

CARNAGE IN WONDERLAND

Down The Rabbit Hole



Lake Morey Resort
November 4-6, 2011
www.carnagecon.com

64 County Road - Hartland
Windsor, VT 05089

Carnage
Gaming



How to Get There



Lake Morey Resort 1-800-423-1211
Club House Road, Fairlee, VT lakemoreyresort.com

Driving Directions:

From Boston: Take I-93 North to I-89 North (in Concord, NH) to I-91 North (in White River Jct., VT). Take Exit 15. Turn left off exit ramp. Take first right (granite Lake Morey Resort sign on corner). Follow the golf course (on left) and take your first left onto Clubhouse Rd. Resort is on the right.

From Hartford and points South: Take I-91 North to Exit 15 in Vermont. Turn left off exit ramp. Take first right (granite Lake Morey Resort sign on corner). Follow the golf course (on left) and take your first left onto Clubhouse Rd. Resort is on the right.

From Burlington: Take I-89 South to Exit 7 (Berlin/Barre). Take Route 302 East through Barre to Orange. Take Route 25 South to Bradford. Take I-91 South to Exit 15. Turn right off exit ramp. Take next right (granite Lake Morey Resort sign on corner). Follow the golf course (on left) and take your first left onto Clubhouse Rd. Resort is on the right.

From Albany: Take I-87 North to Troy. Take Route 7 East to Route 9 East in Vermont. Take I-91 North in Brattleboro, Vermont. Take Exit 15. Turn left off exit ramp. Take first right (granite Lake Morey Resort sign on corner). Follow the golf course (on left) and take your first left onto Clubhouse Rd. Resort is on the right.

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A Presentation of Carnage Gaming

www.carnagecon.com

Committee Membership

Christine Crabb	Charles Davis	Kevin Day	Tyler Dion
Tom Dorman	Mike Griffin	Ray Hickey	Scott Lasell
Doug Neet	Gaylord Newcity	Bruce Richardson	Robert Rousse
Nyssa Schmidt	Rod Sheldon	Michael Tutt	

<u>Game Slot</u>	<u>Friday</u>	<u>Saturday</u>	<u>Sunday</u>
A Friday Afternoon	1pm - 5pm		
B Friday Evening	7pm - 11pm		
C Friday Overnight	11:30pm-?		
D Saturday Morning		8am - 12pm	
E Saturday Afternoon		1pm - 5pm	
F Saturday Evening		7pm - 11pm	
G Saturday Overnight		11:30pm-?	
H Sunday Morning			8am - 12pm
H1/H2 Sunday Late Morning			10am - 12pm (or 2pm)
I Sunday Afternoon			1pm - 5pm

Admission Pricing

	<u>for the Weekend</u>	<u>for a Day</u>
At the Door	60.00	30.00
Pre-registration	50.00	25.00
Group Rate*	40.00	

*denotes of a group of at least 5 pre-registering together in the same envelope

NO TICKET PRICES FOR INDIVIDUAL EVENTS (unless specified in the description)

Because of the uniform pricing policy, Friday admission entitles participation from 1pm Friday to 6am Saturday. Saturday admission is good from 8am until 6am Sunday, and Sunday covers 12am Sunday 'til closing.

For year-round information on regional gaming, please visit www.greenmountaingamers.com and games.groups.yahoo.com/group/NNEG/



Welcome

We want our fourteenth Carnage to be a memorable event, but most of all an enjoyable event for all involved. With that in mind, we have a few suggestions and just a couple of rules that will help make this weekend safe and fun for everyone.

Pre-registration: We think this is a very good idea. It helps ensure that you'll be able to participate in the events you want. It will also help save you a little money. Pre-registrations should be completed on the form in the back of this book and returned as soon as possible. Feel free to make additional copies. Any forms returned postmarked after October 30 will be declined and held for customers at the convention. GM and volunteer credit will be applied to the price of admission during pre-registration.

Registration: Everyone who attends Carnage must check in at the registration table upon arrival. If you did not mail in a pre-registration form, please bring a completed form with you to the registration table to help expedite this process. We can only accept cash or check.

Name Tags: The badge you receive when you register is your ticket for Carnage and must be worn in a visible location at all times.

The Rules: No Smoking, No Pets, and No Weapons (including soft ammo and "boffer") inside the convention area unless part of a sanctioned event. Please show proper respect for all other participants at the con and for hotel property. Wear your name tag at all times.

The Dealer Area: The dealer area will be open during most of the convention. Please take a few minutes to visit our dealers and see what they have brought. They put out a lot of effort to be here supporting our convention. Show them you appreciate that effort.

Dining: The resort's food vendor is available on site for most meals. Please note that the vendor does not accept credit cards and there is no ATM on site. When dining outside the resort, it is a good idea to let your server know ahead of time when you will need to return to the con.

Alternate Accommodations: As of this printing, the Lake Morey Resort sleeping rooms are fully booked. However, there are a number of comfortable options close by. Please visit www.carnagecon.com/lodging for information about other local housing options.

Accommodations for 2011: Nestled on the shores of Lake Morey and considered one of Vermont's most family friendly resorts, Lake Morey provides its visitors with all of the conveniences of a resort, from day care facilities to its excellent sports and fitness center, while still providing the unique charms that only Vermont can offer. The resort has an excellent rate for conventioners and will surely provide for all of your needs over the course of the weekend. Family members of conventioners will also be pleased by Lake Morey's location, which provides easy access to area shopping, touring, and a variety of activities to keep even the non-gamer pleasantly occupied over the course of the weekend.

Phone: 800-423-1211.

2011 Features

Centuries of Conflict



Centuries of Conflict is an offering of Historical Miniature events directed at the 19th century. Events will cover various conflicts running from 1801 to 1900.

This overall event is directed by the Northern Conspiracy's AJ Wright. The hope is to revive the effects of the much loved, and much missed, TriCon event. Each year the event takes a different century as its focus.

www.thenorthernconspiracy.org/

Wargame Room

Come play your favorite historical board game. OCS, CWB, A3R, and plenty more will be offered.

Email Chuck at cdavis@vermontel.net to find out what games are being played or to get your game on the "opponents wanted" list. Also check the folder in the consimworld.com convention area. Please visit the Promote Your Game Forum: Opponent match ups for the Wargame Room thread at www.carnagecon.com to see what additional games are going on in the Wargame Room. Sponsored by Bunker Hill Games.



DipCon 2011

The 2011 DipCon will be hosted at Carnage. Stay tuned to www.carnagecon.com for more information. For information about the Diplomacy tournament itself, you may contact Alex Amann at: coeus559@gmail.com.

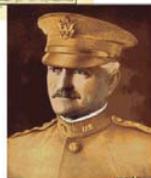
Board Games for Kids Only

This year, thanks to Justin Berman, Carnage is offering a day of kids only board gaming. Saturday from 8am-5pm in the Terrace Ballroom Justin and some of the Carnage staff will be teaching kid friendly board games. The kids must be between the ages of 6-12. No parents are allowed to play. (But they can sit and watch and maybe even kibitz.) All we ask is that parents let the staff know where they will be if they are not staying. The kids can stop by anytime during the day and jump into a game or learn a new one. Parents do not have to register their children for this event as it is complimentary for attendees bringing their families. And even if your son or daughter is registering for the convention to play in other events, they can still join in the fun! Please be sure to check the website for any updates and contact us with any questions.

THE CARNAGE ACCORDS X

An Alliance is like a chain. It is not made stronger by adding weak links to it.

John Greenleaf Whittier



A "Diplomacy" Tournament
Run at

CARNAGE

Fairlee, VT

NOVEMBER 4.,5 & 6. 2011
<http://www.carnagecon.com>

Diplomacy Tournament Rules

Anyone can play in a game. Games will be run as players become available. Starting round begins Friday night and continues Saturday and Sunday mornings at 8 am.

Three rounds. All rounds count. A player is eligible for awards even if they only play one round. Games are DIAS. Players may vote to end the game in a draw, or concede to a solo victory.

All rounds are untimed. Each board keeps its own time, no central clock. If a game continues into the next round, all players on that board must play two games or forfeit the next round (i.e., rounds will not be held for this particular reason).

Players on a board with a solo victor score no points. The winner goes up a tier.

All other games are scored by a combination of relative position, and center count, as follows:

1st position - 7000 points	2nd position - 6000 points
3rd position - 5000 points	4th position - 4000 points
5th position - 3000 points	6th position - 2000 points
7th position - 1000 points	

Each center held at game end - 1 point.

Position is determined by center count at game end. For players who were eliminated, position is determined by order of elimination (e.g., players eliminated in the same game year tie for the position in question).

Tied positions will split the average; i.e., two people tied for 1st position get 6500 points apiece. At the end of the tournament, players will be ranked as follows:

1 - Tier 3 players (i.e., players who soloed all 3 rounds)	2 - Tier 2 players, by point total
3 - Tier 1 players, by point total	4 - Tier 0 players, by point total

In the event of ties, strength of opposition (as determined by final tournament rankings) will be the tiebreaker. Contact Robert Holt at bobholt@gmail.com for any questions.

Event Descriptions

Board Games

B1 51st State (GM: *Rick Salamin* Room: *TE5*) It has been 30 years and the world we know no longer exists. No Government, No Army. Civilization has collapsed, and the United States lies in ruin. Order needs to be restored! The country must be rebuilt! We need to create the 51st State! This is a new card game in which the players compete for power in the ruined USA. (2-4 Players) (Friday 1p-5p)

B2 A Game of Thrones (GM: *Justin Berman/Bill Parker* Room: *TG1-3*) In this 8th Annual A Game of Thrones event, players take control of one of the great Houses of Westeros. Via resource management, diplomacy, and cunning, each seek to win dominance over the land. Players must give orders to armies, control important characters, gather resources for the coming winter, and survive the onslaught of their enemies. A unique phase mechanic, battle resolution, and special ordering system make for an engaging game in which all players are actively involved at all times. We will use the A Clash of Kings Expansion too. As always, New Players Welcome! (6-18 Players) (Friday 1p-5p)

B3 Alien Frontiers (GM: *Bob Menzel* Room: *TG6*) Do you have what it takes to be a deep space colonist? An alien frontier awaits the brave and daring! This new planet will be harsh, but if you have the skills to manage your resources, build a fleet, research alien life, and settle colonies, the world can be yours. Roll and place your dice to gain advantages over your opponent and block them out of useful areas of the board. Use Alien Tech cards to manipulate your dice rolls and territory bonuses to break the rules. Steal resources, overtake territories, and do whatever it takes to get your colonies on the map first! Don't dream it'll be easy, though, because the other players will be trying to do the same thing. (2-4 Players) (Friday 1p-5p)

B4 Ascending Empires (GM: *Chuck Davis* Room: *TG5*) Come check out this new game of space exploration and conquest from Z-Man games. Start from your home planet and move out into your quadrant, colonizing planets. Eventually you will run into other space travelers. Will you greet them with open arms or open gun ports? Ascending Empires is a fast paced game, with a unique movement rule. Hope you have good hand-eye coordination. (2-4 Players) (Friday 1p-5p)

B5 Behutunburg (GM: *Jeannie Compter* Room: *TE4*) You are the King! Or at least you want to be. And a castle? You need to get one of those, too. This newly published card game features fast and simple mechanics and subtle strategies as you try to fill your court with loyal followers and grow your treasury until you're ready to build a castle! But watch out for spies in the employ of your enemies, because they can wreak havoc on your knights and treasury! (2-4 Players) (Friday 1p-5p)

B6 Castle of Magic (GM: *Bob Swander* Room: *TE2*) A monster is lurking in the depths of Castle Bondi. The rulers of three neighboring countries journeyed to the Castle to vanquish the monster, but

Gaming Room Key

B: Billiards Room	C: Captain	CD: Card Room
D: Dining Room	E: Edgewater	G: Garden View
L: Lakeside	M: Morey	P: Parlor
S: Steamboat Lounge	T: Terrace Ball Room	W: Waterlot

were themselves devoured. When they died, the three items of Power- a Crown, an Amulet, and a Scepter- were lost with them. You and your mysterious companions have come to the Castle to regain these items and cast the Ritual Spell. This Spell will either banish the monster forever or make it a Wizard's slave. Each of you is a member of one of three Wizard Guilds. Some of your companions may be from your Guild, and perhaps you can work together. Others may be from a Guild you oppose. Who will you trust in this game of secrets and lies? **(3-5 Players) (Friday 1p-5p)**

B7 Castle Ravenloft (GM: *Jon Berman* Room: D) Can you meet the challenge of Castle Ravenloft? Bold adventurers needed to delve deep into the Castle! This is a 4th Edition Dungeons & Dragons board game. Your party will set forth on missions to solve the mysteries of Castle Ravenloft. **(2-5 Players) (Friday 1p-5p)**

B8 Dawn of the Dead (GM: *Mark Evans* Room: TE3) Dawn of the Dead (based on the classic 1978 horror film) is a cooperative game with up to six players controlling the human heroes. The game map represents the shopping mall from the movie. Plastic miniatures signify the human characters and zombies. To win the human player must secure the mall by closing all four entrances and eliminating all zombies within. The rules will be a slightly modified version of the original SPI board game. The map is a blown up version of the original game board. **(2-6 Players) (Friday 1p-5p)**

B9 Defenders of the Realm (GM: *Will Minsinger* Room: D) The realms are in trouble! Four mighty generals, a dragon, a Demon lord, the Orc King and Lord of the Undead are converging on the capital! Only you and your intrepid band of heroes stand a chance to stop them before it is too late! Come try this great cooperative game. **(2-4 Players) (Friday 1p-5p)**

B10 Dungeon Lords (GM: *Robert Dijkman Dulkes* Room: TE6) Time to renew your Dungeon Lords license. You will need to pass this little test. Build a dungeon and fill it with traps, treasure and monsters. You will only have a year. After that the examiners will be sending live adventurers to "test" out your new dungeon. I sure hope you pass. **(2-3 Players) (Friday 1p-5p)**

B11 El Grande (GM: *Amos Parker* Room: TE1) Take control of Spain in this classic area control game. Place your Caballeros for influence over the Spanish provinces. Don't forget to commit troops to the Castille. Place your Grande carefully and just maybe you will rule Spain. **(2-5 Players) (Friday 1p-5p)**

B12 Fire and Axe (GM: *Brad Blitstien* Room: D) VIKINGS! What more is there to say? Check out this classic game of Viking conquest and maybe some trade. (Only after you have beaten the villages into submission!) Get your Axe and set sail across the world...razing villages and causing havoc! **(2-5 Players) (Friday 1p-5p)**

B13 Illuminati (GM: *Tyler Dion* Room: TB1) Players compete to take control of groups ranging from the FBI and CIA to the Dentists, increasing their wealth and power for further takeovers, until one rules supreme. No ploy is too devious, no stratagem too low, as you scheme your way to victory. Includes the latest expansion: Mutual Assured Distraction. New players are welcome. **(2-6 Players) (Friday 1p-5p)**

B14 Shadows over Camelot (GM: *Amy Stender* Room: TG4) In most games, players compete against each other to achieve victory. Shadows over Camelot propose a journey of a very different kind, where you and your fellow players, as Knights of the Round Table, will collaborate to jointly defeat... the game! At first glance, this task seems simple enough. After all, shouldn't a band of young and noble Knights - fleet of foot and sound of mind - easily defeat a game that plays itself? Alas your quest is further complicated by the ever-present possibility of a Traitor in your midst, biding his time, waiting to strike at the worst possible moment...Don your cloak, climb astride your warhorse and gallop into the Shadows to join us in Camelot! **(3-7 Players) (Friday 1p-5p)**

B15 Small World (GM: *Brad Ward* Room: TB2) Is the world big enough for all the races? NO!!! You need to be the one race strong enough to drive the others out. Take your race of Ghoul

seafarers against the Amazon Merchants or maybe you are worried about the Elven Berserkers...? Running rampant in the world...? **(2-5 Players) (Friday 1p-5p)**

B16 18EZ (GM: *Carlos Gozzi* Room: TE4) 18EZ is the first 18xx train game designed from the ground-up to help players learn the 18xx system. The game uses a series of levels, which allow players play entire games quickly while learning the different phases of the game in bite-size pieces. For instance, in the first level, players learn how to build and manage routes. In the second, they are introduced to the stock market. Each level adds an element of interest for the new player, and keeps the game exciting. All 3 levels of complexity will be used & please take note that the game "might" extend a little after 23:00... **(2-4 Players) (Friday 7p-11p)**

B17 7 Wonders (GM: *Bob Menzel* Room: TG3) Come check out the latest great card game to hit Carnage. 7 Wonders is a fast moving civilization building game that has many paths to victory. We should be able to get in several plays during the time slot. **(3-7 Players) (Friday 7p-11p)**

B18 Amoeba Wars (GM: *Mongo* Room: TE5) What do you do when you are the only remnants of a fallen galactic empire, that has returned to your home sector only to find it overrun with space amoeba? You drive the infestation of horrible creatures from space. But be careful...there are other remnants of the fallen galactic empire around. And they want the renegade doomsday machines for themselves! **(2-6 Players) (Friday 7p-11p)**

B19 Android (GM: *Alex Clay* Room: D) Android is a board game of murder and conspiracy set in a dystopian future. Detectives travel between the city of New Angeles and moon colony Heinlein chasing down leads, calling in favors, and uncovering the sinister conspiracy beneath it all. The detectives must balance their pursuit of the murderer against their personal lives and their inner demons. You must get by the demons and solve the murder in just two weeks. Time's ticking.... **(3-5 Players) (Friday 7p-11p)**

B20 Arkham Horror (GM: *Tony Vandenberg (Triple Play)* Room: TG2) Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is coming and you've got to stop him! We will be using the Dunwich Horror expansion, as well as a few bits and pieces from other expansions. Join us for a fun night of Lovecraftian Horror! **(2-8 Players) (Saturday 7p-11p)**

B21 Combat Commander Tournament (GM: *Marc Guenette* Room: G) Combat Commander is the friendliest tactical combat WWII system game available. On the menu for the single elimination tournament: Scenarios for an eventual upcoming new Battle packs. **(2-8 Players) (Friday 7p-11p)**

B22 Dominant Species (GM: *Scott Pizio* Room: TB2) The Ice Age is approaching. A struggle for global domination rages between the animal species. Players will play one of the six species, mammals, birds, reptiles, amphibians, arachnid and insects. They will try to manipulate the environment, and evolve their species before the ice age hits. The species that is most adaptable will prevail. Like Darwin always said...Survival of the Fittest! **(2-5 Players) (Friday 7p-11p)**

B23 Dune (GM: *Dean Chung* Room: TG4) Enter the world of diplomacy, political intrigue, and military struggle as depicted in Frank Herbert's sci-fi masterpiece. Dune is a game of negotiation, allegiances, bluffing, and treachery among players. As one of the six powerful factions vying for control over the desert planet, Dune, you will be given a unique set of abilities to guide your strategy toward victory. Experience this multiplayer gaming classic that seamlessly blends simple mechanics with rich theme. New players welcome. **(2-6 Players) (Friday 7p-11p)**

B24 Frag (GM: *Michelle Graham (MIB)* Room: TB1) Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Whoa, there's another one. Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again! Frag is a "first-person shooter" on a tabletop. Move your fighter and frag your foes; draw cards for

weapons, armor, and gadgets; move through the blood spatters to restore your own health! If you die, you respawn and come back shooting! (3-6 Players) (Friday 7p-11p)

B25 Memoir '44 (GM: *David & Steven Johnson* Room: *G*) An introductory game in Memoir '44. Perfect for complete beginners, we will be playing an introductory scenario in the Western Front. (2-4 Players) (Friday 7p-11p)

B26 Merchants and Marauders (GM: *Laurie MacKeigan* Room: *TE6*) Merchants & Marauders lets you live the life of an influential merchant or a dreaded pirate in the Caribbean during the Golden Age of Piracy. Seek your fortune through trade, rumor hunting, missions, and of course, plundering. The game features a unique trade system and a thematic combat system, allowing for critical decisions and intense excitement. Modify your ship, buy impressive vessels, load deadly special ammunitions and hire specialist crew members. Will your captain gain eternal glory and immense wealth - or find his wet grave under the stormy surface of the Caribbean Sea? (2-4 Players) (Friday 7p-11p)

B27 Republic of Rome (GM: *Michele Denault-Reynolds* Room: *TG6*) What will it take to control the Roman Senate? Cunning? Diplomacy? And maybe control of the Legions? Players will control prominent Roman families as they compete for control of the Roman Senate. They must strike a balance between attacking their rivals and protecting Rome from a hostile world situation. (2-6 Players) (Friday 7p-11p)

B28 Settlers of America: Trails to Rails (GM: *Sarah Cooper* Room: *TE1*) A train spin-off of Settlers of Catan? Yes, Please! The central turn dynamics of this are like the base Catan (roll the die, maybe get some resources, then build things) but the win conditions are very different. Instead of counting up victory points, you're counting down goods to deliver by train. The first person to deliver all their goods wins. Come ride the rails! (3-4 Players) (Friday 7p-11p)

B29 Sid Meir's Civilization (GM: *Matt Taylor* Room: *TE3*) If you love the computer game Civilization (or even if you don't and you just like games about Civilization)... this is the game for you. Players will take on the roles of famous leaders. They will try to build their Civilization from the Stone Age to the space race! They need armies, culture and science to achieve their goal. (2-4 Players) (Friday 7p-11p)

B30 Starcraft (GM: *Robert Dijkman Dulkes* Room: *TG1*) Lets conquer space! Players will take on the role of leaders of one of the three factions vying for this sector of space. Will you play the tribal Protoss, with their shared psionic link? Or perhaps the insectoid Zerg appeal to you and their hive mind. And last but not least are the flexible Terrans, with the mighty space marines, ready to take any planet! Remember it is very cold in space and no one can hear you scream! Advanced game, experienced players only please. (2-4 Players) (Friday 7p-11p)

B31 Wiz-War Classic (GM: *Earl Waters* Room: *TG5*) Come play this cult classic game. Wiz-War is a card/board game of dueling Wizards and treasure stealing. Each player is a Wizard, bent on stealing the treasure of his fellow wizards for himself. The goal is simple to steal the treasure of the other Wizards, or...well just eliminate them altogether. You have mighty spells at your disposal to accomplish this feat. Cast fireballs, waterwalls, or even the dreaded "It" spell. Try this magic mayhem on a custom made 3D board with movable or even removable walls, wizards, monsters and spell effects. No experience necessary. (3-6 Players) (Friday 7p-11p)

B32 World Domination (GM: *Chris Dondero* Room: *TD1-2*) The Friday night classic is back for year 4! Based loosely on the popular board game Axis & Allies, World Domination removes the predictable features of "planet earth" by using a random terrain generating system, that guarantees a new & exciting game every time! After the "world" is created players start with one city in one starting location. Teams are then selected (the Axis & the Allies) After you know who is on your side, it is empire building & battles royal! New rules for this year include Command & Control restrictions & Generals! (6-24 Players) (Friday 7p-11p)

The Wargame Room at Carnage

Sponsored by Bunker Hill Games.

Come play your favorite Consim.

Contact Chuck Davis at cdavis@vermontel.net to find out what games are running or to find an opponent for your favorite game.

bunkerhillgames.com



B33 Red Dragon Inn (GM: *Jon Berman* Room: *TE1*) You have defeated the dragon and emptied his lair. Now it is time to clean up and hit the bar for a little drinking and maybe a game of chance. Will you be the last one awake? Will you still have the dragon's gold in the morning? Or will the other members of your party make off with the haul? Come try out this hilarious game of what happens after the all the Dungeons have closed for the night! (2-8 Players) (Friday 11:30p-?)

B34 Age of Empires III (Glen Drover's Empires: The Age of Discovery) (GM: *Matt Golec* Room: *TG4*) Age of Empires III: Also known as Glen Drover's Empires: the Age of Discovery, Age of Empires III is a game of colonization with multiple paths to victory. Place workers, upgrade units, develop a trade economy and take over colonies to become the dominant force in the New World. (2-6 Players) (Saturday 8a-12p)

B35 Battlestar Galactica (GM: *Carlos Gozzi* Room: *TG2-3*) Battlestar Galactica is an exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely-acclaimed Sci Fi Channel series, BSG puts players in the role of one of ten of their favorite characters from the show. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons. Players must attempt to expose the traitor while fuel shortages, food contaminations, and political unrest threaten to tear the fleet apart. BSG is one of the best social games ever created and it's all about the players who play it! One game will be run using only the basic box & the other one will be run using some of the Pegasus & Exodus features but without the options of New Caprica & Ionian nebula. New players are always welcome... Frak! (4-11 Players) (Saturday 8a-12p)

B36 Betrayal at House on the Hill (GM: *Daniel Beard* Room: *TG6*) Can you Survive the Betrayal at House on the Hill? "Tonight your little group will be exploring the House on the Hill. It is supposedly haunted, so you will need to search as many rooms as you can, and then survive if it turns out to be truly haunted." Now you just want to hand that guy his teeth. After searching through the house and finding strange events, items, and Omens (and one room on the top floor that had collapsed, and had someone do a swan dive into a basement pool); one of your own turned out to be a traitor and is trying to destroy the rest of you. At least you have an idea on how to survive this; unfortunately it won't be that easy, especially since the traitor is actively trying to stop you. Just two things to remember, before the haunt starts you cannot die. And after the haunt starts, all bets are off. And yes, I have the errata for the game. (3-6 Players) (Saturday 8a-12p)

B37 Descent into Wonderland (GM: *Alex Clay* Room: *C*) Your group of friends were expecting a weekend of fun and games at this year's Carnage. What you found was a hotel overrun with strange beasts, curiously marked with playing card suits. "Drink Me!" demands a vial on the registration desk and when you do, you become something more. Something... wonderful. It's time to find the

source of the corruption and clear the hotel. Will you accept the challenge? This is a custom scenario of Descent: Journeys in the Dark for 1-4 players. Beginners welcome! **(2-4 Players) (Saturday 8a-12p)**

B38 Dominant Species (GM: *Scott Pizio* Room: *TB2*) The Ice Age is approaching. A struggle for global domination rages between the animal species. Players will play one of the six species, mammals, birds, reptiles, amphibians, arachnid and insects. They will try to manipulate the environment, and evolve their species before the ice age hits. The species that is most adaptable will prevail. Like Darwin always said....Survival of the Fittest! **(2-5 Players) (Saturday 8a-12p)**

B39 Giants (GM: *The Creasers* Room: *D*) Easter Island. What is the mystery of Easter Island? Well no mystery really.... All you need to do is build statues, move them around and place them all over the island. Takes a lot of work to make researchers wonder in future years...how did the islanders do this? Come learn the secret of Easter Island. Build your statues for all time! **(2-5 Players) (Saturday 8a-12p)**

B40 Le Havre (GM: *Sarah Cooper* Room: *TE1*) One of Uwe Rosenberg's glorious creations, Le Havre has a 'similar feel' to his breakout star Agricola, in that it's an economy builder. Le Havre is a harbor town where you collect resources, and then build with or manipulate those resources in order to gain the most victory points! **(2-5 Players) (Saturday 8a-12p)**

B42 Mertwig's Maze (GM: *Hilary Denault-Reynolds* Room: *TE2*) King Mertwig is dying. His twins, a girl and a boy, were stolen by Gypsies long ago as babies. Mertwig has decreed that anyone that presents him with a Royal Treasure AND a Royal Birthmark will be named heir to his kingdom! The treasures are not easy to find and the birthmark...well almost impossible. (I said almost...) Come check out this classic game from Tom Wham. It is a fast paced, chaotic romp thru Mertwig's kingdom. Not to mention the players will have to deal with the Mystic Musk Ox! Yes...THAT Mystic Musk Ox! **(2-5 Players) (Saturday 8a-12p)**

B43 Munchkin Zombie Dice (GM: *Neal Byles (MIB)* Room: *TB1*) Munchkin Zombie Dice—Kill the living! Eat their brains! Brains!!! But if that's not enough zombage for your cerebrarian tastes, just wait! There's more! Each time you enter combat, roll three random Zombie Dice. Get brains? Get bonuses!* Still not convinced? That's not all! As you go about your Munchkinly business, the iPad of the Apocalypse circulates the Zombie Dice App around the table. Every time you eat 13 brains to win Zombie Dice, you go up a level in Munchkin Zombies! 2-8 mature (by middle school standards) players, no experience necessary. *(Fine print: shotguns give negative bonuses, and may cause some re-assembly to be required) **(3-8 Players) (Saturday 8a-12p)**

B44 Puerto Rico (GM: *Michele Denault-Reynolds* Room: *TE3*) Come try this recent classic. Players vie for dominance of Puerto Rico thru growing and producing crops on their plantations to buying buildings to further their economic success. They will ship goods and sell crops begin the dominate merchant on the island! **(2-5 Players) (Saturday 8a-12p)**

B45 Small World Underground (GM: *Randy Szabadies* Room: *TG5*) You thought the upper world was small? Well it seems the underworld is even smaller!! Come try this new twist on Days of Wonder's Small World. The denizens of the underdark are vying for control of the Underground. Same theory applies...even the Underworld is just too small...time to boot the Drow out! **(2-5 Players) (Saturday 8a-12p)**

B46 Victory (GM: *Bob Yates* Room: *D*) Victory is a war game using WWII era technology. It incorporates land, air and naval forces in one fast playing simulation. Its unique block system recreates the "fog of war". The rules are easy and no prior experience is necessary to play. The game will appeal to both the novice war gamer and battle hardened veteran alike. **(2-4 Players) (Saturday 8a-12p)**

B47 War of the Rings: Collectors Edition (GM: *Amos Parker* Room: *TG1*) War of the Rings is a strategic war-game in a fantasy setting where one player takes control of the Free Peoples, and the other player controls Shadow Armies. Players can win a military victory or if you are the Free peoples by completing the quest of the Ring bearer to get secretly to Mount Doom and destroy the One Ring. Hidden movement prevents Sauron's awareness of the real intention of his enemies and keeps him looking across Middle Earth for the precious Ring. The War of the Ring Collector's Edition brings all that was in the base game and introduces factions, new characters and new events from the expansion, including Galadriel, the Balrog, the Ents, Dunlendings, Siege Towers, Catapults, Corsairs, and more. The additional armies and characters of this version enrich the theme and make it more true to the entire Tolkien saga of the Ring War. **(2-4 Players) (Saturday 8a-12p)**

B48 Board Games for Kids Only (GM: *Justin Berman & Carnage Staff* Room: *TE4-6*) Want to learn board games if you're under twelve years old? Maybe you want to teach your kids board games but you're in other events and think they'll be bored? Then this is the event for your kids. New to Carnage are "Board Games for Kids Only". Sign your kids up to play games. No experience necessary. Adult board-game enthusiasts will be at each table to show kids a variety of games to meet their attention spans and needs. They can learn the likes of Through the Desert, Spot It!, Small World, Carcassonne, Kids of Catan and many others. We'll tailor the games to your kids needs to help build the next generation of board gamers. No parents allowed! Ages 6-12. Please see 2011 Features section at the front of the book for more information on this event. **(3-18 Players) (Saturday 8a-5p)**

B49 Normandy '44 (GM: *Bob Mosdal* Room: *G*) This is GMT's new game that recreates at the regimental level, the D-Day landings on June 6th and the battles that raged in Normandy for the next 21 days. The game uses a simplified Ardennes '44 system: Move, Fight and Reserve Movement. All non-tank battalion units are rated for Troop Quality, while all armor units have a Tank Rating. Each turn is one day and each hex represents 3.8 kilometers. Most units are regiments or brigades, but most of the armor units are represented as battalions. **(2-8 Players) (Saturday all day)**

B50 Carcassonne: Advanced (GM: *Jeannie Compter* Room: *D*) The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters, and in the fields. The skill of the players to develop the area will determine who is victorious. This session will feature several expansions of the game, including The River, Inns and Cathedrals, The Princess and the Dragon, and Traders and Builders. **(2-6 Players) (Saturday 1p-5p)**

B51 Chaos in the Old World (GM: *Carlos Gozzi* Room: *TG4*) Chaos in the Old World makes you a god. Each god's distinctive powers and legion of followers grant you unique strengths and diabolical abilities with which to corrupt and enslave the Old World. This game gives you an unparalleled opportunity to reshape the world in your image. Every turn you corrupt the landscape, dominating its inhabitants, and battle with the depraved followers of rival gods. Each god has a unique deck of gifts and abilities, and can upgrade their followers into deadly foes. Summon forth living manifestations of Chaos, debased and hidden cultists, and the horrifying greater daemons - beings capable of destroying near everything in their path. Beware though: Another major trouble has arrived in the old world as the Skavens joins the fray! The Horned rat expansion will be used. **(2-4 Players) (Saturday 1p-5p)**

B52 Crocheted Catan (GM: *Amy Stender* Room: *TG6*) Come play on a homemade Seafarers of Catan board. Crocheted by hand, an afghan made of hexagons to look like water, fields, hills, mountains, pastures and forests. Acquire resources to build ships and explore new islands- but beware of the pirate ship prowling the open seas- it will stop you in your tracks and steal some of your goods. **(2-6 Players) (Saturday 1p-5p)**

B53 Dune (GM: *Dean Chung* Room: *D*) Enter the world of diplomacy, political intrigue, and military struggle as depicted in Frank Herbert's sci-fi masterpiece. Dune is a game of negotiation, allegiances,

bluffing, and treachery among players. As one of the six powerful factions vying for control over the desert planet, Dune, you will be given a unique set of abilities to guide your strategy toward victory. Experience this multiplayer gaming classic that seamlessly blends simple mechanics with rich theme. New players welcome. **(2-6 Players) (Saturday 1p-5p)**

B54 Fresco (GM: *Gordon Spaeth* Room: [TE1](#)) The bishop awaits high ranking visitors, but unfortunately the large fresco on the cathedral ceiling is in urgent need of restoration. The most renowned painters of the renaissance have been hired and must now prove their skill and mastery. Which artist will succeed in restoring the fresco to its former glory? Fresco requires players to carefully plan their workday, sending their apprentices out to perform the tasks necessary to complete the fresco and become the greatest artist of the age... **(3-8 Players) (Saturday 1p-5p)**

B55 India Rails (GM: *Brent Cote* Room: [TG5](#)) Using the popular Empire Builder Crayon game system, build your tracks and deliver goods across the countries of India, Pakistan and Bangladesh. Earn 250 million and connect the major cities of the country. **(2-5 Players) (Saturday 1p-5p)**

B56 Merchants and Marauders (GM: *Will Minsinger* Room: [TE2](#)) Avast ye land lubbers! Set sail on the Caribbean to find wealth and glory. Will you be a Spanish merchant, plying his trade peacefully? Or perhaps a mighty Dutch pirate preying on the weak? **(2-4 Players) (Saturday 1p-5p)**

B57 Munchkin Cthulhu (GM: *Michelle Graham (MIB)* Room: [TB1](#)) Munchkins have hacked their way through dungeons, kung fu temples, starships, haunted houses, and super-foes. Now they face their greatest challenge -- Cthulhu! Will they survive? Will they retain their sanity? Will they... level up? **(2-6 Players) (Saturday 1p-5p)**

B58 MUNERA: Familia Gladiatoria (GM: *Jake Foote* Room: [TE3](#)) Familia Gladiatoria is a board game for 2-4 players in which you will play the role of a lanista, an ancient world entrepreneur who has decided to invest his wealth in the constitution of a Gymnasium of Gladiators with the aim of making it the most glorious of the Empire. You will recruit trainers, armourers, medics and even prostitutes. You will train free men, slaves, criminals and war prisoners to become gladiators and you will bring them to fight in the arenas throughout Italy. You will manage not only the duels, but the whole life of your gladiators: lead your champions to glory! **(2-4 Players) (Saturday 1p-5p)**

B59 Powergrid Factory Manager (GM: *Daniel Beard* Room: [TG2](#)) You have run the power company, now you get to run one of the factories that use that power. As the manager, you have to balance the amount of tools, automation, and product storage you have on hand. Will you need to pick up some extra day laborers? What optimization and control systems will help you? Will you be able to get the tools that you want before the other players snatch them up? And always remember, at the end of the day, the power company will need to get paid. **(2-5 Players) (Saturday 1p-5p)**

B60 Robo Rally (GM: *Ray Hickey* Room: [D](#)) Have you ever wanted to be a Robot programmer? Well here is your chance. Program your robot and send it out to do battle with other robots. Robo Rally is a fun game of robot wars! Players will program their robots on ever changing factory floor, where other robots armed with lasers, saws and other weapons will be out to destroy each other! **(3-6 Players) (Saturday 1p-5p)**

B61 Shogun (GM: *Andy Palmer* Room: [D](#)) Set in Japan during the Senogku period, players will take on the role of Daimyos. Their troops are ready to take control of the country. They will commit their troops to provinces and battle their rivals. The battles will be determined by the Cube tower! Only one Daimyo can control Japan! **(2-5 Players) (Saturday 1p-5p)**

B62 War of the Rings: Collectors Edition (GM: *Amos Parker* Room: [TG1](#)) War of the Rings is a strategic war-game in a fantasy setting where one player takes control of the Free Peoples, and the other player controls Shadow Armies. Players can win a military victory or if you are the Free

peoples by completing the quest of the Ring bearer to get secretly to Mount Doom and destroy the One Ring. Hidden movement prevents Sauron's awareness of the real intention of his enemies and keeps him looking across Middle Earth for the precious Ring. The War of the Ring Collector's Edition brings all that was in the base game and introduces factions, new characters and new events from the expansion, including Galadriel, the Balrog, the Ents, Dunlendings, Siege Towers, Catapults, Corsairs, and more. The additional armies and characters of this version enrich the theme and make it more true to the entire Tolkien saga of the Ring War. **(2-4 Players) (Saturday 1p-5p)**

B63 Wiz-War Classic (GM: *Earl Waters* Room: [TG3](#)) Come play this cult classic game. Wiz-War is a card/board game of dueling Wizards and treasure stealing. Each player is a Wizard, bent on stealing the treasure of his fellow wizards for himself. The goal is simple to steal the treasure of the other Wizards, or...well just eliminate them altogether. You have mighty spells at your disposal to accomplish this feat. Cast fireballs, waterwalls, or even the dreaded "It" spell. Try this magic mayhem on a custom made 3D board with movable or even removable walls, wizards, monsters and spell effects. No experience necessary. **(3-6 Players) (Saturday 1p-5p)**

B64 Advanced Civilization (GM: *Bill Parker* Room: [TB2](#)) Take control of an ancient tribe and work them up to a position of world power. This is the classic Avalon Hill game of territorial expansion, economic planning, trading, military power, cultural advances and occasionally, the unavoidable disaster! This is a great opportunity to play Advanced Civ to its ultimate conclusion. This game will extend into the evening slot, allowing the game to finish. **(4-7 Players) (Saturday 1p-11p)**

B65 Agricola (GM: *Robert Dijkman Dulkes* Room: [TE5](#)) Come play the game that was #1 on Board Game Geek for a long time! It is competitive subsistence farming at its best!! In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rug rats? **(2-5 Players) (Saturday 1p-5p)**

B66 Axis and Allies: Double Blind (GM: *Bob Yates* Room: [D](#)) Classic WWII war game, with one slight twist. Where exactly are the German tanks? They came out of the Ukraine last turn. Are they still there? Do they have air support? Did the infantry join them? Players will not be able to see their opponent's forces, until it may be too late! **(2-5 Players) (Saturday 7p-11p)**

B67 Brass (GM: *Brent Cote* Room: [TE1](#)) Come try this great game of the Industrial Revolution in England by Martin Wallace. Players will build such industries as coal mines, cotton mills and iron works. They will need to deliver these goods by Canal in the first part of the game and later as England enters the rail era, by train. **(2-4 Players) (Saturday 7p-11p)**

B68 Buffy the Vampire Slayer (GM: *Matt Golec* Room: [TE3](#)) Buffy the Vampire Slayer: So it's like, right between finals and prom when one of the big baddies from the first four seasons shows up? On a game board? From like, Milton Bradley? But don't worry -- it's a pretty good game, with dice and cards and stuff. For like, 2-5 Scoobies. **(2-5 Players) (Saturday 1p-5p)**

B69 Descent (GM: *Jon Berman* Room: [TG2](#)) Ever want to play a daring adventurer? Will this is your chance! You will be given mighty weapons and powerful abilities to defeat the villains, in this great dungeon crawl board game. You will have to defeat the minions, and survive the traps, to recover the lost treasure and defeat the Overlord!! **(2-4 Players) (Saturday 7p-11p)**

B70 Dominion Tournament (GM: *Rodney Sheldon* Room: [D](#)) Join us in the Third annual Carnage Dominion Tournament. The tournament will consist of a series of Swiss rounds, with random sets of cards each round. There will be a slight difference this year as the players at each table will help set the cards used. This will add a new strategy to the game! Points are awarded based on each

players finish in each round. The number of rounds will be determined by the number of players. At the end of Swiss play the top four players will square off for one last game! Prizes will be awarded. **(4-24 Players) (Saturday 7p-11p)**

B71 Empire Builder (GM: *Jeannie Compter* Room: *TG5*) You know the Routes. You know the Rails. You know that you can build an EMPIRE and make MILLIONS!.....if you can just get the right contracts, and deliver the right loads. Empire Builder is a fun, family-friendly game that will pit your skill and luck against your opponents to see who can be the first to earn \$250,000,000 in the volatile world of the Rail Barons. **(2-5 Players) (Saturday 7p-11p)**

B72 Long Shot (GM: *Laurie MacKeigan* Room: *TE2*) Long Shot is YOUR ticket to the track. In this exciting family-friendly horse racing board game, up to 8 players bet, buy horses, and strategize as the race unfolds. Long Shot includes over 100 unique cards allowing players to combine strategies and resources for maximum control of the race. Will you buy a horse or two in the hopes of winning some of the purse, or will you bet it all on the long shot? Whether a novice or a horse racing enthusiast, everyone's a winner in this interactive strategy game where anytime is post time! **(3-8 Players) (Saturday 7p-11p)**

B73 Mansions of Madness (GM: *Carlos Gozzi* Room: *TG3*) Mansions of Madness is a macabre game of horror, insanity, and mystery. Each game takes place within a pre-designed story that provides players with a unique map and several combinations of plot threads. These threads affect the monsters that investigators may encounter, the clues they need to find, and which climactic story ending they will ultimately experience. Players take on the role of investigators, searching for answers while struggling to survive with their minds intact. Will you dare enter the Mansions of Madness? **(2-4 Players) (Saturday 7p-11p)**

B74 Navegador (GM: *Brad Blitstien* Room: *TE4*) Sail from Portugal and discover the rest of the world. Players take on the role of Portuguese explorers. They will found explore Africa and beyond, found colonies and trade on the market. Can you be the one true Navegador? **(2-5 Players) (Saturday 7p-11p)**

B75 Survive: Escape from Atlantis (GM: *Kevin Day* Room: *TG4*) What? The island is sinking? How do we get out of this place? Try this fun and chaotic game, where players try to get as many people off the Island of Atlantis before the volcano erupts and it sinks into the sea forever. Easy you say... well surrounding the island are man eating sharks, boat smashing whales and sea serpents that... well eat everything! So good luck.... **(2-4 Players) (Saturday 7p-11p)**

B76 Twilight Imperium (GM: *Andy Palmer* Room: *TG1*) Come try this epic space empire building game! There will be interstellar wars, trade and a grand struggle of power in the Galactic Empire. Lead your civilization to glory and seize the Imperial Throne! **(2-6 Players) (Saturday 7p-11p)**

B77 Urban Sprawl (GM: *Marc Guenette* Room: *TG6*) Join us in the coming out Chad Jensen game. He is the prolific designer of Combat Commander, Fighting Formations and the highly popular Dominant Species. This is his latest game. **(2-4 Players) (Saturday 7p-11p)**

B78 Zombie Munchkin (GM: *Michelle Graham (MIB)* Room: *TB1*) Munchkins have hacked their way through dungeons, kung fu temples, starships, haunted houses, and super-foes. Now they face their greatest challenge -- Cthulhu! Will they survive? Will they retain their sanity? Will they... level up? **(3-8 Players) (Saturday 7p-11p)**

B79 Axis and Allies: Anniversary Edition (GM: *Hilary Denault-Reynolds* Room: *TD1*) The Anniversary edition of the classic WWII game. See if the Axis can win the war this time. **(3-5 Players) (Sunday 8a-12p)**

B80 Martin Wallace Games (GM: *Rodney Sheldon/Bob Mosdal* Room: *TG5-6*) Come try the games of Martin Wallace. A variety of his games will be available. Automobile, London, Perikles, Tinners Trail, Last Train to Wensleydale, Toledo and Way out West. Others will be added...maybe even a new one or two. **(4-10 Players) (Sunday 8a-12p)**

B81 Memoir 44: Overlord Scenario (GM: *Matt Miller* Room: *G*) Come play the eight player version of this popular World War II board game. The double-sized board is split into three sectors - command the center, the left or the right flank. Your success of failure could swing the entire battle! Your orders originate with your sides' overall Commander (sides will pick an overall Commander before play begins). As the Commander, you decide which flank needs orders and when. Action cards are passed from Commander to general and determine the order of battle each turn. The rules are easy to learn but hard to master. New players are welcome. **(2-8 Players) (Sunday 8a-12p)**

B82 Munchkin 3D (GM: *Neal Byles (MIB)* Room: *TB1*) Munchkin 3D—Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to the board game . . . in 3D! And not that lame Clash of the Titans "make it 3D later" 3D. We're talking Avatar quality 3D! It's like you're really there! And in honor of Carnage in Wonderland, all bonuses associated with Lewis Carroll count double! 2-6 mature (by middle school standards) players. 3D glasses not required. **(2-6 Players) (Sunday 8a-12p)**

B83 Powergrid: Quebec (Megawatts) (GM: *Carlos Gozzi* Room: *TG3*) Power Grid is a game where you have to supply the most cities with power when someone's network gains a predetermined size. Players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities. However, as plants are purchased, newer, more efficient plants become available, so by merely purchasing, you're potentially allowing others access to superior equipment. Additionally, players must acquire the raw materials (coal, oil, garbage, and uranium) needed to power said plants (except for the 'renewable' wind farm/ solar plants, which require no fuel), making it a constant struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes. The map of Quebec (an exclusivity from the French version "Mégawatts") will be used as well as all promo cards. **(2-5 Players) (Sunday 8a-12p)**

B84 Settlers of Catan (GM: *Jon Berman* Room: *TE5*) Embark on a quest to settle the island of Catan. Guide your settlers to victory with clever trading and cunning development as you use resources to build roads, settlements and cities. But be careful of the thief! **(3-4 Players) (Sunday 8a-12p)**

B85 Z-Man Games Demos (GM: *Bob Swander & Alex Clay (Z-Force)* Room: *TE1-2*) Z-Man Games is the publisher of board game hits like Agricola, Pandemic, and 1960: The Making of the President. Over the past few years Z-Man has established itself as one of the premier publishers of genre-spanning board and card games. Come and experience some of Z-Man's classics...and their newest offerings; you're sure to find a new favorite! **(2-16 Players) (Saturday 8a-12p)**

B86 Cargo Noir (GM: *The Creasers* Room: *TG4*) You are the head of a crime syndicate. Send out your ships to exotic ports and return with the goods. Sell and trade them on the Black Market. Or head to the casino to double your earnings. The goal is simple...expand your operations and crush your competition! **(2-5 Players) (Sunday 10a-12p)**

B87 Kill Doctor Lucky (GM: *Patrick Tierney* Room: *TE3*) You've got the notion to Kill Doctor Lucky, and there are plenty of likely places in his mansion to catch up with him. To succeed, you'll need a weapon and no witnesses. Unfortunately, Doctor Lucky has the annoying habit of living up to his name, and several competitors are determined to do the deed before you. **(2-5 Players) (Sunday 10a-12p)**

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B88 Leaping Lemmings (GM: *Scott Pizio* Room: *TG2*) You control a cloned clan of Lemmings! They have been given special training to compete with the other Lemming Clans. All the Lemmings will rush down the canyon and hurl themselves off the cliff. (After all that is what Lemmings do best!) They must make good distance and show great style while diving to their doom! How else well they beat the other clans? **(2-5 Players) (Sunday 10a-12p)**

B89 Lord of the Rings (GM: *Bill Parker* Room: *TE6*) A fun and interesting cooperative board game from master game designer Reiner Knizia. Take the role of Frodo, Sam, Pippin, Merry or Fatty, as your group of hobbits works as a team to carry the One Ring from Bag End to Mordor and finally cast it into Mt. Doom. Take advantage of later start time to sleep in hobbits! **(3-5 Players) (Sunday 10a-12p)**

B90 Ticket to Ride: Starring Alvin & Dexter (GM: *Rick Salamin* Room: *TB2*) Alvin (not the chipmunk) and Dexter have arrived at Carnage! And they will be spreading Carnage on the Ticket to Ride boards. Try out the latest chaotic expansion for Ticket to Ride. Move Alvin and Dexter to block your opponents. Ticket to Ride has never been more fun or chaotic! **(2-5 Players) (Sunday 10a-12p)**

B91 Zombies of Carcassonne! (GM: *Randy Szabadics* Room: *TE4*) A classic game of Carcassonne using any of the published expansions and my own home grown Zombie rules. Can you hold off the Zombie hordes long enough to score? The Story! The southern French city of Carcassonne was founded on an important trade route between the Mediterranean and the Atlantic. What is left out of most history books is what is known as the time of the Red Plague. Citizens suddenly started dropping dead from a new and very deadly plague at an alarming rate. Worse was within hours of their deaths the dead began to rise and walk again killing the living they encountered and feasting upon their flesh. It looked like the great city of Carcassonne would forever be destroyed by its own dead. The tide started to turn when the holy men and women of the region put aside their differences and joined forces to eliminate the threat. The fighting lasted many weeks and many of the brave citizens of Carcassonne lost their lives to this great evil, but in the end they were victorious. The people of Carcassonne have with much effort be able to return to their former lives but have since lived with the fear that one day the plague will return and the dead will walk again. Unfortunately for them, and you, that day is today! **(2-6 Players) (Sunday 10a-12p)**

B92 Britannia (GM: *Matt Taylor* Room: *G*) Britannia is a historical board game that broadly depicts the millennia-long struggle for control of England, Scotland, and Wales. The game begins with the Roman invasion of 43 A.D., continues through the many struggles between Angles, Saxons, Picts, Norsemen, Scots, Irish, and other tribes, and ends with the Norman invasion of 1066. Britannia allows players to re-create this epic history, re-enacting important battles in some cases, altering the course of history in others. The game rules discourage players from making historically unrealistic moves, but also give players the freedom to alter Great Britain's history in important ways, creating countless interesting "what if?" scenarios. What if Boudicca's Revolt against the Romans had been more successful? What if the Romans and the Romano-British had repelled the Saxon invasions of the 5th and 6th centuries? What if William the Conqueror had died during the Norman invasion of 1066? In Britannia, the players will determine the destiny of a kingdom. **(2-4 Players) (Sunday 10a-2p)**

B93 Mayfair Rail Games (GM: *Alex "Munk" Munkelwitz* Room: *D*) Enjoy the number crunching goodness of the crayon based good delivery game. Iron Dragon, India Rails and Australia Rails will all be among the choices of variants to indulge in on Sunday before heading out. Whether straddling the Nullarbor, connecting Pondichery to Calcutta, or bringing fine dwarven arms to the Halflings of the east it's a relaxing non-competitive game to wind down with. **(2-6 Players) (Sunday 10a-2p)**

B94 Railroad Tycoon (GM: *Eric Paperman* Room: *TG1*) Come try this great game of industry and rail building in the Eastern United States. Players will play rail barons trying to build their fortunes, thru the railways on the States. Can you be the first to build the western connection? Or perhaps you will make your money in the Deep South or the industrial northeast. **(2-6 Players) (Sunday 10a-2p)**

B95 Shogun/Samurai Swords (GM: *Mongo* Room: *D*) Come try this classic game of warfare in feudal Japan. You are the warlord of an army. Recruit peasants or hire Ronin to swell your ranks. Or perhaps you should higher a ninja to "take care" of your opponents General! Can you take control of Japan? And be sure to check out Ikusa the rerelease of Shogun! Same game new name! **(3-5 Players) (Sunday 10a-2p)**

B96 Endeavor (GM: *Brad Ward* Room: *TG4*) You play a European empire looking to expand your influence to the rest of the world. Sail your ships to the New World, Africa, Asia, and beyond. Establish colonies and become the most powerful nation. But don't forget your interests back in Europe. You will need guns to protect your vast Empire! **(2-5 Players) (Sunday 1p-5p)**

B97 Formula De (GM: *Doug Neet* Room: *TG3*) Formula De is a fast paced racing game, in which the cars top speeds are limited by having to end a certain number of turns in each of the racetracks many curves. Come check out this game which captures the feel of real racing! **(3-10 Players) (Sunday 1p-5p)**

B98 Killer Bunnies and the Quest for the Magic Carrot (GM: *Nyssa* Room: *TE2*) One last chance for some CARNAGE before you head home. Killer Bunnies is a quick fun game with a lot of mayhem and laughs. Can your bunnies collect the Magic carrot before the other player's bunnies? Arm your rabbits and go for the Carrot! **(2-8 Players) (Sunday 1p-5p)**

B99 New England (GM: *Robert Owen Williams* Room: *TE6*) Players will take on the role of one of the Puritan families settling New England. They will need to build barns, plant fields and compete for land with their neighbors. Come try this classic Alan Moon game before heading home! **(2-4 Players) (Sunday 1p-5p)**

B100 Serenissima (GM: *Rodney Sheldon* Room: *TG6*) Come try this fun War/Euro game that is based on the trade cities of Italy. Fill up your galleys with goods and deliver them all over the Mediterranean Sea. But you will need to be careful as other traders may send out War Galleys to sink your ships and take your goods..... (And maybe even take your ships!) **(2-4 Players) (Sunday 1p-5p)**

B101 Steve Jackson Games All-You-Can-Play Sunday Buffet! (GM: *Neal Byles (MIB)* Room: *TB1*) Fill your plate with Texas-sized portion of Munchkin (all decks), Munchkin Quest, Frag, Zombie Dice, Cthulhu Dice, Chez Geek, SPANC, or any other SJ Games waiting behind the sneeze shield. 2-8 players, no experience necessary. Some restrictions apply: no dogs, no doggie bags, and absolutely, positively NO wafer-thin mints! **(2-8 Players) (Sunday 1p-5p)**

B102 Zombies (GM: *Jon Berman* Room: *TE5*) You are trapped in a town full of zombies. Time to head out and find a helicopter and escape. Seems others have the same plan. Will you be the first to make it there through the mass of zombies to the helipad? Or will you be left behind? Bring your axe, your shot gun and of course your chainsaw!! You will need them..... **(2-6 Players) (Sunday 1p-5p)**

B103 The Carnage Accords Diplomacy: North American Championships (GM: Room: *S/D*) The North American championships come to Carnage this year. So come try your hand at a round of Diplomacy with some of the best. **(Many Players) (All Weekend)**

Card Games

C1 Magic EDH/Commander Tournament (GM: *Rod Sheldon and Rick Salamin* Room: *E*) Welcome back for year four of the Carnage EDH Tournament. Once again the Generals will take the field of battle and try to destroy their foes on the way to victory! There will be some new Commanders on the field this year, as WOTC has released their Commander (EDH) decks. So be sure to send in your General/Commander requests to info@carnagecon.com. Put EDH General in the heading. Generals on first come, first serve, so be sure to send in a couple of alternates. Still no fee for the tournament and everyone gets a prize! **(4-24 Players) (Friday 7p-11p)**

C2 L5R Celestial-Legal Name a Celestial Tournament (GM: *Ben Higgins* Room: *E*) Registration starts at 9:00am; Tournament begins at 10:00am. Legend of the Five Rings returns once more after its success at last year's Carnage. This may very well be the last Celestial-legal tournament, so it is appropriate that this year; the right to name a Celestial card in an upcoming expansion is up for grabs. **(4-36 Players) (Saturday 10a-5p)**

C3 Magic the Gathering: Legacy Tournament (GM: *Jeremy Devoid/Triple Play Games* Room: *E*) Like to play Legacy Magic? How about seeing how good your legacy deck is against the rest of the field at Carnage's Legacy Tournament. This will be a DCI sanctioned event so bring those DCI cards as well your best Legacy legal deck. Winner gets a box of Innistrad. The entry fee is \$10. **(4-36 Players) (Saturday 1p-10p)**

C4 L5R Suicide-format Tournament (GM: *Ben Higgins* Room: *E*) To be played concurrent to the Elimination Rounds: Following the Swiss-Rounds of the Constructed Tournament, interested players can partake in a fun, casual tournament that uses only one booster pack per player (provided at no additional cost). Laughs aplenty occur when you are forced to use cards that had no intention of being used together to win at any cost! With three "flights" available to play in, there will be plenty of silliness for everyone. For complete format rules, visit http://rules.l5r.com/Suicide_L5R **(4-16 Players) (Saturday 7p-11p)**

C5 L5R War of Honor Extended-format Tournament (GM: *Ben Higgins* Room: *E*) Join us Sunday morning for more fun at Carnage's first War of Honor tournament. Players must bring their own CE/SE deck and the matching tile-sets for their faction. **(4-24 Players) (Sunday 10a-5p)**

C6 Magic the Gathering Drafts (GM: *Jeremy Devoid/Triple Play Games* Room: *E*) Are you always looking for more people to draft against? How about joining in for some single elimination 8 person queues. The entry fee is \$15. These will run until we run out of draft product. Prize to the winner of each pod. **(8-36 Players) (Sunday 10a-5p)**

Fantasy Miniatures

F1 Carnage at the Bridge (Hail Caesar) (GM: *Terry Terry, Steve Hier, Mike Burton, and Jim Thayer* Room: *TAA&A5*) Carnage at the Bridge (Hail Caesar) The advancing hordes must be stopped. The bridge at river is a critical junction. You are commanding one of the advance forces. The main army is marching forward. The job of you and your fellow commanders is to seize and hold the bridge until the army arrives to relieve you. Your armies will amaze you. (Minis will be supplied for the battle!) This is a game using Hail Caesar rules. The armies are not historical. They may be hysterical though! *Hail Caesar* **(4-8 Players) (Friday 7p-11p)**

F2 Kingdoms and Chaos: Battle of Bannockburn (GM: *Thomas Compter* Room: *TA8*) It is the summer of 1314, and Edward II of England has led a huge army north into Scotland to relieve the siege of Stirling Castle, and oh, by the way, obliterate the remainder of the Scottish Army. Hopelessly outnumbered, the Scots put their faith in their King, Robert the Bruce. Will they survive? Take your place and guide the hands of destiny in this decisive battle in the First War of Scottish Independence. Kingdoms and Chaos is a medieval and/or fantasy miniatures game system based loosely on a combination of Chainmail, Swords and Spells, and 1st ed. AD&D Battle System, but with a new, fast-paced combat mechanic that lets you dive into the action with a single die roll to resolve combat. Visit <http://homepage.mac.com/thomascompter/Mercia/KandC> for more info. *Kingdoms and Chaos* **(2-6 Players) (Saturday 8a-12p)**

F3 Warhammer 40K Tournament (GM: *Game Castle* Room: *TD1-6*) This will be a 2000 point tournament. Sign up and organization begin at 9am. Tournament will start at 10am sharp. There will be three rounds of two hours each. Tournament is sponsored by the Game Castle of Londonderry NH. Can you be crowned the champion of Carnage? **(4-24 Players) (Saturday 9a-5p)**

F4 Classic Comic Book Battles (GM: *Mike Reynolds & Jarrod Ferullo* Room: *M*) Heroclix Miniatures presents "Classic Comic Book Battles." 1. Venom leads an army of super villains against the Avengers and Freedom Force in an attempt to escape from The Vault in Deathtrap: The Vault. 2. Can Superman, Batman, Wolverine, Sabretooth, and the Punisher stop an Alien and Predator invasion in Marvel/DC vs. Alien/Predator? Beginners are encouraged and all materials are provided. *Heroclix* **(4 Players) (Saturday 1p-5p)**

F5 Fantasy Medieval (GM: *Christopher Dondero* Room: *TA5*) The Brothers Moore are feuding again & this time it is personal! Youngest brother Johnny the Valiant has thrown down the gauntlet & marshaled his forces for battle. Eldest brother, Lord Dragonis, is determined to put the young upstart in his place once & for all. Powerful wizards will wield their spells. Knights will charge with reckless abandon! Men will scream in terror & fury, let the chaos begin! *House Rules* **(6-12 Players) (Saturday 1p-5p)**

F6 Winter Wonderland (GM: *Kim Carron* Room: *TA9*) Jack Frost is trying to take over the world and keep it winter all year long. He has energized all the snowmen from the sleepy town of Pascoag. Sicing them on the citizens. While the grownups cower in their homes, children have taken to the streets to protect Pascoag (and the world) from Jack's dastardly scheme. Will summer ever come? Only you can decide. *Home Rules* **(4 Players) (Saturday 1p-5p)**

F7 Escape from Castle Frank N'Beenz! (GM: *Tony Vandenberg* Room: *TC1*) You've awoken deep within the bowels of Mad Dok Frank N'Beenz's foul laboratory complex. Hidden on an asteroid in the middle of space, there is no chance of rescue. You must work together with your fellow captives to escape the foul Ork Dok's clutches! This event uses the 40k Kill Team rules, which can be found in the Battle Missions book. You are allowed up to 200pts to create 1 or 2 HQ characters, chosen from the same Warhammer 40k codex. No special characters are allowed. "Your models may not be cavalry, bikes, jetbikes, or jump

infantry." Your models must be WYSIWYG! In addition to their normal rules, you may give each model 1 Universal Special Rule other than Eternal Warrior. Feel free to email me for more details! tony3play@gmail.com *Warhammer 40K (Kill Team)* (4-12 Players) (Saturday 7p-11p)

F8 Star Wars 3D Fighter Combat (GM: *Christopher Dondero* Room: *TA5*) The Battle of Yavin! During the pivotal Battle of Yavin 30 some odd rebel fighters assisted by an untrained Jedi & a blockade-runner (of questionable background) defeated the most powerful weapons system ever created, the DEATH STAR! Now you will have your chance to run the trench for unimagined glory or defeat the rebel scum for the glory of the Empire! If necessary this battle will go past the 11 o'clock time slot. *House Rules* (6-18 Players) (Saturday 7p-11p)

F9 Conquest of Hanghai (GM: *Mike Paine* Room: *TA11&A12*) EP Singh & ET Singh (Ed Petrilaik & Ed Szttramski) the notorious Singh brothers have arrived at Hanghai harbor aboard the tramp steamer Macedonia. Detectives for the Singapore police with a group of Singapore constables are in tow, they are searching for smuggled Chinese artifacts. While racing against time, they are faced with hair raising conflict, sensational adventure, and treacherous challenges. As mad man vents his fury on the world, dare death at the hands of the Mysterious Dr. Satan and his merciless minions. You'll gasp at the breath taking suspense!! Who will stop this maniac and his diabolical steam robots will it be the Rocketeer, the invisible man, or will it be you? Beginners strongly encouraged. Kids are welcome and adults that can play like kids are welcome too. *House Rules* (4-9 Players) (Sunday 10a-5pm)

F10 Star Trek Fleet Action. (GM: *Christopher Dondero* Room: *A4&A5*) Klingon Civil War! The defeat of the combined Klingon fleet by the Romulans in the battle of Carnage 13 was a disaster for the empire! Allegations of cowardice were leveled at the Klingon Imperial Navy (KIN) by the Klingon Defense Forces (KDF) when it was learned that the KIN admiral commanding the fleet had fled before the battle was complete. Now KIN & KDF forces are marshalling their forces & forming alliances to see who will be victorious in the final battle! *House Rules* (8-24 Players) (Sunday 10a-5pm)

F11 Warhammer Fantasy Tournament (GM: *Chuck Davis* Room: *TD3-6*) Bring your Elves, Orcs and Dwarves! This will be a 2500 point tournament. Rounds TBD. Sign up and organization between 8-9:30am. Tournament begins shortly after. (4-16 Players) (Sunday 9a-5p)

F12 Warmachine Steam Roller Tournament (GM: *Jordan West* Room: *TCL-5*) This will be a 35 point Steam Trophy. Two lists are required: Divide & Conquer. Warcaster/Warlock characters Restricted, Model/Unit Restricted. *Warhammer 40,000* (4-36 Players) (Sunday 9a-5p)

Historical Miniatures

Featuring

Centuries of Conflict - 19th Century

Centuries of Conflict is an offering of Historical Miniature events directed at the 19th century. Events will cover various conflicts running from 1801 to 1900. This overall event is directed by the Northern Conspiracy's AJ Wright. The hope is to revive the effects of the much loved, and much missed, TriCon event. Events will be marked as CH.

H1 3D WW2 Aerial Combat (GM: *Christopher Dondero* Room: *TA6*) P40 Warhawks will battle their Japanese counterparts in the skies over China for aerial dominance! 3D Aerial Combat is a fast paced, easy to learn, true 3 dimensional combat system! I look forward to seeing aces from past battles & newcomers alike this year! *House Rules* (6-12 Players) (Friday 1p-5p)

H2 Carnage In the Desert (GM: *Steve Hier* Room: *TA5*) Late summer, 1942. Somewhere in North Africa. Libya? Egypt? Who knows? Nothing here but sand, dust, sweat, heat, and flies. The confused, swirling, battle has been going on for days. No one remembers who is advancing and who is retreating. The one thing you do know is that fuel and water are running low. Rumors persist that there is water and fuel at some little piece of nowhere called As'salam. Suddenly everyone wants to get there, fast. 15mm. Flames of War. No experience required. Rules taught. *Flames of War* (2-8 Players) (Friday 1p-5p)

H3 Korean clash (GM: *Brent Cote* Room: *TA1*) It was supposed to be a routine raid. Burn and pillage the fields. Just local peasants in the way. But those peasants are MAD MAD MAD. And all of a sudden, this armor doesn't seem to offer much protection! Based on homegrown skirmish rules: The Pointy End Goes Into the Other Guy. *Homebrewed* (2-10 Players) (Friday 1p-5p)

H4 Vimeiro: Wellington's first great victory (GM: *Shawn Tester* Room: *TA3*) It is August, 1808 in Portugal. Wellesley's army has pulled back from the recent action at Rollica, and has taken positions near the village of Vimeiro: Can Junot's forces successfully flank the position? We will be playing this slightly modified scenario for 4-6 players using LaSalle. *LaSalle* (4-6 Players) (Friday 1p-5p)

CH5 "Borodino, Russian Right Flank", (GM: *Scott Monteith* Room: *TA6*) The Russian Wing Commander Miloradovich with Tolstol's IV Corp and Bagavut's II Corp await the French advance just North of Borodino. Plattov's Cossacks are to the far flank, with Korff's II Cavalry Corp in reserve for the time being. The French are advancing with Eugene's massive IV Corp along with Grouchy's III Cavalry Corp. Will the Russian right flank hold, will Cossacks be able to stand up against French battle cavalry, or will the French sweep the field and cause panic in the Russian line? Become a Russian or French general and direct your troops to victory! *Home Rules* (4-8 Players) (Friday 7p-11p)

H6 Battle of Lobositz 1757 (GM: *Rich Wallace* Room: *TA2*) The first major pitched Battle of the Seven Years War is about to begin and if Frederick fails to drive the Austrian forces back then his Campaign will be over before it has even begun! Who will you be (Frederick The Great) or will you change History commanding the Austrian forces as Field Marshal Browne. *Carnage & Glory computer moderated rules* (4-6 Players) (Friday 7p-11p)

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H7 COWBOYS and ALIENS (GM: *Maurice Holmes and Kim Carron* Room: TA10-12)

Arizona, 1873.

We have Cowboys with interesting weapons.

There are Indians with interesting weapons and horses!

And, there are Aliens! Mean and nasty.

Come play on your favorite side. Remake 'history'! *High Noon* (4-8 Players) (Friday 7p-11p)

H8 Pirates of the Cursed Seas (GM: *Thomas A. Compter* Room: TC1) Pirates! Ye've heard the tales of the scurvy knaves that infest the fair blue waters of the Caribbean Seas, haven't ye? Well, I'll be the one sendin' them to Davy Jones' locker, and that's the truth. Would you like to take your place in history? Would you help me rid the seven seas of this scourge? Or are you one of the knaves yourself? Either way, meet me 30 miles east of Port Royal, and together, we'll meet our doom!

No experience necessary. Ships are provided. You will have a blast with this lightweight ship to ship combat game based on WizKids' Pirates of the Cursed Seas Constructible Strategy Game.

Pirates of the Cursed Seas Constructible Strategy Game. (1-8 Players) (Friday 7p-11p)

H9 The First Tank/Battle at Gabr-el-Ahmar (GM: *Vic Gregoire of Battle Group Boston* Room: TA9)

Hostilities between Great Britain and Italy began in June of 1940 with raids across the Cyrenaica frontier. Within a week Italian convoys could barely move protected only by L3-33 tankettes. In July however the first Italian medium tanks arrived in Benghazi and were ready in August to challenge the British. The stage was set for the first clash between gun-armed tanks in the desert. *Command Decision IV: "Test of Battle"* (6-8 Players) (Friday 7p-11p)

CH10 The Hunt for the Queen (GM: *Phil Hammond* Room: TA1) It gets quiet down in the bayou at night. Even with the frogs and the gators and the snakes goin' about their business. But there's other business afoot tonight! Just a week ago the Queen of the West, once of the Stars and Stripes but now proudly flying the Stars and Bars had slipped from her lair and fell one of them new Yankee Iron Clads – took it and burned it to the hull! And now the Union Navy is out for the blood of the Queen and her merry band of river riff raff. Goin' get 'em in their lair down on 5 Mile Lake in the bayou so they say. But it gets tricky navigating into the bayou at night. And rumor has it the Queen's layer might just have a guard of Beauregard's finest plus may be some artillery late from New Orleans. Still the commander says he's got a map so into the briar patch we must go...

TCS Ironclads (modified) (4-6 Players) (Friday 7p-11p)

H11 Battle Line (GM: *Christopher Dondero* Room: TA5) First, Second & Third rate Ships of the Line will pound it out on the open seas. Based loosely on the popular (but overly technical)

Wooden Ships & Iron Men, Battle Line preserves the essence of sailing combat without getting bogged down in hours of technical minutia. Battle Line is an easy to learn, easy to play combat system where relatively large-scale battles can be completed in 4 hours or less. *House Rules*

(6-12 Players) (Saturday 8a-12p)

H12 Battle of Lobositz 1757 (GM: *Rich Wallace* Room: TA2) The first major pitched Battle of the Seven Years War is about to begin and if Frederick fails to drive the Austrian forces back then his Campaign will be over before it has even begun! Who will you be (Frederick The Great) or will you change History commanding the Austrian forces as Field Marshal Browne. *Carnage & Glory computer moderated rules* (4-6 Players) (Saturday 8a-12p)

H13 COWBOYS and ALIENS (GM: *Maurice Holmes and Kim Caron* Room: TA10-12)

Arizona, 1873.

We have Cowboys with interesting weapons.

There are Indians with interesting weapons and horses!

And, there are Aliens! Mean and nasty.

Come play on your favorite side. Remake 'history'! *High Noon* (4-8 Players) (Saturday 8a-12p)

H14 Game Changer (GM: *Derek Dunn of Battle Group Boston* Room: TA7) With the Iraqi spearhead stalled, the Islamic Republic of Iran Air Force (IRIAF) continued their commitment to disrupting all supply and support lines. Unbeknownst to the Iranians, the new French Magic Missiles have been adapted to the Iraqi Air Force (IrAF) MiG-21 platform bringing them closer to par with the US Sidewinders. On April 23, 1981, escorted by F-5E Tiger IIs, F-4E Phantoms hit multiple Iraqi airfields in the southern sector that were actively defended by the newly armed MiG-21s and discovered first hand that the game had changed!

No previous Check Your 6! Jet Age experience required, but it helps you survive the cannons and missiles! *Check Your 6! Jet Age* (5-10 Players) (Saturday 8a-12p)

CH16 The Battle at Jericho Mill (GM: *Phil Hammond* Room: TA1) All through the spring of 1864 Lee and Grant sparred with each other down the length of the Rapidan River system – Grant looking to get between Lee and Richmond and Lee looking to land a fatal blow on the Army of the Potomac and send it packing as he had in the past. Places like The Wilderness, Spotsylvania Courthouse and finally Cold Harbor would test the two of them to their limits. And then along the way there were the near misses. The ones where Grant almost got one up on Lee, almost got ahead of the Army of Northern Virginia and its deadly engineers. One slip up that might have been occurred at a peaceful river fording in a little village called Jericho Mills. *Fire & Fury* (4-6 Players) (Saturday 8a-12p)

CH17 The Battle of Gitschin (GM: *Ralph Gero* Room: TA4) Austrians and Prussians fight to stem a ferocious Prussian attack at the east end of the battlefield. Period: Austro-Prussian War of 1866 aka The German War. *Brother Against Brother* (4-8 Players) (Saturday 8a-12p)

H18 The First Tank/Battle at Gabr-el-Ahmar (GM: *Vic Gregoire of Battle Group Boston* Room: TA9) Hostilities between Great Britain and Italy began in June of 1940 with raids across the Cyrenaica frontier. Within a week Italian convoys could barely move protected only by L3-33 tankettes. In July however the first Italian medium tanks arrived in Benghazi and were ready in August to challenge the British. The stage was set for the first clash between gun-armed tanks in the desert. *Command Decision IV: "Test of Battle"* (6-8 Players) (Saturday 8a-12p)

H19 Close Action Fleet Battle (GM: *Daniel Bostwick* Room: M) Close Action is a tactical simulation of naval combat in the Age Of Fighting Sail. Players command one sailing ship ranging in size from a small eight gun Brig to a 130-gun, four-deck ship of the line. You will plot your ship's movement, give orders to your sailors and marines, fire the Great Guns, and send signals to the rest of your fleet. Realistic movement, combat, and limited communications rules will make you feel like you are part of the real battle being simulated. Captains and Admirals needed! The scenario will be based on the number of players, but check the website below for additional details as the convention approaches. Rules will be taught and beginners are welcome. See <http://www.thenavalregister.com/php/conventions.php> for more details.

Please note that this game starts at 0900, not 0800, and it will be a two-slot event. Players are expected to participate in the entire event. *Close Action* (6-14 Players) (Saturday 9a-5p)

H20 Flames of War: Early War Tournament (GM: *Shawn Tester and Jason Davis* Room: TC2-4) Join us for this exciting event! Our 3-round, 600-point Early War tournament will be held on Saturday, 9AM- 5PM (both daytime slots). Any list from current Early War books or PDFs will be accepted, including Blitzkrieg and Hellfire & Back. This will be a national qualifier event, with prize support from Battlefront. Competition will be scored based on wins, sportsmanship and painting. Games will be played on 4x3 tables. Please pre-register by emailing your 600-point list to Shawntester@hotmail.com -- Anyone that pre-registers receives a medic token good for one in-game reroll. 12-18 player slots available. *Flames of War* (8-16 Players) (Saturday All Day)

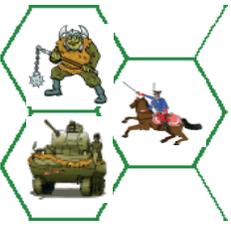
H21 Battle of Midway (GM: *Jordan Hauser & Dylan Thibideau* Room: *TC5*) The Battle of Midway in World War 2, where the Americans won a crucial victory of the Japanese in the middle of the Pacific. Through sheer luck the Americans won this battle in history, perhaps this time there will be another victor? (4-6 Players) (Saturday 1p-5p)

H22 COWBOYS and ALIENS (GM: *Maurice Holmes and Kim Caron* Room: *TA10-12*) Arizona, 1873.
We have Cowboys with interesting weapons.
There are Indians with interesting weapons and horses!
And, there are Aliens! Mean and nasty.
Come play on your favorite side. Remake 'history'! *High Noon* (4-8 Players) (Saturday 1p-5p)

CH23 Latouche-Treville vs. Nelson – June 15, 1804 (GM: *Andre Kruppa* Room: *TA2*) On the afternoon of June 13, 1804 Nelson's squadron spotted two French vessels. The frigates Amazon and Phoebe were sent to investigate, with Excellent (74) dispatched later in support. Light winds kept the frigates inshore the next day. Latouche-Treville, seeing the Excellent sailing in, brought his fleet to meet her. Nelson formed his fleet into line of battle and awaited the French. Latouche-Treville retired to port after chasing off the frigates. Perhaps he suspected a trap. (Nelson had left Bickerton farther out to sea with the remainder of the squadron, hoping to provoke a battle and have him sweep up crippled enemy ships.) Should the smaller British fleet be engaged, Nelson would have been hard pressed. This scenario is an opportunity to find out what may have happened if the French Admiral had risen to the bait. *Clear for Action (Computer Moderated)* (2-6 Players) (Saturday 1p-5p)

H24 Lucky Bob, Episode 3 (GM: *Keith Castellano* Room: *TA8*) Sir Robert's luck is holding so far. The Vikings are over the castle walls, but Robert is safe in the keep and his friends are on the way to chase the Vikings off! The only worry is those sails on the horizon. Do they belong to Saxon cogs or are there more Vikings on the way? *Have Fun Storming the Castle, Lads* (4-10 Players) (Saturday 1p-5p)

H25 Sittin' On A Cactus (GM: *Gregg Belevick of Battle Group Boston* Room: *TA4*) Guadalcanal, Nov 1942. What a night! The heat is oppressive and the mosquitoes are the size of bombers. And then that battleship showed up and shelled the bejeezus out of us. Oh well. Still a chance to get a couple of hours of rack time before patrol. Wait. Did he just say SCRAMBLE?!? Air to air combat over "The Slot". *Fame or Flames* (2-10 Players) (Saturday 1p-5p)



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H26 Somewhere in Belgium (GM: *Ed Petrilak* Room: *TA6*) Elements of a panzer divisions recon battalion clash with French Dragoons Porte during the opening battles of the 1940 campaign. This game will introduce a random mission generator to determine orders each side operates under. *Fierce Tempest* (4-6 Players) (Saturday 1p-5p)

H27 Spitfire vs. Spitfire, on Fire! (GM: *Derek Dunn of Battle Group Boston* Room: *TA7*) It is January 7, 1949 in Palestine and with the ceasefire to start at 1600; tensions were still extremely high as the Israelis continued to cut the Egyptian army off at Rafah Junction. Two P-51s from 101 Squadron took off to escort four Harvards, which were to carry out one final fling dive bombing attack on Egyptian forces at Dir al Ballah. Before the P-51s could meet up with the Harvards, a formation of Macchi fighter-bombers of 2 Squadron were seen flying eastwards. Not long after the forces made contact, Egyptian and Israeli Spitfires joined the battle.
No previous Check Your 6! Experience necessary, but it does help keep you alive longer. *Check Your 6!* (4-7 Players) (Saturday 1p-5p)

CH28 The Battle of Cedar Mountain August 9th, 1862 (GM: *Allan (AJ) Wright* Room: *TA1*) On August 9th, 1862 Stonewall Jackson assaulted a detachment of the Army of the Potomac lead by Major General Nathaniel P. Banks under the shadow of Cedar Mountain. Re-fight the battle starting as the armies enter their general engagement. Banks' Union forces must hold the critical crossroads while Jackson's Confederates are tasked with clearing this valuable road network for the rest of the advancing Confederate army. Period: ACW *Volley & Bayonet Road to Glory* (3-6 Players) (Saturday 1p-5p)

CH29 The Road to Lucknow (GM: *Byron Champlin* Room: *TA3*) Sir Henry Havelock, leading a British force to relieve the siege of Lucknow, is confronted by a polyglot collection of mutineers, badmashes and princely retainers blocking his way. Sir Henry must break through to save the beleaguered defenders! Period: Indian Mutiny. *Brother Against Brother* (4-6 Players) (Saturday 1p-5p)

H30 Champion Hill (GM: *Eric Paperman* Room: *TA3*) May 16, 1863 - After boldly abandoning his supply lines and crossing the Mississippi River south of Vicksburg, General Grant has managed to split the Confederate forces. Two days ago he defeated General Johnston's army and now he has turned two of his corps west to attempt to crush General Pemberton's army before it can return to the safety of the Vicksburg fortifications. *Volley & Bayonet* (2-5 Players) (Saturday 7p-11p)

H31 Evening in Wonderland (GM: *Gregg Belevick of Battle Group Boston* Room: *D*) Whippings. Stabbings. Collisions. Screaming horses and spectacular crashes. Yep! Just another night at the Circus Maximus. Jump into a chariot and join the fun in this fast paced game of the Roman version of "the track". *TC Maximus* (6-12 Players) (Saturday 7p-11p)

H32 She'll Be Comin' 'Round the Mountain When She Comes (GM: *Jennifer Paperman* Room: *TA9*) She'll be comin' round the mountain when she comes,
She'll be carryin' the Army payroll when she comes,
We will all be rich as Croesus,
We will all be rich as Croesus,
Oh, we'll all be rich as Croesus when she comes!
Desperado (2-6 Players) (Saturday 7p-11p)

H33 Somewhere in Belgium (GM: *Ed Petrilak* Room: *TA6*) Elements of a panzer divisions recon battalion clash with French Dragoons Porte during the opening battles of the 1940 campaign. This game will introduce a random mission generator to determine orders each side operates under. *Fierce Tempest* (4-6 Players) (Saturday 7p-11p)

CH34 The Battle of Queenstown Heights. October 13, 1812 (GM: *Mark Descouteau* Room: [TA2](#)) The Americans have developed a complex, multi-pronged, plan for the invasion of Canada. Major General Isaac Brock has already defeated one attack by a force under William Hull in the Michigan Territory. General Brock has raced back to the Niagara frontier and prepared British/Canadian defenses along the river. Major General Stephen Van Rensselaer has amassed a substantial force of Regulars and Militia, and is finally ready to try an assault across the river. The day of battle has arrived and now you can assume the role of either of these commanders as they vie for control of the strategically important section of the U.S./Canadian border. *Volley & Bayonet - Wing Scale* (4-6 Players) (Saturday 7p-11p)

H35 The Carnage of Northern Aggression, 1861 (GM: *Steve Hier & Mike Burton* Room: [TA1](#)) Down the rabbit hole, back 150 years, and into the American Civil War. First Bull Run (or First Manassas if you prefer). The green troops of the Union Army of the Potomac under McDowell move south to put an end to this silly idea of secession. The equally green Confederate Army of the Potomac under Beauregard has other ideas while the Army of the Shenandoah under Johnston rushes to its aid. Can McDowell give the crowd of civilians who traveled down to watch the battle something to cheer about? Or, will Jackson stand like a stonewall and send them back to D.C. in a panic? Familiarity with the rules helpful, but not required. Under 16 only if accompanied by an adult. *Fire and Fury - Brigade* (2-6 Players) (Saturday 7p-11p)

CH36 The Hsiku Arsenal (GM: *Mike Paine* Room: [TA11&A12](#)) June 22, 1900 China. Admiral Seymour tries to slip a column past the Chinese defenses at Peitsang, stuck between General Neih's troops in the rear and the arsenal in front Seymour attacked! The Admiral must take the arsenal hold of General Neih's repeated counter-attacks until relieved by a Russian force from Tientsin on the 25th. Beginners strongly encouraged kids and adults that know how to play with kids are welcome. *Home Rules* (4-6 Players) (Saturday 7p-11p)

H37 Viking Sails at Dawn (GM: *Michael P. Bailey* Room: [TA7&8](#)) When Viking sails appeared on the horizon, the Saxon villagers fled with whatever they could carry, and the Vikings would carry off what the Saxons could not. Not today. Led by the larger than life hero Harold, the villagers will make a stand. Of course, having the Earl dormen of Tostig to bolster them has done a lot for their confidence. Now, if only it could do something for their fighting skills... *Have Fun Storming the Castle, Lads* (4-10 Players) (Saturday 7p-11p)

H38 Machine Gun Cruisers (GM: *Gregg Belevick of Battle Group Boston* Room: [TA1](#)) The naval battle of (Friday) Nov 13, 1942 off Guadalcanal was a close run thing. But the Japanese were turned back. Two nights later they returned and the USN faced them with the survivors of the "Death Ride of the Cruisers". It was another close run thing. But what if they had instead tried another roll of the dice and sent in everything they had left. It could have been a crippling defeat for Japan . . . or vice versa. *Seekreig* (2-6 Players) (Sunday 8a-12p)

H39 Town Takeover (GM: *Jordan Hauser & Dylan Thibideau* Room: [TA7](#)) 2 forces war over a small town, Crusaders defending, Arabs attacking. Attempt to hold the town, or lose and die to the hordes. The town has only a few small houses, and a large tavern worth holding. *Turn by Turn miniatures* (4-8 Players) (Sunday 8a-12p)

Live Action Role Playing Games

L1 Realms of Wonder (GM: *Tara Jackson & Andy Disbrow* Room: [P](#)) The Realms is a world of medieval fantasy. Modern-day technology does not exist. Instead, people live by wits and courage, by magic and the sword. Within the Realms can be found terrifying monsters, magical powers, armored knights, and pious monks. The Realms is a world where you can become a valiant fighter, a sneaky thief, or a powerful sorcerer—a ruler of men, a soldier of fortune, or a peasant farmer. Enter the Realms and learn the ways of the sword; become an apprentice mage or squire to a knight; grab a goblet and listen to the bard's tale as you gather at the banquet; compete in the tourney and improve your swordsmanship; take up your bow and fire at the approaching army. For some this will be your first time attending a live action role-playing game, and that is all right. We will have some extra weapons available as well as a weapon-making seminar for those of you who would like your own. We also will hold a few training courses so that you can learn the rules of the game before you play. As always, we will have a fully functional dungeon crawl to work in. Come and have fun with us in the Realms of Wonder. You're in the Realms now and you'll never be quite the same again. See below for specific slots. (30 Players) (All Weekend)

L2 Realms of Wonder / Setup (GM: *Tara Jackson & Andy Disbrow* Room: [P](#)) See L1 for description. (30 Players) (Friday 1p-5p)

L3 Realms of Wonder (GM: *Tara Jackson & Andy Disbrow* Room: [P](#)) See L1 for description. (30 Players) (Friday 8p-11p)

L4 Realms of Wonder (GM: *Tara Jackson & Andy Disbrow* Room: [P](#)) See L1 for description. (30 Players) (Friday 11:30p-?)

L5 Realms of Wonder (GM: *Tara Jackson & Andy Disbrow* Room: [P](#)) Starts at noon. See L1 for description. (30 Players) (Saturday 12p-5p)

L6 Realms of Wonder (GM: *Tara Jackson & Andy Disbrow* Room: [P](#)) See L1 for description. (30 Players) (Saturday 7p-11p)

L7 Realms of Wonder (GM: *Tara Jackson & Andy Disbrow* Room: [P](#)) See L1 for description. (30 Players) (Saturday 11:30p-?)

L8 Realms of Wonder / Weapons-Making (GM: *Tara Jackson & Andy Disbrow* Room: [P](#)) See L1 for description. (30 Players) (Sunday 10a-2p)

L9 Realms of Wonder / Cleanup (GM: *Tara Jackson & Andy Disbrow* Room: [P](#)) See L1 for description. (30 Players) (Sunday 1p-5p)

Role Playing Games

In keeping with the *Alice in Wonderland* and *Through the Looking Glass* theme, many of our RPG GMs have crafted games inspired by these stories. The entries for these games begin with "WR."

WR1 A Summer Garden Party! (GM: *Andre Kruppa* Room: *B*) No rules knowledge is required, but skilled role-playing is a must. A theatrical tabletop game using lights and sound, "A Summer Garden Party!" is intended for mature players only. Sessions are expected to run five hours. This splendid sunny August afternoon with a cooling breeze, immaculate lawn, stately trees, the musical clink of cocktails, and cheery conversation is a moment to be treasured. A lingering languid feeling brought on by the warm summer afternoon makes the moment seem to tarry. It's the bee's knees! Yet, a strange trepidation, a persistent anxiety, likely brought on by the anticipation of the 1930 Travers Stakes broadcast, mars the day. This scenario is one of three linked games. Once full, players will be placed in "An Unusually Usual Gathering" or "Your RSVP." Players may be asked to wear blindfolds in some scenes. *Call of Cthulhu* (4-6 Players) (Friday 1p-5p)

WR2 An Unusually Usual Gathering (GM: *Dr. Nik, paNik Productions* Room: *CD*) "He says love is hokum. Oh, I'd like to choke, choke, choke him! 'Cause he's so unusual that he drives me wild!" -Betty Boop Spending the afternoon with old friends before the big party seemed like a grand idea! The horse races are on the radio as cocktails, snacks, and tea are being served in the garden. What secrets and boop-ooop-be-doop will be revealed? Awkward tension drifts in the air as you relax in the afternoon before this evening's event. Something tells you that the fireworks will start long before sunset. Six pals from the 1920s are waiting for you to bring their stories to life. When you travel down this rabbit hole, you may experience game mechanics involving temporary use of blindfolds. PCs provided; mature role players only. This game is linked to "A Summer Garden Party" and "Your RSVP." *Call of Cthulhu* (4-6 Players) (Friday 1p-5p)

R3 Bring Your Own 3.5 Character and Keep It Realz (GM: *Big Daddy AI* Room: *W*) Do you have unfinished business with D&D 3.5? Maybe you've never played that warshaper you wanted to play, or that spellword, or whatever. Here's another chance to live your dreams. I will be running some random dungeons, or maybe not so random. Depends on my whims. Help yourself get that unplayed character concept out of your system. How do you build your character? Standard point buy, 10th level characters, HP are 1/2 die-1, starting money is standard. Send me an email at anteus@comcast.net. Hope to see you there! *D&D 3.5e* (4-8 Players) (Friday 1p-5p)

R4 Clerks vs. Zombis (GM: *Michael Larsen, Peryton Publishing* Room: *W*) Join Dante, Randall, and friends as they team up to fight off the undead and, hopefully, survive to slack another day. It is recommended that players watch the Clerks movie or cartoons prior to play. GM Michael Larsen is a staff writer with Peryton Publishing. *FUDGE* (2-4 Players) (Friday 1p-5p)

R5 HYPERBOREA: Rats in the Walls (GM: *Jeffrey Talanian, North Wind Adventures* Room: *W*) In the city-state of Khromarium, a dockside tavern is plagued with rats of a most unusual breed. These abominable rodents have ruined the tavern keeper's business and his life. The man is desperate, and he offers a substantial reward for the elimination of his problem. Astonishing Swordsmen & Sorcerers of Hyperborea is a traditionally styled role-playing game of swords, sorcery, and weird fantasy. Pre-generated characters to be supplied. *Astonishing Swordsmen & Sorcerers of Hyperborea* (3-8 Players) (Friday 1p-5p)

R6 Mindwar! Dream Factory for Beginners (GM: *Benjamin Grant* Room: *W*) Come and play the simple and rules-light game of Dream Factory in a modern-day espionage setting with a psychic twist! Our heroes realize that each of their respective shadow organizations are up to no good, and they have to band together as the last chance to prevent the subliminal enslavement of the human race. With the most powerful secret societies and supra-governmental entities against them and time not on their side, can they be our last best hope? *Dream Factory* (2-4 Players) (Friday 1p-5p)

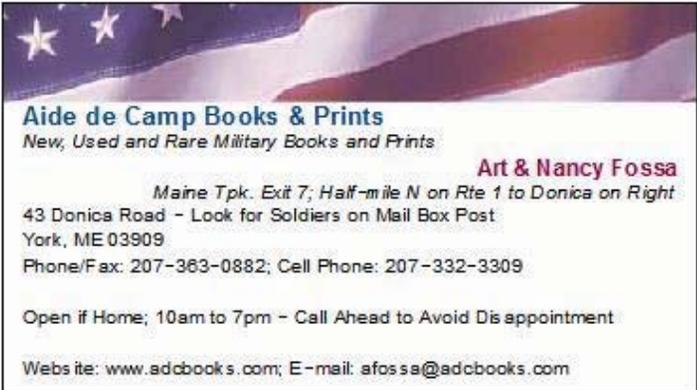
R7 Passing the Test (GM: *Robert Lamm* Room: *W*) Aystrom IX: You've traveled endless miles looking for answers. You've protected an ancient artifact from powerful wizards and nihilistic cultists. Now before you stands the humble keep of the elven lore-master Sidhion (See-three-on). Somewhere inside lies the information you need to solve the puzzle of the Dar'Sidhe and the Stone of Light. All you need do is enter. With a weary hand, you reach forward and pull the door open. 9th-level characters provided. *Pathfinder* (4-8 Players) (Friday 1p-5p)

R8 Perfect, Unrevised (GM: *Charlton Wilbur* Room: *W*) The world is perfect. Except for you. The world is stripped of colour; it is bleak and desolate. Inspectors stand upon most street corners and pay visits to the factories and storefronts and homes of the city. They are ever-present and vigilant, waiting to weed out the criminally different. They have no intention of holding a fair trial. They use clever psychological attacks, strange tactics, and horrific technologies to brainwash and condition criminal miscreants into better citizenship, then re-release them into the world. You're one of those criminal miscreants. What makes you tick? What are you working for? What are you willing to endure to be yourself? No familiarity with the system is required. *Perfect* (2-5 Players) (Friday 1p-5p)

R9 PSS 3-01: The Frostfur Captives (GM: *PFS Judge John Trombley* Room: *L*) Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but also from themselves. A Pathfinder Society Scenario for levels 1-5. *Pathfinder* (3-6 Players) (Friday 1p-5p)

R10 Raiders of the Temple of Marduk (GM: *Tom K. Loney, Peryton Publishing* Room: *W*) The year is 714 B.C., and the player characters have traveled via caravan from Philistia to the city of Mizpah. It is here that our heroic adventurers find clues leading the way to the Temple of Marduk in the wilds of Ammon. This long-lost shrine is not only the entrance to the fabled diamond mines of Naram-Sin, but also the hiding place of the sword of Sargon the Great. Travel to this area will take the players from the still-free Kingdom of Judah through the Assyrian-occupied Kingdom of Israel, where they must contend with agents of the ironically named Sargon the 2nd, of Nineveh, leader of the Neo-Assyrian Zululu-Spawned Imperialist Party (the Nazis). And as we all know, the Nazis were the worst of the Assyrians, ever. The PCs must also work their way through the Sons of Pekah, also known as the Resistance, who can be just as brutal. And then there are the dangers of the lost temple itself... *Tunnels & Trolls* (7+ edition) (2-6 Players) (Friday 1p-5p)

WR11 The Road to Azamar (GM: *Brett M. Piskinski, Wicked North Games* Room: *W*) Based on the Open D6 license, the Cinema6 RPG Framework brings to you the world of Azamar, an epic land fraught with chaos and fueled by high magics. Will you ally yourself with the dreadful Fiends, only to lay waste to Azamar? Or will you defend its glory in the name of the king and help heal the damage so that Azamar may stand united once again? *D6 System* (3-7 Players) (Friday 1p-5p)



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WR12 Your RSVP for Saturday, August 16, 1930 (GM: *Gaylord Newcity, Carnage Room: P*) “What time is it?” she asked, looking out over the ocean. “2.30, dear,” her companion replied. “The race should start any minute,” another man interjected, taking a break from a tall cocktail. “It seems much later...” a second woman commented, stepping from the house to the garden. “Yes, I thought so too. Still, plenty of time before the rest of the guests arrive. Fancy a stroll, anyone?” another man asked. Another languid Saturday afternoon passes along until some secrets slip out. Six novel characters await mature role players seeking a game that gets curiously and curiously. You may experience game mechanics involving temporary use of blindfolds. This game’s outcome will be affected by and involved with “An Unusually Usual Gathering” and “A Summer Garden Party.” *Call of Cthulhu* (4-6 Players) (Friday 1p-5p)

R13 A Cyanide Shot, and Make It a Double... (GM: *James Doyle II Room: W*) Orion has truly fallen apart again these days. Together with a few other agents returning from separate missions, you do a “minor job” on the way in, and everything winds up going all to hell. You have to seriously consider retiring soon. In the aftermath, while avoiding getting caught by local authorities, you discover that your “minor job” looks to be, in fact, a major crisis at hand. You’ll know more soon at your debriefing, that is, if you live long enough to get there. A Cloak and Dagger game by TSR. Novice players welcomed. Rules will be explained. *TOP SECRET (TSR)* (3-5 Players) (Friday 7p-11p)

WR14 Beamish Boarding Academy (GM: *Dr. Nik, paNik Productions Room: CD*) As World War II rages, Beamish Boarding Academy still operates, albeit with only a third of the normal number of students and a skeleton staff. The school has a long history of success in managing wayward teens who come from families of means. But as food and authority wane, tensions wax on the grounds. In this time of uncertain war, no real education is going on, but everyone is up to something. As many as eight students and staff face off against each other and the unknown in this original adventure. A Down the Rabbit Hole-themed game suitable for mature players of any experience level. *FUDGE* (4-8 Players) (Friday 7p-11p)

WR15 Dodson’s Planet (GM: *Charles Brown Room: W*) A simple supply run to a Rebel outpost. What could go wrong? Wait... is that a Star Destroyer? And how did someone—or some THING—get in the engine room? This game is part of the Sparks campaign hosted by GameBase7 (www.gamebase7.org). *WEG Star Wars d6* (3-7 Players) (Friday 7p-11p)

R16 Dresden Files: The Spirit of Ethan Allen (GM: *Tom Mechler Room: W*) You and your friends have some talent, but is it enough to hold back the tide of evil that threatens to overwhelm the city of Burlington, Vermont? The key may be hidden in the grave of Vermont’s most famous hero. But just where is that great patriot really buried? A Dresden Files game set in Burlington and surrounding areas. No experience in the system needed. *Dresden Files* (3-5 Players) (Friday 7p-11p)

R17 Fiasco (GM: *Charlton Wilbur Room: W*) You and your buddies had a PLAN, and it was going to solve all your problems. And then it all went wrong. Fiasco is a story game inspired by movies like Fargo and Burn After Reading, full of people with incredible ambitions, detailed plans, and poor impulse control. No rules knowledge required. *Fiasco* (4-6 Players) (Friday 7p-11p)

R18 FWS A201: Canadian Romance (GM: *FWS Judges Room: L*) Agents of the Order of the Dragon have been identified at Niagara Falls. The Fellowship sends you to discover their plans step by step, inch by inch if possible. Interrogate agents of another qabal without breaking cover in North America’s number one tourist location. Written by Victor Long for low-level characters; set in the Fellowship of the White Star campaign of Earth, 8/6/1906. *Fellowship of the White Star* (1-7 Players) (Friday 7p-11p)

WR19 GURPS Ghostbusters: The Girl in the Looking Glass (GM: *Tyler Dion, Carnage Room: W*) There’s strange doings at the Fleming Museum. A phantasmal cat has been spied stalking the premises. Students attest to long, involved, ultimately unrewarding conversations with a giant caterpillar sucking on a hookah. The lead curator has gone missing; he was last seen walking into the newest exhibit, a

recreation of Charles Dodgson’s study. Suit up, Ghostbusters! Characters are provided and no experience is necessary for this frightfully cheerful role-playing adventure. *GURPS 4th Edition* (3-6 Players) (Friday 7p-11p)

R20 HYPERBOREA: Charnel Crypt of the Sightless Serpent (GM: *Jeffrey Talianian, North Wind Adventures Room: W*) A knave of the city-state of Khromarium claims to have witnessed the Sightless Serpent, a legendary beast reputed to shed gems for tears from eyeless sockets. For a pittance, he will lead your party to its trail. Astonishing Swordsmen & Sorcerers of Hyperborea is a traditionally styled role-playing game of swords, sorcery, and weird fantasy. Pre-generated characters to be supplied. *Astonishing Swordsmen & Sorcerers of Hyperborea* (3-8 Players) (Friday 7p-11p)

R21 Living Forgotten Realms (GM: *RPGA Judges Room: C*) LFR will be running from Friday evening through Sunday afternoon. Specific adventures are listed on Warhorn, <http://warhorn.net/carnage-2011-lfr>. Players must sign up at Warhorn AND mail in the Carnage registration form to pre-register. Walk-ins will be welcome once preregistered attendees are seated. As always, judges are welcome/needed! Please consider volunteering. If you want to be kept in the loop regarding this year’s LFR at Carnage, please email Carl at cgrivakis@gmail.com. Games will include some of the latest LFR adventures as well as the new D&D Lair Assault and the Gates of Neverdeath game day adventure. Most slots will be four hours, with some two hour slots available as well. *D&D 4e* (99 Players) (Friday 7p-11p)

R22 Lost on the Road (GM: *Andre Kruppa Room: B*) No rules knowledge is required, but skilled role-playing is a must. A theatrical tabletop game using lights and sound, “Lost on the Road” is intended for mature players only. Sessions are expected to run 7.5 hours. (Please, no players familiar with the scenario.) In this gothic-style story inspired by Grimms’ tales, the characters are drawn into a terrifying and strange wood in search of a lost friend. Awful horror awaits the innocent and unsuspecting companions. The shadow of eons-old power will soon cross their path and may leave them horribly changed, or dead. The characters will need all of their guile and strength to grapple with their fate. Color narration and role-playing bring the story to life. Guile, wits, maneuver, and carefully applied violence are the order of the day. *Call of Cthulhu* (4-6 Players) (Friday 7p-11p)

R23 On the Brink of Invasion (GM: *Brad Younie, Carnivore Games Room: W*) The Dunn family has been having UFO experiences for over a year now. It began when crop circles appeared mysteriously in their cornfield. Then, different members of the family began seeing lights in the sky. Finally, they began to disappear at night, one by one, only to reappear, hours later, somewhere on the premises. They believe they are being abducted, and they are all mortally afraid. They even sold their farm and moved to New England, but the abductions continue. In desperation, they have contacted your team of paranormal investigators. But not only do they want you to prove that it’s happening, they want you to make it stop. Their lives are in your hands. Can you stop the aliens? And will your interference cause an invasion? Beginners welcome. Characters provided. *The Unexplained* (3-6 Players) (Friday 7p-11p)

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R24 PSS 2-11: The Penumbral Accords (Journey to an Alternate Realm) (GM: *PFS Judges* Room: L) The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries-old pact with the denizens of the Plane of Shadow in order to save her twin daughters from a life of servitude at the hands of the Onyx Alliance. Heading into the fan-favorite adventuring location of Blakros Museum, the PCs have only a short time to break the Penumbra Accords and solidify the Pathfinder Society's ties to the powerful Blakroses. A Pathfinder Society Scenario written by Owen K. C. Stephens, for levels 1–5 (tiers 1–2, 4–5). *Pathfinder* (4-6 Players) (Friday 7p-11p)

R25 PSS 2-EX: The Midnight Mauler (GM: *PFS Judges* Room: L) The Decemvirate sends members of the Pathfinder Society to the former crown jewel of Ustalav's royal courts, the decaying city of Ardis. They are tasked with looking into the fate of Absalom's former Master of Blades, Vonran Vilik. What they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Can the PCs stop the rampage of the Midnight Mauler before he kills again? An exclusive adventure to be run only by 4-star GMs and Venture Captains its first year, this Pathfinder Society Scenario is written by Crystal Frasier, for 1st–7th level characters (tiers 1–2, 3–4, and 6–7). *Pathfinder* (4-6 Players) (Friday 7p-11p)

R26 PSS 3-05: Tide of Twilight (GM: *PFS Judges* Room: L) In researching a recently recovered druidic lovestone, the Pathfinder Society learns of a powerful artifact with the ability to turn men into bestial abominations. Amid claims of increased werewolf activity in the region, the PCs travel into the heart of the Verduran Forest to retrieve the valuable relic from a cabal of evil druids believed to currently hold it. A Pathfinder Society Scenario written by Ron Lundeen, for levels 1–5. *Pathfinder* (4-6 Players) (Friday 7p-11p)

R27 TC Fantasy (GM: *Steve Parenteau, TotalCon* Room: W) Bring your characters and team up with your companions to tackle the adventures you missed this year and last. All levels. *D&D 3.5e (modified)* (4-10 Players) (Friday 7p-11p)

R28 The Ol' Codger (GM: *John Crossley* Room: W) This lighthearted fantasy murder mystery takes the unbalanced party to the extreme. Alistair Almost, a wealthy retired village merchant, has just buried his beloved wife. His anger at her loss has driven him to contact you in order to avenge her death—on the condition that he joins in the fun. Role-play is rewarded! 6th-level characters provided. *D&D 3.5e (Forgotten Realms)* (4-5 Players) (Friday 7p-11p)

R29 The Siren of Sedna (GM: *Tom K. Loney, Peryton Publishing* Room: W) Out in the Kuiper Belt, two Exploration Division supply shuttles on the Haumea-Makemake run have disappeared. And there is only one thing between the two: the dwarf planet Sedna. The Oort Corp has been called in to investigate. Players will make up the team of a Space Fleet rocketship in the year 2360 A.D. Are you a Free-Fall Brawler, a Scientist, a Psychic, or just a Spacer kicking about outer space? *Spacers (Moon-Age Day Dream edition)* (2-6 Players) (Friday 7p-11p)

R30 The Well, the Witch, and the Werewolf (GM: *Doug Poirier* Room: W) To you, my grandchild, I leave the Moorhead Estate. There are secrets here that must remain in the family, dark and sordid things that drive men beyond reason. I have little time, so I shall be brief. When you assume ownership of the premises, make no agreements with the witch who lives upon our land, nor drive her off. She protects us from the werewolf. Do not go out at night; only the estate is safe. He craves the flesh of our family. And the well: whatever you do, stay away from the well. There is nothing I know of that can save you should you go down there... *Call of Cthulhu, 1920s* (4-8 Players) (Friday 7p-11p)

WR31 EX-1 & EX-2: Alice in Wonderland (GM: *John M. Prushko* Room: W) Welcome to Gary Gyax's Alice in Wonderland series. Now, I'm sure you're very familiar with the books, and maybe even with these modules...but don't get settled in and think you know what's coming. He he he; cats bite! Pre-generated characters will be provided, or, if you wish, bring your own 6th–8th level characters for review (though they may be modified for acceptance). This late-night game is open to all! *AD&D 1e / D&D 2e* (4-8 Players) (Friday 11:30p-?)

R32 FWS C301: The Attache's Tale (GM: *FWS Judges* Room: L) The heroes travel to the International Peace Conference in The Hague to investigate the death of a Fellowship operative. If the "how" doesn't stump them, there's always the "when," the "where," and the "why." This tongue-in-cheek module can be played in just a couple of hours. An FWS event for low-level characters, written by Brian Martin and set in The Netherlands, 8/16/1907. *Fellowship of the White Star* (1-7 Players) (Friday 11:30p-?)

R33 Living Forgotten Realms (GM: *RPGA Judges* Room: C) See Friday evening description. *D&D 4e* (99 Players) (Friday 11:30p-?)

R34 PSS Sanctioned Pathfinder Module: We Be Goblins! (GM: *PFS Judges* Room: L) A most unusual adventure for 1st-level goblin characters. The Licktoad Goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Unfortunately for them, the tribe member responsible for the discovery has been exiled for the abhorrent crime of writing (which, every goblin knows, steals words from your head). To remedy the situation, His Mighty Girthness Chief Rendwattle Gutwad has declared that the tribe's greatest heroes must venture forth to retrieve the rest of the fireworks from a derelict ship. In order to prove themselves the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs to braving the dreaded Earbiter. Yet even once they've proven their mettle, the adventure is just beginning. A Pathfinder Society Scenario written by Richard Pett. *Pathfinder* (4-6 Players) (Friday 11:30p-?)

R35 Advanced Dream Factory (GM: *Benjamin Grant* Room: W) Dream Factory really shines when the participants create the game together spontaneously. This session will feature the creation of the Game Plan, the PCs, and a short game, all from scratch, all according to the wishes of the players on the spot! For this creative, off-the-cuff session, players should be comfortable with narration, invention of scenarios and game content, and plot-driven gaming. However, previous experience with Dream Factory is unnecessary; all that is needed is a good grounding in story-based gaming. Come and play this narrative game with classic roleplaying sensibilities, all wrapped up in a simple, rules-light framework that focuses on story creation, not tables and combat simulation! *Advanced Dream Factory* (2-4 Players) (Saturday 8a-12p)

R36 Bring Your Own 3.5 Character and Keep It Realz (GM: *Big Daddy Al* Room: W) See Friday afternoon game of the same title for description. *D&D 3.5e* (4-8 Players) (Saturday 8a-12p)

R37 Dark Providence 1-01: Storm Tide (GM: *WHDP GMs* Room: L) Hunting pirates is a job for the navy, not for you. But ghost ships are another matter entirely, and when Sir Henry Morgan asks for your assistance in putting such superstitious tales to rest—one way or another—it's hard to say no. It is spring, 1689, in Port Royal, the capital of the English territory of Jamaica. A Dark Providence introductory event by Brian Schoner. *Witch Hunter: Dark Providence* (3-6 Players) (Saturday 8a-12p)

R38 FWS A401: London Calling, Part 1 of the Ripper Anniversary Series (GM: *FWS Judges* Room: L) One of our Gatherers, who is also a name at Lloyd's of London, reports that some of his recent investments may involve the business of the supernatural rather than of insurance. You are asked to travel to London to see if you can help. An FWS event by David Nadolny, designed for low-level characters and occurring on Friday, April 3, 1908. *Fellowship of the White Star* (1-7 Players) (Saturday 8a-12p)

R39 Living Forgotten Realms (GM: *RPGA Judges* Room: C) See Friday evening description. *D&D 4e* (99 Players) (Saturday 8a-12p)

WR40 Mage: The Ascension—Take the Leap (GM: *Alex Munkelwitz* Room: W) Take a leap into a world of ever-changing surroundings, where what appears to be for the man on the street isn't what is at all, and dive down the rabbit hole into the wilderness of Vermont to fight alongside your friends. A

man in a suit with a long shadow hunts down one of your mates from grad school and snoops around the project he's been working on. Who wouldn't want to put a bit more marvel into the lives of everyday people? As a cabal of magi, you and your compatriots will strive to unravel the mystery of an abduction and to set things right while trying to survive in this dark setting of a world shaped by the beliefs of the masses. No familiarity with the Ascension system necessary. *Mage: The Ascension* (3-5 Players) (Saturday 8a-12p)

R41 Mouse Guard: The White Queen (GM: *Gordon Spaeth* Room: W) Strange things are afoot in the Mouse Territories. A routine caravan protection assignment takes an unexpected turn, and a mysterious foe must be dealt with. The award-winning Mouse Guard RPG was developed by Luke Crane, creator of the Burning Wheel RPG, and is set in David Petersen's comic-book land of chivalrous mice devoted to protecting their kin from the dangers of the wild. Players will experience the full range of possibilities for game play. Brave mice of all ages are welcome. *Mouse Guard* (3-7 Players) (Saturday 8a-12p)

R42 PSS 3-01: The Frostfur Captives (GM: *PFS Judges* Room: L) Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but also from themselves. A Pathfinder Society Scenario written by Jim Groves, for levels 1-5. *Pathfinder* (4-6 Players) (Saturday 8a-12p)

R43 PSS Intro 1: First Steps, Part I—In Service to Lore (GM: *PFS Judges* Room: L) In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge. A Pathfinder Society Scenario written by Adam Daigle, for 1st-level characters. *Pathfinder* (4-6 Players) (Saturday 8a-12p)

R44 Shhh... (GM: *Robert Lamm* Room: W) Aystrom X: Lore-master Sidhion (See-thee-on) claims to have the knowledge you seek. Unfortunately, it's buried somewhere in his massive library. The good sage is much too busy to go looking up trivia for you, but he has graciously allowed you to enter the library yourselves. The shelves of books and scrolls appear to go on forever, and the librarian is already giving you a dirty look. This is not going to be easy. 9th-level characters provided. *Pathfinder* (4-8 Players) (Saturday 8a-12p)

R45 TC Fantasy (GM: *Steve Parenteau*, *TotalCon* Room: W) Bring your characters and team up with your companions to tackle the adventures you missed this year and last. All levels. *D&D 3.5e (modified)* (4-10 Players) (Saturday 8a-12p)

R46 Weird West: Cray Canyon Cold Snap (GM: *Drew Bouchard*, *SnowCon* Room: W) In which a murderous miner, a little darkness, and the icy rails go a long way... Pre-generated characters provided. *Weird West RPG* (3-5 Players) (Saturday 8a-12p)

WR47 Welcome to Wonderland, Opening Soon! (GM: *Dr. Nik*, *paNik Productions* Room: W) Reopening an old amusement park sounded like a good temporary project. Located just off the heavy tourist route on the Maine coast, it seemed like a wonderful place. Far enough out of the way, quaint enough to be worth the drive. But when the third worker went missing, no other contractors would take the job. The local police have investigated, but whispers of the "Old Curse" and a haunting menace keep most locals away. Fortunately, you've got some friends driving in, and they live for this kind of debunking detective work. Your dream of the renewed Wonderland theme park may still come true! This original game is a themed RPG suitable for mature players of any experience level. It originally ran under the name "Case of the Bemused Amusement Park" in 2006. *FUDGE* (4-6 Players) (Saturday 8a-12p)

WR48 As the Damn Cat Says... Oh, but It's LOADS of Fun!!! (A Tribute to Gygax Continues...) (GM: *James Doyle II* Room: W) The latest installment of "A Tribute to Gary Gyax." After a long and mesmerizing siege, your group was able to save the king's daughter from the ominous dark knight, but not without some new issues and more questions to boot. Who was the strange knight you were unable to save from death? At the most perilous point of your escape, who sent the earth elementals to your aid? The king, unsurprisingly, has another request, and you all know there is still a dark knight out there looking to exact his revenge. Weary and uncertain of the path on which you are about to embark, you hear a whisper just out of earshot, quoting: "Well, some go this way, and some go that way. But as for me, myself, personally, I prefer the short-cut." An AD&D 1st edition module variant. Alternate rules will be used and explained. *AD&D 1e (variant)* (6-8 Players) (Saturday 1p-5p)

WR49 Beamish Boarding Academy (GM: *Dr. Nik*, *paNik Productions* Room: CD) See Friday evening game of the same title for description. *FUDGE* (4-8 Players) (Saturday 1p-5p)

R50 Beastie Boys in BillsBurg (GM: *Michael Larsen*, *Peryton Publishing* Room: W) Vanilla Ice summoned a demon to kill the Beastie Boys, and when that failed, the hunter became the hunted. Join the Beastie Boys and friends as they Fight for Your Right to Party and rid the world of Vanilla Ice once and for all. Players should be familiar with the Beastie Boys and Vanilla Ice. GM Michael Larsen is a staff writer with Peryton Publishing. *FUDGE* (2-4 Players) (Saturday 1p-5p)

R51 Castle of the Red Cap (GM: *Paul "Dr Poxo" Allard* Room: W) On the return from a recent exploration, the adventurers of the Steele Foundation find themselves hunkering down inside an old castle for the night as the weather turns sour. Soon, they find themselves amidst some old machinery as it comes unexpectedly to life, and the priceless artifact they discovered during their exploration goes missing. *Pathfinder* (4-8 Players) (Saturday 1p-5p)

R52 For God and Glory! (GM: *Doug Poirier* Room: W) The Dwarven Citadel of Dak-Tar has been in the hands of the Orc horde and their allies for over 150 years. Tonight, their rule ends as the combined forces of the northern clans call down the hammer of Morden upon them to retake their ancestral home. You and a team of Dwarven commandos must penetrate deep into the enemy's fortress and open the gates so that your brethren may storm the enemy's position. Yes, it is true that you and your team will likely die in the attempt. But it is also true that you will become heroes and your names will be forever shouted in the Hall of the Gods as the ones who brought glory and honor back to your clans! What say you? Are you ready to die for God and Glory? Races: all Dwarves. Classes: all types (including complete books). Level: 6th. *D&D 3.5e* (4-8 Players) (Saturday 1p-5p)

R53 FWS A402: London Answering, Part 2 of the Ripper Anniversary Series (GM: *FWS Judges* Room: L) A mystic in London assaults a constable in order to get himself (or herself) arrested. He is worried that the violent visions he is experiencing may either predict harm coming to himself or drive him to hurt others. A member of the Scotland Yard alerts the Fellowship that this is a person who needs to be spoken to. An adventure by David Nadolny designed for low-level characters and set in the FWS campaign of Earth, 1908. *Fellowship of the White Star* (1-7 Players) (Saturday 1p-5p)

R54 HYPERBOREA: Taken from Dunwich (GM: *Jeffrey Talanian*, *North Wind Adventures* Room: W) On an inclement night, the village of Dunwich was attacked by degenerate beast-men wearing strange, glowing headbands. They killed several villagers and abducted several more before returning to the soaring peaks of the Spiral Mountain Array. Now, local druids offer land and title for proper resolution to this tragedy. *Astonishing Swordsmen & Sorcerers of Hyperborea* is a traditionally styled role-playing game of swords, sorcery, and weird fantasy. Pre-generated characters to be supplied. *Astonishing Swordsmen & Sorcerers of Hyperborea* (3-8 Players) (Saturday 1p-5p)

R55 Inspectres (GM: *Matthew MacKeigan* Room: W) *Inspectres* is a fast, simple, and fun collaborative game that mixes horror and comedy, loosely based on movies like *Ghostbusters* and

reality shows like Cops and The Real World. Players create characters and a franchise and fight the forces of darkness. *Inspectres story game* (2-6 Players) (Saturday 1p-5p)

R56 Left 4 Dead: Crazy Train (GM: Neal Byles, SJG MiB #8080 Room: W) It's been three weeks since the first outbreak of Infection caused the Zombie Apocalypse. You and three other Survivors—those rare few immune to the Infection—have been holed up in a bomb shelter, waiting for a rescue that may never come. A call from another Survivor at the train yard south of the city prompts you to make a break for it. All you need to do is hoof it a few miles, scrounge some parts to repair a train, and...oh, yeah, avoid getting eaten by a horde of ravenous Zombies! Pregenerated characters provided. No experience necessary. Ages 13+. *GURPS* (1-4 Players) (Saturday 1p-5p)

R57 Living Forgotten Realms (GM: RPGA Judges Room: C) See Friday evening description. *D&D 4e* (99 Players) (Saturday 1p-5p)

R58 PSS 3-02: Sewer Dragons of Absalom (GM: PFS Judges Room: L) Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation. A Pathfinder Society Scenario written by Dennis Baker, for levels 3–7. *Pathfinder* (4-6 Players) (Saturday 1p-5p)

R59 PSS Intro 2: First Steps, Part II—To Delve the Dungeon Deep (GM: PFS Judges Room: L) You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder. A Pathfinder Society Scenario written by Stephen Radney-MacFarland, for 1st-level characters. *Pathfinder* (4-6 Players) (Saturday 1p-5p)

R60 PSS Sanctioned Pathfinder Module: Academy of Secrets, Demi-planar Adventure, Part 1 (GM: PFS Judges Room: L) Saturday afternoon and evening, CONTINUOUS—players MUST register for BOTH parts. This is a dungeon adventure for 14th-level characters. Bring a character that has completed the 12th-level retirement arc, or create a new 14th-level character. Every year the Acadamae—Korvosa's prestigious school of the arcane arts—opens its gates to the city to host the Breaching Festival, where the most skilled infiltrators are invited to enter the magically guarded Hall of Wards or die trying. Testing their luck against the university's strongest defenses, the competitors pull out all the stops as they vie for a chance at a fortune in gold and magical treasure. This year, the school's headmaster has invited the heroes to participate, against the contest's longstanding traditions. While the Breaching Festival has not seen a champion in over a century and a half, this year's festival promises to be the deadliest trial the school has ever known. Should the heroes reign victorious, the secrets they may uncover promise more than gold and glory—they may rock the very foundation of the Acadamae, and even the entire city! A Pathfinder Society Scenario written by Brian Cortijo. *Pathfinder* (4-6 Players) (Saturday 1p-5p)

R61 Raldatha's Redemption, Part 1: Fallen Angel (GM: Lucas Moyer Room: W) You have felt a pull toward the West that has brought you all the way to the orcish lands. Now, you find yourself in a treetop village at an uneasy truce while an angel tells you how she fell from the sky. Your quest: to defeat the one responsible. This scenario is intended as part of an ongoing campaign set in a well-defined world. Pregenerated characters will level up or fall based on game play. *Pathfinder* (3-6 Players) (Saturday 1p-5p)

R62 Tales From the Funk! Presents Death Race Z (GM: James Carpio, Chapter 13 Press Room: W) In the plague-infested Outlands of 1986, American teams of professional racers known as Dragsters compete for fuel, ratings, and a body count. Death Race Z is a Grindhouse romp in a devastated past where the '70s oil crisis brought the country to the brink. In 1986, vehicular manslaughter is no longer a crime...if the victim is already dead. Death Race Z is the newest in Chapter 13 Press's Tales From the Funk! series of Grindhouse games. Death Race Z uses Savage Worlds, under license from Pinnacle Entertainment. *Savage Worlds* (3-6 Players) (Saturday 1p-5p)

R63 TC Fantasy (GM: Steve Parenteau, TotalCon Room: W) Bring your characters and team up with your companions to tackle the adventures you missed this year and last. All levels. *D&D 3.5e* (modified) (4-10 Players) (Saturday 1p-5p)

R64 The End of Times (GM: Brad Younie, Carnivore Games Room: W) When a freak tornado hit your town, you all took shelter in someone's basement. But now, the house above has fallen in and you've been trapped. At first, you could hear the sound of workmen struggling to free those who were trapped, but then it all mysteriously stopped. It's been quiet now for most of three weeks, and your tempers are all frayed. Finally, you have managed make a hole just big enough for you to all squeeze through. When you emerge, you find that your fight for survival has only just begun. Beginners welcome, characters provided. *The Unexplained* (3-6 Players) (Saturday 1p-5p)

R65 The First Trip for SG24 (GM: Neil Churchill Room: W) A new team, SG24, is ordered to investigate a small group of buildings located on PX200. The Stargate is situated in a desert location near a group of buildings. Your team is to search the local area and the buildings and report back every eight hours. Open to PCs of levels 1 to 4 only. Pre-generated characters will be available. *Stargate D20* (4-8 Players) (Saturday 1p-5p)

R66 The Lost Library (GM: Charles Brown Room: W) A year ago, beneath the estate of Lord Kiparba, a band of adventurers discovered an empty crypt. A library deep within a ruined elven community may hold the secret to what it contained—and the key to stopping it... Players may bring their own characters (levels 3–6) or use pregens. *HackMaster (Basic)* (4-6 Players) (Saturday 1p-5p)

R67 The Mines of Naram-Sin (GM: Tom K. Loney, Peryton Publishing Room: W) The year is 714 B.C. The group of adventurers is finally at the entrance to the fabled diamond mines that financed Naram-Sin's Empire of the Reunified Worlds some two millennia ago. That is, before the monsters from the Chaos and the Djinn of the Wastes came and took the vast complex through bloody force. It is said that somewhere in these tunnels is the hiding place of the Sword of Sargon the Great. This scenario is a tunnel hack done old fashioned “dungeon-crawl” style. *Tunnels & Trolls* (2-6 Players) (Saturday 1p-5p)

R68 The Shab al-Hiri Roach (GM: Charlton Wilbur Room: W) You're a professor at Pemberton College, doing your best to get ahead of your colleagues—and some of them are acting decidedly odd. Can you figure out which ones are possessed by a malevolent Sumerian roach hell-bent on destroying western civilization, and which ones are just trying to get tenure? And, when given the chance, will you let yourself be possessed by a roach in order to get ahead? Beginners welcome; no familiarity with the rules is necessary. *The Shab al-Hiri Roach* (3-6 Players) (Saturday 1p-5p)

WR69 The Throne of Gorgudai (GM: Robin Lea, Peryton Publishing Room: W) You only signed on for a dungeon crawl: a hole in the desert with some buried ruins, some monsters, and—hopefully—treasure. This place isn't right, though. The savages who live nearby speak words that burn your mind. The oddly textured gray stones are inexplicably uncomfortable to touch. And there's something about the air here... Explore a strange environment, fight monsters, solve a mystery, and help playtest new classes and rules for the upcoming Peryton Continuum game. This session is the first of a two-part adventure, but you can play either part independently if you want. Part 2, “The Other Tower,” follows in the evening slot. *Peryton Fantasy RPG* (2-6 Players) (Saturday 1p-5p)

WR70 With Eyes of Flame (GM: Kris Lewis Room: W) Cousin Aliza has disappeared while researching a local urban legend at the now-defunct Meadowlark Psychiatric Institution, and it's up to the Lazarus Society—a group of paranormal researchers who are a bit paranormal themselves—to find her. Sifting through the empty corridors and darkened rooms of Meadowlark won't be easy,

especially with the legend of Jonas “Jabberwock” Calhoun hanging over their heads. Will the Lazarus Society find Aliza in time, or will she become just another piece of the legend? Set in the Old World of Darkness with pregenerated characters, this scenario includes elements from Mage: The Ascension, Werewolf: The Apocalypse, and Changeling: The Dreaming, among others. May not be suitable for younger players. *Old World of Darkness (4-6 Players) (Saturday 1p-5p)*

R71 A Song of Ice and Fire (GM: *Robert Swander* Room: W) You are a key member of a minor noble house poised to claim its place alongside the Great Houses of Westeros. With King Robert on the Iron Throne, opportunities abound as old loyalties die and new ones are born. Should you succeed in your efforts to gain the favor of the new king, you might find your house listed alongside the Starks and Lannisters, securing your place in history. Should you fail in this game of thrones, your rivals will destroy you in their own desperate climb to greatness. No previous experience with the system required; characters will be provided. *A Song of Ice and Fire RPG (2-6 Players) (Saturday 7p-11p)*

WR72 A Very Important Date (GM: *Neal Byles, SJG MiB #8080* Room: W) “Mayday, mayday... this is the U.S.S. Integrity calling for any available help...ship losing power...unications failing... diplomatic mission to Omicron Delta has failed...away team wiped out by...by...a giant white rabbit and a...a deck of cards. Repeat: mayday, mayd...” Characters provided; players of all ages and experience levels welcome. *GURPS Prime Directive (2-6 Players) (Saturday 7p-11p)*

R73 Castle of the Moth (GM: *Tom K. Loney, Peryton Publishing* Room: W) The second installment of last year’s “The Testament of Dr. Eugenesei” game. Though Harold Carver and Phillip Kressel only briefly met, they share one common link: they survived the events just outside of Hardwick Asylum on November 6, 2010. And though the two have tried to get on with their lives, a dark force keeps bringing them together in shared terror. Players will play members of a UFO-hunting society drawn into the echos of the macabre events of that day. *Call of Cthulhu (2-6 Players) (Saturday 7p-11p)*

R74 Dark Providence 2-01: Red Tide (GM: *WHDP GMs* Room: L) An ordinary voyage takes a grim and unexpected turn, leaving your small group to face a mysterious, unseen enemy with only your wits, faith, and courage. Lives hang in the balance—and perhaps more than mere lives. Written by Brian Schoner. *Witch Hunter: Dark Providence (3-6 Players) (Saturday 7p-11p)*

R75 Fiasco (GM: *Matthew MacKeigan* Room: W) You’ll play ordinary people with powerful ambitions and poor impulse control in this highly collaborative game. It’s like making your own Coen brothers movie. No experience necessary. *Fiasco story game (3-5 Players) (Saturday 7p-11p)*

R76 Ghost Light (GM: *Andre Kruppa* Room: B) No rules knowledge is required, but skilled role-playing is a must. A theatrical tabletop game using lights and sound, “Ghost Light” is intended for mature players only. Sessions are expected to run 4.5 hours. (Please no players familiar with the scenario.) It is September 27, 1927, and the lighthouse-tender Helios is steaming to relieve Hallowsay Light. The lamp has gone dark, and it is a wonder that no shipping has yet run aground in the treacherous North Sea. The intrepid crew and keepers must investigate and restore the light. Terror lurks in the cold darkness on the distant and isolated island, and madness and death await the unwary. This scenario is written by Gary Sumpter and presented by Andre Kruppa. *Call of Cthulhu (4-6 Players) (Saturday 7p-11p)*

R77 GURPS Cabal: Eye of the Qliphothim (GM: *Tyler Dion, Carnage* Room: W) Looking at sedate Martense College, hidden in the rolling green hills of New England, one would never guess at the secrets lurking beneath its liberal arts exterior. (Most of the time) out of sight of the unsuspecting public lies the black school within a school, the scholomance of the Cabal, educating the next generation of wizards, vampires, faeries, and more. And if a lively student body weren’t

enough, reptoid hunting parties stalk the night, redcaps make mischief in the village, and the hill clans of Luke’s Notch strike pacts with entities not seen in Creation since before the Great Flood. The lodge members of the Wheel of Ptah have their hands full. Join the fun! Characters are provided and no experience is necessary for this adventure, which uses a variant magic system from GURPS Thaumatology. *GURPS 4th Edition (3-6 Players) (Saturday 7p-11p)*

R78 Living Forgotten Realms (GM: *RPGA Judges* Room: C) See Friday evening description. *D&D 4e (99 Players) (Saturday 7p-11p)*

R79 PSS 3-03: The Ghenett Manor Gauntlet (GM: *PFS Judges* Room: L) When the Pathfinder Society failed to obtain a valuable artifact from a wealthy Druman noble using diplomatic means, the eccentric collector challenged them to take it through skill from one of his many well-guarded manors scattered throughout the world. You are sent to Ghenett Manor in Katapesh in the hope that you will survive long enough to return with the prize—assuming it’s there at all. A Pathfinder Society Scenario written by Mike Shel, for levels 5–9. *Pathfinder (4-6 Players) (Saturday 7p-11p)*

R80 PSS Intro 3: First Steps, Part III—A Vision of Betrayal (GM: *PFS Judges* Room: L) Dispatched on an envoy mission overland from Absalom to the port city of Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society. A Pathfinder Society Scenario written by Larry Wilhelm, for 1st-level characters. *Pathfinder (4-6 Players) (Saturday 7p-11p)*

R81 PSS Sanctioned Pathfinder Module: Academy of Secrets, Demi-planar Adventure, Part 2 (GM: *PFS Judges* Room: L) Saturday afternoon and evening, CONTINUOUS—players MUST register for BOTH parts. This is a dungeon adventure for 14th-level characters. Bring a character that has completed the 12th-level retirement arc or create a new 14th-level character. See “PSS: Academy of Secrets, Demi-planar Adventure, Part I,” Saturday afternoon, for description. *Pathfinder (4-6 Players) (Saturday 7p-11p)*

R82 Ribbon Drive (GM: *Charlton Wilbur* Room: CD) Our characters are on a road trip together, deciding who they are and what they want, and figuring out if they’re ever going to get it. It’s based on the music we play while we’re playing—mix CDs that we’ve all assembled beforehand—as we create situations and scenes inspired by the music we’ve chosen. As the game progresses, we’ll get to know the characters better and find out if they get what they want out of this road trip after all. You should create a mix CD (or playlist on an iPod or other MP3 player) around some theme or style that appeals to you. We’ll use two songs on a randomly-chosen mix CD as inspiration for determining our starting situation and characters, so it will help if you bring a few copies of the lyrics to the two songs you think work best for that. A diceless story game by Joe McDonald, run by Charlton Wilbur. No experience with story games necessary. Questions? Contact Charlton at cwilbur@chromatico.net. *Ribbon Drive (4-6 Players) (Saturday 7p-11p)*

R83 TC Fantasy (GM: *Steve Parenteau, TotalCon* Room: W) Bring your characters and team up with your companions to tackle the adventures you missed this year and last. All levels. *D&D 3.5e (modified) (4-10 Players) (Saturday 7p-11p)*

R84 The Abduction of Kitey Helmsy (GM: *Doug Poirier* Room: W) Approximately 60 minutes ago, Kitey Helmsy, age 12, was abducted from her home. She has developed something called Multiple Proximity Technology. Both she and a unique computer server were stolen from her home in Atherton, California. Kitey’s father, Dr. Helmsy, a professor at Stanford University and Associate of the Banzai Institute, designed a computer server and interface that allow his children to write code using modular instructions built by himself. The code, server, and backups were taken by the World Crime League. Kitey’s other siblings were shaken and suffered minor injuries. You have been scrambled by the Banzai Institute to investigate, find, and recover Kitey and her computer. This adventure was written by Dr. Nik and is presented by Doug Poirier. *D20 Modern (4-8 Players) (Saturday 7p-11p)*

R85 The Bloodstone Cartel (GM: *John Crossley* Room: *W*) Even villains need to get their start somehow! Allying with a few trustworthy—and like-minded—neighbors, with some help from ousted denizens of Castle Perilous, you might be able to corner Vaasa's bloodstone market. But if you're to be successful, you'll need cunning teamwork and bloody-mindedness. Role-play is rewarded; Faerûnian lore is welcome! This is this adventure's third tour at Carnage! 1st-level characters provided. *D&D 3.5e (Forgotten Realms)* (4-6 Players) (Saturday 7p-11p)

R86 The Land of Nod (GM: *James Carpio*, *Chapter 13 Press* Room: *W*) When the devout of Loric, the God of Justice, landed on the shores of Nod, the people found peace and prosperity. Away from those who persecuted and oppressed them, the good people found the freedom to worship and live in the ways prescribed in the Book of Swords. The winter was brutal, but it was nothing compared to the ancient evil that has been awakened, and wants to feed. Lamentations of the Flame Princess is a D&D retro clone of Weird Fantasy. Mature Audiences Only. *Lamentations of the Flame Princess* (4-8 Players) (Saturday 7p-11p)

WR87 The Other Tower (GM: *Robin Lea*, *Peryton Publishing* Room: *W*) This session is the second of a two-part adventure, but you can easily jump in at this point if you want. The first part is "The Throne of Gorgudai," from the preceding afternoon slot. Explore a strange environment, fight monsters, solve a mystery, and help playtest new classes and rules for the upcoming Peryton Continuum game. For a more complete description, see "The Throne of Gorgudai." *Peryton Fantasy RPG* (2-6 Players) (Saturday 7p-11p)

R88 The Walking Dead (GM: *Brad Younie*, *Carnivore Games* Room: *W*) You have found yourselves trapped in a zombie-infested town. You have no idea how big the outbreak is, but there are no radio broadcasts and no planes or helicopters flying overhead. There are signs that talk about a CDC safe zone, but the journey there will not be easy, and there's no guarantee it'll have survived. But it's the only sign of hope in this godforsaken place, so it's time to start walking. This scenario is a continuation from "The End of Times" (see Saturday afternoon event of the same title), but that event is not required in order to play in this one. Beginners welcome; characters provided. *The Unexplained* (3-6 Players) (Saturday 7p-11p)

WR89 What!! What!! Off With Their Heads!!! (Da Bar Room Brawl) (GM: *James Doyle II* Room: *L*) Welcome one, Welcome all, Welcome to this year's Bar Room Brawl! The 2011 Bar Room Brawl will be quite amusing (at least to moi) as you all fight for the most coveted award, Last Man Standing. Due to the con's Alice theme, expect things to be a tad more elusive, quite a bit off the beaten path, and definitely more chaotic than they have ever been. If seeing an ettin pummeling a halfling into the ground for 600+ points of damage is your "cup of tea," then just sign on up and let the heads roll freely... Prizes for Last Man Standing and Most Gruesome Death. AD&D 1st edition rules variations will be explained and characters will be provided. *AD&D 1e (variant)* (12-24 Players) (Saturday 7p-11p)

R90 Whispers in the Darkness (GM: *Paul "Dr Poxo" Allard* Room: *W*) Warp travel is not always a safe journey. Only a small barrier keeps the daemons of the warp outside the ship. Even looking out into the warp is enough to drive a man insane, as the immaterial reality that is the warp is beyond human conception. That very barrier is what the acolytes find themselves having problems with as reality starts to bleed. Even more, with a quick investigation they find that the generator has been tampered with and the tech priest set to watch over it is missing. Can they find the tech priest and/or the culprit before they are lost to the warp forever? *Dark Heresy* (4-8 Players) (Saturday 7p-11p)

R91 Living Forgotten Realms (GM: *RPGA Judges* Room: *C*) See Friday evening description. *D&D 4e* (99 Players) (Saturday 11:30p-?)

R92 PSS 2-EX: The Midnight Mauler (GM: *PFS Judges* Room: *L*) The Decemvirate sends members of the Pathfinder Society to the former crown jewel of Ustalav's royal courts, the decaying city of Ardis. Tasked by the Society to look into the fate of Absalom's former Master of Blades,

Vonran Vilkk, what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Can the PCs stop the rampage of the Midnight Mauler before he kills again? This is an exclusive adventure to be run only by 4-star GMs and Venture Captains for its first year. A Pathfinder Society Scenario written by Crystal Frasier, for levels 1-7 (tiers 1-2, 3-4, and 6-7). *Pathfinder* (4-6 Players) (Saturday 11:30p-?)

R93 PSS Intro 1: First Steps, Part I—In Service to Lore (GM: *PFS Judges* Room: *L*) In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge. A Pathfinder Society Scenario written by Adam Daigle, for 1st-level characters. *Pathfinder* (4-6 Players) (Saturday 11:30p-?)

R94 PSS Sanctioned Pathfinder Module: We Be Goblins! (GM: *PFS Judges* Room: *L*) See Friday, 11:30 pm game of the same title for description. *Pathfinder* (4-6 Players) (Saturday 11:30p-?)

R95 T1-4: Temple of Elemental Evil (GM: *John M. Prushko* Room: *W*) Welcome to Gary Gygax's Temple of Elemental Evil. This is one of the more difficult modules I've ever seen in play. Last time I adventured in this module, we played for five hours and never made it out of the central hallway. I'll make sure we run quite a bit faster! Pre-generated characters (and replacements for dead adventurers) will be provided. Bring your own 6th-8th level characters for review if you wish, though they may need to be modified for acceptance. This late-night game is open to all! *AD&D 1e / D&D 2e* (4-8 Players) (Saturday 11:30p-?)

R96 Bring Your Own 3.5 Character and Keep It Realz (GM: *Big Daddy Al* Room: *W*) See Friday afternoon game of the same title for description. *D&D 3.5e* (4-8 Players) (Sunday 8a-12p)

R97 Dark Providence 2-04: Cargo (GM: *WHDP GMs* Room: *L*) Off the coast of La Florida, the waters have always seemed warm and inviting. Recently, however, you have learned not to trust the gentle waves, for comfort often comes immediately before betrayal. Someone thirsts for revenge, so there is little time for rest. Written by Matthew Domville. *Witch Hunter: Dark Providence* (3-6 Players) (Sunday 8a-12p)

R98 Living Forgotten Realms (GM: *RPGA Judges* Room: *C*) See Friday evening description. *D&D 4e* (99 Players) (Sunday 8a-12p)

R99 PSS 3-05: Tide of Twilight (GM: *PFS Judge John Trombley* Room: *L*) See Friday, 7 pm game of the same title for description. *Pathfinder* (4-6 Players) (Sunday 8a-12p)

R100 PSS Intro 2: First Steps, Part II—To Delve the Dungeon Deep (GM: *PFS Judges* Room: *L*) You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder. A Pathfinder Society Scenario written by Stephen Radney-MacFarland, for 1st-level characters. *Pathfinder* (4-6 Players) (Sunday 8a-12p)

R101 This Ain't What I Signed Up For (GM: *Robert Lamm* Room: *W*) Turns out the old ruins across the river have a tomb hidden among them. Or so the group of adventures that came into town say. They claim to be heading in there to find some old artifact that belonged to an ancient king or something. They're looking to hire some folks to go in there with them to do the menial work; asking for a cook, a scribe, and some muscle for hauling loads. And they're being pretty free with their money. Looks like an easy job for good pay. You've lived by those ruins your whole life. Even played in there as a child. How dangerous could it be? Characters provided. *Pathfinder* (4-6 Players) (Sunday 8a-12p)

R102 Weird West: Cray Canyon Cold Snap (GM: *Drew Bouchard, SnowCon* Room: *W*) In which a murderous miner, a little darkness, and the icy rails go a long way... Pre-generated characters provided. *Weird West RPG* (3-5 Players) (Sunday 8a-12p)

R103 Living Forgotten Realms (GM: *RPGA Judges* Room: *C*) See Friday evening description. *D&D 4e* (99 Players) (Sunday 10a-2p)

R104 Raldatha's Redemption, Part 1: Fallen Angel (GM: *Lucas Moyer* Room: *W*) See Saturday afternoon game of the same title for description. *Pathfinder* (3-6 Players) (Sunday 10a-2p)

WR105 Somnuran: Ishamfayr's Inferno (GM: *John A. McColley* Room: *CD*) A mildly eventful sea voyage is turned on its ear when the Dwarven captain awakens in the middle of the night with a new heading and a command to make best time, because he's late! He's late! He won't say what for, but soon your party finds itself careening toward the Northern Wastes, a land of fire and dread. You are dragged along as he goes to meet his king, whose crown seems to have come askew. The king is sitting at a long table full of moldering food under a broken ceiling, singing a song about fat twin dragons who finish each others' sentences, and offering you tea and cakes... *D&D 3e (modified)* (3-6 Players) (Sunday 10a-2p)

WR106 Stargate 1899 (GM: *James Carpio, Chapter 13 Press* Room: *W*) While playing hide and seek with her sisters at her father's dig in Giza, young Alice found (quite by accident) an ancient device that transported her to a world upside down. The strange mirror-like device was brought back to London for examination in an endeavor titled "Project Looking Glass." Nineteen years later, a denizen of "Wonderland" returns to warn of an imminent attack by the Red Queen. Alice and a team of specialists return though the mystical gate to stop the advances of a maniacal matriarch. *Stargate 1899* is a magical adventure down the rabbit hole in the spirit of the Carnage in Wonderland theme. *Savage Worlds* (4-5 Players) (Sunday 10a-2p)

WR107 PSS: The Harrowing (GM: *PFS Judges* Room: *L*) Varisian fortune-tellers across Golarion use the mystic harrow deck to read fate and predict the future, but few have ever mastered it to such a degree as Sonnorae, a long-dead bard from the Age of Darkness. Fearing her stories would be lost when she died, she created a demiplane within her own deck to contain them. Over time, these stories took on lives of their own. But the storykin who inhabit the Harrowed Realm have their own motivations and plots for power or even for escape into the real world. When the PCs find themselves drawn into the Harrowed Realm, they must use all their wits and steel to navigate the landscape and politics of this strange wonderland and make it home again. Written by Crystal Frasier, for 9th-level PFS characters (pregens also available). This adventure will run through the lunch hour and into the afternoon slot. *Pathfinder* (4-6 Players) (Sunday 8a-3p)

R108 A Haunting in Vermont (GM: *Brad Younie, Carnivore Games* Room: *W*) You are all experienced ghost hunters. You have investigated some of the most haunted places in New England and have collected some of the best evidence to date. You have seen things that would send most people running in panic. Because you know better. Ghosts can't hurt you. Until now. The Parker home seemed like your typical haunted house. Each member of the family has heard noises and seen strange apparitions. Their nerves are frayed, and they are desperate for help. But you have no idea what you are in for. When the lights go out, they come to play... Beginners welcome; characters provided. *The Unexplained* (3-6 Players) (Sunday 1p-5p)

R109 Dark Providence 1-12: Cold Snap (GM: *WHDP GMs* Room: *L*) New Amsterdam, October, 1689. The autumn weather is pleasantly warm...so why are families freezing to death in their homes? The Rattle Watch wants to know, and so do you. Is a minion of the Adversary stalking the streets of New Amsterdam, or is there a more complex tale to unravel? Written by Brian Schoner. *Witch Hunter: Dark Providence* (3-6 Players) (Sunday 1p-5p)

R110 FWS B205: Nature of the Beast (GM: *FWS Judges* Room: *L*) A Gatherer sent to investigate rumors of "large wolves" attacking loggers in the forests near Harrison Mills in the Canadian Rockies has disappeared. Your party is asked to travel to Harrison Mills and locate the missing Gatherer. This event, written by Timothy Travis, is designed for low-level heroes in the setting of the Fellowship of the White Star, Earth, 3/10/1906. *Fellowship of the White Star* (1-7 Players) (Sunday 1p-5p)

R111 Living Forgotten Realms (GM: *RPGA Judges* Room: *C*) See Friday evening description. *D&D 4e* (99 Players) (Sunday 1p-5p)

R112 PSS 3-06: Song of the Sea Witch (GM: *PFS Judges* Room: *L*) When an unlucky historian in Absalom uncovers an infernal book from distant Tian Xia, he unwittingly unleashes a terrible evil into the city—the legions of devils heretofore imprisoned within its dusty pages. Only the book's holy counterpart can end the threat, and the Pathfinder Society has been called in to assist. Can the PCs locate the key to ending the diabolical invasion of the City at the Center of the World, or will Absalom be drowned in the sea of destruction wrought by the Infernal Incantation? A Pathfinder Society Scenario written by Thurston Hillman, for levels 3–7. *Pathfinder* (4-6 Players) (Sunday 1p-5p)

R113 PSS Intro 3: First Steps, Part III—A Vision of Betrayal (GM: *PFS Judges* Room: *L*) See Saturday evening game of the same title for description. *Pathfinder* (4-6 Players) (Sunday 1p-5p)

R114 SG21 Goes Out to Hunt Sleen (GM: *Neil Churchill* Room: *W*) SG Team 21 continues to investigate the island-continent of Sesachacha and the depths below it in order to find out more about the Sleen. And who are the "Chosen"? And who has the keys to the starship? *Stargate D20* (4-8 Players) (Sunday 1p-5p)

WR115 Welcome to Wonderland, Opening Soon! (GM: *Dr. Nik, paNik Productions* Room: *CD*) See Saturday morning game of the same title for description. *FUDGE* (4-6 Players) (Sunday 1p-5p)

Gaming Room Key

B: Billiards Room	C: Captain	CD: Card Room
D: Dining Room	E: Edgewater	G: Garden View
L: Lakeside	M: Morey	P: Parlor
S: Steamboat Lounge	T: Terrace Ball Room	W: Waterlot

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PRE-REGISTRATION FORM

Please pre-register for events. (Must be postmarked by October 30.)

Name: _____
 Address: _____
 City: _____ State: _____ Zip: _____
 Telephone: (____) _____
 E-Mail: _____ Check here if you are GMing:

	Time Slot	1st Choice	Title	2nd Choice	Title
A	FRI 1-5				
B	FRI 7-11				
C	FRI 11:30-?				
D	SAT 8-12				
E	SAT 1-5				
F	SAT 7-11				
G	SAT 11:30-?				
H	SUN 8-12				
H1/2	SUN 10-12 (or 2)				
I	SUN 1-5				

Please register for event by the code number (the letter/number combination that precedes the name of the event) and then the title of the event. Pre-registration will help guarantee you the events you want. If events sell out, preference will go to those who pre-registered, in the order the pre-registration forms are received.

Please pre-register me for Carnage. I will be attending:

For the Entire Weekend (FRI, SAT, SUN): \$50 _____
 For the Entire Weekend as One of a group of Five or more people: \$40 _____
All five pre-reg forms and payment must be enclosed in one envelope
 Single Day: \$25 _____
 T-Shirt: \$20 (+\$2 for xxl or 3xl) _____
 Circle size: m lxl xxl 3xl _____
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