Table 4

Operation Galahad: Defense of

Grunwald/Nottingham

Tom Barclay, DS3 Playtest, 4-8 players

Table 5 (FULL)

4:10 to Lancaster

Stuart Murray, CineGrunt, 6 players

Table 6

Zombie Smackdown 11:

Left 4 Dead Edition

Walker/Acord, FMAS, 3-4 players

**Saturday Evening
Events (7:30 – 11:30 pm)**

Table 1
Open Gaming

Table 2
Rebel Dawn
Carl Scheu, FT, 6 players

Table 3 (FULL)
Emergence Point
Mark Kochte, FT3 Playtest, 4-8 players

Table 4 (FULL)
Assault on Hoth
Phil Pourmelle, DS2, 4-6 players

Table 5 (FULL)
*One Sentient Entity's Trash is Another's
Treasure*
Connell/Barosi, FMAS Variant
4-6 players

Table 6
Scratchbuild Workshop
Ken Wang, 4-8 attendees

**Sunday Morning
Events (9 am– 1 pm)**

Table 1
Battle for Cormorant Moon
Jon Davis, FT, 6-12 players

Table 2
Di Persano Wieder
Noam Izenberg, FT3, 4-6 players

Table 3
Beer Run
Mike Hudak, FT, 4-8 players

Table 4
Open Gaming

Table 5

Patrol
Damon Walker, FMA, 4-6 players

Table 6

Voyage of the Dark Terror
Aaron Newman, FMA, 6-8 players

SPECIAL EVENTS

Miniatures Contest
Saturday Afternoon

Scratchbuild Workshop
Saturday Evening

FILMING NOTICE

This year, we'll be filming during the convention to produce a video highlighting GZG-ECC. This means we'll be filming in and around the main convention hall.

We'll do our best to respect people's privacy during the filming, but capturing faces in passing is almost unavoidable. If you do not want your face revealed or to be filmed for any reason, let Jerry know. Otherwise, once you have entered the main hall, we assume that you have given consent for you to be taped and possibly included in the video.

The video will be released on the Internet sometime in the summer of 2009. If you have any questions, please talk to Jerry.

GZG ECC XII Schedule (Items in Green are Full as of Feb 21,2009)

	Friday 7 – 11pm	Saturday 9am – 1pm	Saturday 2 – 6pm	Saturday 7– 11pm	Sunday 9am – 1pm
Table #1 (FT)	What the !@#\$@! \$!?	Sentry Duty	Trouble with the Neighbors	Open Gaming	Battle for Cormorant Moon
Table #2 (FT)	Quest for McGuffin	Arena DeathMatch 2016	Quantum Leap	Rebel Dawn	Di Persano Wieder
Table #3 (FT)	Wet Your Whistle	Open Gaming	Crystals from Dinom	Emergence Point	Beer Run
Table #4 (DS2)	Open Gaming	Open Gaming	Operation Galahad: The Defense of Grunwald/ Nottingham	Assault on Hoth	Open Gaming
Table #5 (SG2/FMA)	Return to Garda-Vilis	Lost Contact	4:10 to Lancaster	One Sentient Entity's Trash is Another's Treasure	Patrol
Table #6 (SG2/FMA)	Clone Wars: Techno Takedown	Operation Galahad: Communications Difficulties	Zombie Smackdown 11: Left 4 Dead Edition	Scratchbuild Workshop	Voyage of the Dark Terror
Special Events			Miniatures Contest		

The Spirit of GZG-ECC

What is GZG-ECC?

GZG-ECC is about play, not competition.

GZG-ECC is about acceptance,
not disapproval.

GZG-ECC is about games and the
people who play them, not the rules.

At the end of the day, there are
no winners, no losers,
at GZG-ECC.

Only people having fun together.

This is the spirit of GZG-ECC,
what the convention is for.

We hope you will help us spread that spirit,
to make each GZG-ECC
the best that it can be.

Why "The Spirit of GZG-ECC"? We've noticed over the past several years that, sometimes, people get too caught up in the winning and losing of the individual events, forgetting that the whole point of GZG-ECC is to get together and play games that we may not get to play at home with people we don't normally get to play with. It seemed appropriate, starting with GZG-ECC X, to remind people that we're here as friends and to play, and that we depend on each one of you to help us keep it that way. Please keep that in mind as we play together this weekend. Thanks!

Lancaster, Pennsylvania

During the Revolutionary War, Lancaster was the largest inland city in the Colonies. It was capital of the nation for 1 day, Sept. 27, 1777, when Congress stopped in Lancaster as it fled Philadelphia after the Battle of Brandywine. Lancaster was the state capital from 1799-1812.

The city is in the heart of Lancaster County,

known for its Amish and Mennonite population, its picturesque and productive farms and its heaping platters of Pennsylvania Dutch food. The Visitor Information Center, on US 30 at the Greenfield Road exit, (follow PA 23 to US 30 from Brunswick Hotel) presents a brief orientation to the area through exhibits, a multi-image program, brochures and maps.



Pennsylvania Dutch Convention and Visitors Bureau:

501 Greenfield Rd., Lancaster, PA, 17061

(717) 299 - 8901 or (800) 723 - 8824

<http://www.cityoflanasterpa.com/>

<http://www.padutchcountry.com/>

GZG ECC XIII

Information Coming Soon!

<http://www.warfish.com/gzgecc>

And don't forget to check out our merchandise:

GZG-ECC Shirts: <http://www.printfection.com/gzgecc>

GZG-ECC Calendars: <http://www.lulu.com/content/4420610>

All proceeds go towards running the convention!

Attractions Around Lancaster

Central Market

King St, just west of Queen St

Central Market's distinctive towers are easy to find among other buildings at Penn Square. Inside, more than 80 friendly stand holders and a bounty of freshness combine in a historic atmosphere.

Bird-In-Hand Farmer's Market

Rt 340 & Maple Ave

(717) 393-9674

Indoor Farmers Market. Fresh meats, cheese, fruits & vegetables, baked & canned goods, spices, and candy. Other stores on the premises: The Glass Factory, Bird-in-Hand Candle & Gifts, Farmers Market Gift Shop, Snyders Crafts, and Fashion Brand Linens & Lingerie.

North Museum of Natural History and Science

400 College Ave.

(717) 291-3941

Exhibits, special events, lecture programs, live animals, field trips and the third largest planetarium in Pennsylvania make the North Museum the center for science learning adventure in the Lancaster area.

Park City Centre Mall

Rt 30 & Harrisburg Pike

(717) 393-9674

1.4 million square foot super regional enclosed shopping center with five department store anchors, 170 merchants, sit down dining options, food court with kids play area, and a carousel.

Suggested Restaurants

House of Pizza

23 W Chestnut St.—717 393 1747

Closest restaurant to the hotel, they serve burgers, subs and pasta as well as pizza.

Zimmerman's Family Restaurant

66 N Queen St. — 717 394 6977

Saturday breakfast here has become a convention tradition.

Brunswick Cafe

This is the hotel restaurant, recently renovated and also offering a "Lobby Lounge Menu" for a more casual style, with full service bar.

PRIZE SUPPLIERS

Ground Zero Games

jon@gzg.com

<http://www.groundzerogames.net>

PO Box 337

Needham Market, Suffolk

ENGLAND

IP6 8LN

Brigade Miniatures

sales@brigademodels.co.uk

<http://www.brigademodels.co.uk>

The Old Dairy

Rectory Farm, Sutton Road

Maidstone, Kent,

ENGLAND

ME17 3LY

Combat Wombat

swadyko2000@yahoo.com

<http://www.geocities.com/swadyko2000/>

combatwombat.html

Decals Express

Beseny@aol.com

<http://wargames.rpgshelf.net/>

191 West Marigold St.

Munhall, PA, USA, 15120

Force XXI Miniatures

forcexxi@forcexximiniatures.com

<http://forcexximiniatures.com/>

VENDOR LIST

Modeler's Toolbox

azuredolfin@yahoo.com

1005 Centerbrook Dr.

Brandon, FL, USA,

33511

Starmats Plus

thrud62@yahoo.com

14331 Claremount Ave.

Middleburg Heights, OH, USA

44130

The GZG ECC XII Committee

Jon Davis, Jerry Han, Mark Kochte

The Committee would like to thank:

Our Vendors:

Carl Scheu (Starmats Plus)

Ken Wang (Modeler's Toolbox)

Our Prize Suppliers:

Mel Beard (Force XXI Miniatures)

Tony Francis (Brigade Models)

John Lerchey (Decals Express)

Scott Wadyko (Combat Wombat)

The staff at the Hotel Brunswick

All our volunteers for running their great events.

And, As Always: To Jon Tuffley of Ground Zero Games, for prizes, support, and inspiration. Without his hard work, none of us would be here to share good times and play good games.

Finally, thank YOU for coming to GZG ECC XII.

We know times are tough, and we appreciate you taking the time and spending the money to come out to Lancaster.

Without all of you, this convention could not exist.

We hope to see you next year!



GZG ECC XII Wrap-up and GZG ECC XIII info at:

<http://www.warpfish.com/gzgecc>

GZG ECC XII After Convention Survey

We're always looking for suggestions to improve things for future years. We want to continue to develop GZG ECC as one of the best small conventions around. Please take a moment to fill this form out, detach it from the program, and leave it at the registration desk, or give it to one of the Committee, or send it to the address below. Thanks for your time!

Jon Davis
1415 Rocco Drive
Schenectady, NY, 12303
davisje@nycap.rr.com

	Rank (5=best)	Comments (Name of Event)
<i>Registration</i>	5 4 3 2 1	
<i>Vendors</i>	5 4 3 2 1	
<i>Food and Snacks</i>	5 4 3 2 1	
<i>Main Room</i>	5 4 3 2 1	
<i>Miniatures Contest</i>	5 4 3 2 1	
<i>Website</i>	5 4 3 2 1	
<i>Prizes</i>	5 4 3 2 1	
<i>Awards Ceremony</i>	5 4 3 2 1	
<i>Con Booklet</i>	5 4 3 2 1	
<i>Friday Event</i>	5 4 3 2 1	
<i>Saturday Morning Event</i>	5 4 3 2 1	
<i>Saturday Afternoon Event</i>	5 4 3 2 1	
<i>Saturday Evening Event</i>	5 4 3 2 1	
<i>Sunday Event</i>	5 4 3 2 1	

MORE ON THE BACK...

Give us your opinion! Tell us what you liked, you didn't like, what we can improve, what you liked just fine.

A large, empty rectangular box with a thin black border, intended for users to provide their feedback or comments.

Thanks for your comments!