

CARNAGE ON THE MOUNTAIN

How to Get There



Killington Grand Hotel

4763 Killington Road,
Killington, VT 05751

1-800-621-MTNS

<http://www.killington.com>

Driving Directions from Major Cities:

Killington Resort is located in central Vermont at the junction of US 4 and VT 100 North in Killington, 11 miles east of Rutland.

BOSTON MA: 3 hours driving time. Take Interstate 93 to just south of Concord, NH Exit onto Interstate 89 north and follow to US 4 Rutland, Exit 1 in Vermont. Follow US 4 west to Killington.

HARTFORD CT: 3 1/4 hours driving time. Follow Interstate 91 to north of Bellows Falls, VT. Take Exit 6 (Rutland) onto VT 103 and follow to VT 100. Take VT 100 north to US 4 and follow US 4 west to Killington. 4 3/4 hrs. from NY CITY (via Connecticut Turnpike): Connecticut Turnpike (Int. 95) to Int. 91 and then follow directions given under "Hartford."

NY AND NJ AREAS (via NY Thruway): 5 hours driving time. NY Thruway to Exit 24 Albany. Take Northway (Int. 87) north to Fort Ann/Rutland Exit 20. Pick up NY 149 and follow east to US 4. Turn left on US 4 and follow east to Killington.

MONTREAL: 3 1/2 hours driving time. Take Highway 10 east to Highway 35 south. Exit at Route 133 south and follow to Interstate 89 south. Exit Interstate 89 at Exit 3 in Bethel, VT and follow VT 107 west to VT 100 south to Killington.



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Handy Site
Map

Killington Grand Resort
Killington, VT
November 8-10 2013
www.carnagecon.com

CARNAGE ON THE MOUNTAIN

November 8-10, 2013 Killington Grand Resort, Vermont



A Presentation of Carnage Gaming

www.carnagecon.com

Committee Membership

Christine Crabb	Chuck Davis	Kevin Day	Tyler Dion
Grace Dorman	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

<u>Admission Pricing</u>	<u>for the Weekend</u>	<u>for a Day</u>
At the Door	65.00	35.00
Pre-registration	55.00	30.00
Group Rate*	45.00	

*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

Join us in Killington, Vermont for the 16th annual Carnage convention, a celebration of tabletop gaming. To help make this an excellent weekend for everyone attending, we have a few suggestions and a couple of rules that will help make this weekend safe and fun for all

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 mailed in as soon as possible. Feel free to make additional copies.

Any forms received postmarked after November 1 will be declined and held for customers at the Carnage registration desk. GMs: Even if you are only running games, not playing, please turn in a form so that we will make you a name badge. 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 do 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. There is an ATM on-site.*

Name Tags

The name 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 nametag 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. 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.

Accommodations

As of this printing, the Killington Grand Resort still has space available. Contact the resort at 1-800-621-6867 to make your reservation for Carnage. Note: you must call the resort directly to get the convention room rate. Killington's online reservation system does not apply a convention rate.

The Killington Grand Resort is a mountainside hotel just off the junction of US Route 4 and Vermont Route 100 in Killington. In addition to its convention spaces and variety of lodging choices, the Killington Grand has an in-house restaurant and convenience store, outdoor heated pool, fire pit and health club, all surrounded by the beautiful Green Mountains of Vermont.

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 Killington'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.

2013 FEATURES

CENTURIES OF CONFLICT

Centuries of Conflict is an offering of Historical Miniature events directed at the Age of Black Powder. 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:



GAMES FOR KIDS ONLY

This year, thanks to Justin Berman, Carnage is offering a day of kids-only board gaming. On Saturday from 8am to 5pm in the Board Game Room, Justin and some of the Carnage staff will be teaching kid-friendly games. The kids must be between the ages of 6 and 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.

Role playing games for this age range will be offered as well; look for games labeled for kids in the RPG section of this booklet (R6 adults and kids; R54 kids only) and at the Carnage RPGA game signup at <http://warhorn.net/carnage-2012-lfr>.

CARNAGE ON THE MOUNTAIN

This year's Carnage theme is "Carnage on the Mountain," in honor of our new location at Killington. Many of our RPG GMs have crafted games inspired by the theme. The entries for these games begin with "MT."

PATHFINDER SOCIETY INFORMATION

To pre-register for Pathfinder Society (PFS) games, players must BOTH mail in a hard-copy Carnage registration form AND sign up on Warhorn at <https://warhorn.net/events/carnage-on-the-mountain-pfs>. Walk-ins will be accommodated once pre-registered attendees are seated.

PLAYING IT OLD SCHOOL

Join the Old School Renaissance! Role playing games from the wild, halcyon days of 1970s and '80s gaming and those picking up the torch today are tagged "[OSR]" for gamers who want a role playing experience that recaptures the energy and style of the hobby's beginnings.

THE CARNAGE ACCORDS XII

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
KILLINGTON, VT.

NOVEMBER 8-10, 2013
<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; e.g., 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 1775: The Rebellion (GM: *Bob Menzel* Room: *Snowshed*) The year is 1775 and the rebellion has begun. Players will take on the roles of the Continental Army and Militia vs. the British Regulars and Loyalists in this new game from Academy Games. Using the same mechanics as 1812: The Invasion of Canada, you will try to win the American Revolution. **(2-4 Players)** (Friday 1p-5p)

B2 7 Wonders (GM: *Amber Neronski* Room: *Snowshed*) You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times. 7 Wonders is a easy to learn, and quick play. All experience levels welcome. **(3-7 Players)** (Friday 1p-5p)

B3 A Game of Thrones: 10th Annual (GM: *Carlo Gozzi & Bill Parker* Room: *Snowshed*) In this 10th 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. As always, New Players Welcome! **(6-18 Players)** (Friday 1p-5p)

B4 Angola (GM: *Bob Mosdal* Room: *Snowshed*) Angola is a multi-player game in which players control the various Soviet- and US-backed factions that vied for control of Angola from 1975 to 1976. **(2-4 Players)** (Friday 1p-5p)

B5 Carcassonne Big Box (GM: *Robert Owen Williams* Room: *Snowshed*) The classic Carcassonne tile laying game with the expansions: The Tower, Traders & Builders, Princess & Dragon, Inns & Cathedrals, and the River 2. **(2-6 Players)** (Friday 1p-5p)

B6 Five Fillers in Four Hours! (GM: *Jeannie Compter* Room: *Snowshed*) We've got a fun collection of light "filler" card games for you to enjoy: Citadels is a fast role selection game of intrigue and city-building. The players must try to build the most valuable districts. Players secretly choose a character card (each with their own special ability) and pass on the rest. Guillotine: As executioners of the French Revolution pandering to the masses, the players in this light and slightly macabre game are trying to behead the least popular nobles. Each day the nobles are lined up and players take turns rearranging the line and then killing the ones at the front of the line until all the nobles are gone. Family Business takes mob warfare to a new level of backstabbing, revenge, and general bloodthirstiness. Every player controls a 'family' and plays various cards to off other players' family members. Love Letter: All of the eligible young men (and many of the not-so-young) seek to woo the princess of Tempest. Unfortunately, she has locked herself in the palace, and you must rely on others to bring your romantic letters to her. Will yours reach her first? Behütensburg: In 13th century Bayern, family ties were strong, but for some, the lust for power was stronger. Players will assemble a "court" of Barons & Knights with their Ladies, then a King and Queen, and finally adding a castle. Each of these elements are worth a certain number of victory points. Knights can be sent on quests for treasure, and rogues can be sent to steal and kidnap ladies. **(2-4 Players)** (Friday 1p-5p)

B7 Fortress America (GM: *Bill Finger* Room: *Snowshed*) Defend the USA! Complacency over nuclear superiority has left the US with weak conventional forces. Enemies from the east, west, and south have joined forces to invade from all sides. Can America rebuild its military and laser defense systems in time to repel the invaders? Up to four players (the US and three invaders). Originally

published in 1986, this game was re-released in 2012 with slightly tweaked rules. We will be playing this newer version. **(2-4 Players)** (Friday 1p-5p)

B8 Frag (GM: *MIB (Douglas Gray)* Room: *Snowshed*) Frag is a computer game without a computer – a "first-person shooter" on a tabletop. Move your fighter and frag your foes. If you die, you respawn and come back shooting! **(3-6 Players)** (Friday 1p-5p)

B9 Merchant of Venus: Classic (GM: *Thomas A. Compter* Room: *Snowshed*) Players take on the roles of space traders who move their ships through interconnected systems discovering new alien worlds to trade with. As players start to make money delivering commodities in a unique supply-and-demand system, their earnings can be used to purchase better ships and equipment and construct their own spaceports and factories. In this session we will play the Classic version, where the win is determined by the player with the most money at the end. **(2-4 Players)** (Friday 1p-5p)

B10 Pax Porifiana (GM: *Brad Blitstein* Room: *Snowshed*) Turn of the century Mexico. The revolution is on and Diaz's government needs to be toppled. Come check out this new card game about the Mexican revolution. Players will take on the roles of rich Hacienda owners in Mexico...all trying to replace Diaz. Buy up ranches and mines. Send troops to "help out" your neighbors. Maybe even partner with the US. Only the strong will survive the revolution! **(3-5 Players)** (Friday 1p-5p)

B11 Penny Press (GM: *Matt Golec & Robert Dijkman Dulkes* Room: *Snowshed*) Extra, extra! PENNY PRESS returns to Carnage! Set during the tumultuous 'yellow journalism' years at the end of the 19th century, PENNY PRESS has players taking on the roles of newspaper magnates as they strive to become the dominant paper in New York City. PENNY PRESS is a medium-weight worker-placement game with a few innovative twists that plays in about an hour. PENNY PRESS was a finalist in the Cards Against Humanity's Tabletop Deathmatch at this year's Gen Con, and was picked for the 2013 Boston Festival of Indie Games. Local Upper Valley designers Matt Golec and Robert Dijkman Dulkes invite you to come 'roll the presses' on their latest prototype. **(2-5 Players)** (Friday 1p-5p)

B12 Power Grid Factory Manager (GM: *Dan Beard* Room: *Snowshed*) 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)** (Friday 1p-5p)

B13 Russian Rails (GM: *Brent Cote* Room: *Snowshed*) The Empire Builder goes behind the Iron Curtain. Big, open, socialist Russia gets the capitalist treatment. Lots of ground to cover, and profits are a little lower. But... where else are tanks considered a legitimate commodity? **(2-4 Players)** (Friday 1p-5p)

B14 Shipyard (GM: *Gary Bobar* Room: *Snowshed*) It is 1870 and sails have ruled the seas for centuries. Now the steam engine is beginning to dominate the seas. Players will use their secret Government Contracts to compete to build ships. They may be they the fastest, the best equipped, or maybe even the largest. Players take on the role of a shipyard owner. Your goal is to build the best ships within the allotted time, assembling bows, sterns, and mid-sections, as well as guns, crew and/or cranes. As your completed ships leave the yard, they are evaluated on many criteria. **(2-4 Players)** (Friday 1p-5p)

B15 Tigris & Euphrates (GM: *Michele Denault-Reynolds* Room: *Snowshed*) A blast from the past, a good all-around board game. The play offers both tactical and strategic objectives. The game is set as a clash between neighboring dynasties at the dawn of civilization. Come join us and build your dynasty. **(2-4 Players)** (Friday 1p-5p)

B16 Wrath of Ashardalon (GM: *Jon Berman* Room: *Snowshed*) Can you and your band of adventurers defeat the mighty Dragon...Ashardalon? Come check out this great dungeon crawl from WoTC! **(2-5 Players)** (Friday 1p-5p)

B17 Axis & Allies: 1941 (GM: *Bob Yates* Room: *Snowshed*) Come and experience all of WWII using the combined Axis and Allies 1940 Europe and Asia games. Rules are easy to learn. The overall strategic and economic decisions are all available. **(2-4 Players)** (Friday 1p-11p)

B18 1812: Invasion of Canada (GM: *Bob Menzel* Room: *Oscar Wilde*) Come celebrate the 200th anniversary of the War of 1812. England has been impressing Americans into its Navy to fight the wars in Europe. The young nation objects to this practice and decides to drive the British once and for all from North America. Canada must be invaded! Players will take on the role of American regulars, American militia, British regulars, Canadian militia or the Native Americans in this struggle for dominance in North America. **(2-5 Players)** (Friday 7p-11p)

B19 Amoeba Wars (GM: *Mongo* Room: *Oscar Wilde*) 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! **(2-5 Players)** (Friday 7p-11p)

B20 Android (GM: *Gordon Spaeth* Room: *Oscar Wilde*) 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. Android's innovative mechanics ensure that no two detectives play alike. Will you play as Louis Blaine, the crooked cop tormented by guilt and loss? Or will you take the role of Caprice Nisei, the psychic clone who struggles to retain her sanity while proving that she's as human as anyone else? Whoever you choose to play, you've got just two weeks to solve the murder, uncover the conspiracy, and face your personal demons. This game is likely to take as long as five hours from start to finish. It's worth it... **(2-5 Players)** (Friday 7p-11p)

B21 Battlestar Galactica: Pegasus Expansion (GM: *Laurie Mackeigan* Room: *Oscar Wilde*) The arrival of the Battlestar Pegasus heralds a new era in the lives of the Galactica crew and the Colonial government, bringing badly needed manpower and firepower to humanity's ongoing fight against the Cylons. However, under the command of Admiral Cain there is no place for compassion or mercy. Now brutal necessity and hard choices erode humanity's moral compass. The Cylons, in turn, are changing as well. The more they are exposed to humans, the more their individual agendas begin to guide their actions. In a time of suspicion and desperate need, the line between right and wrong grows less and less distinct. **(3-6 Players)** (Friday 7p-11p)

B22 Britannia (GM: *Matt Taylor* Room: *Oscar Wilde*) 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)** (Friday 7p-11p)

B23 Castle of Burgundy (GM: *Eric Paperman* Room: *Oscar Wilde*) The Burgundy region of Medieval France, you are a noble, and control land in this region. Build your villages, and castles.

You must trade, exploit the mines and learn from those that travel thru the area. Come try this fun euro from designer Stefan Feld. **(2-4 Players)** (Friday 7p-11p)

WB24 Combat Commander Tournament (GM: *Marc Guenette* Room: *Gateway*) Combat Commander: Europe is a card-driven board game covering tactical infantry combat in the European Theater of World War II. One player takes the role of the Axis (Germany) while another player commands the Allies (America or Russia). These two players will take turns playing one or more "Fate" cards from their hands in order to activate his units on the map board for various military functions. **(2-8 Players)** (Friday 7p-11p)

B25 Dominant Species (GM: *Alex Clay* Room: *Oscar Wilde*) After the fall of the dinosaurs... during the ice age... the 6 species competed for domination of the world. Can you take the reptiles and make them most populous species on earth? Will the birds be able to migrate all across the world? Or maybe the insects will rise up with superior numbers to become the Dominant Species! **(3-6 Players)** (Friday 7p-11p)

B26 Kill Doctor Lucky (GM: *Patrick Tierney* Room: *Oscar Wilde*) Why do all mystery games start just after all the fun is over? Welcome to J. Robert Lucky Mansion: a sprawling country estate full of unusual weapons, good hiding places and craven killers. Killers like you. The object? Kill Doctor Lucky. Find a weapon, track the old man down, and take him out. The obstacles? For one thing all of your friends would rather do it first. For another, Doctor Lucky is aptly named. You would think that after being stabbed, hung, poisoned, and poked in the eye, the old Doctor would just lie down and accept his fate. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps. Stick to it. Persevere. The Doctor's luck won't last forever. Before the night is over, someone is going to kill Doctor Lucky. Wouldn't you rather it was you? **(3-6 Players)** (Friday 7p-11p)

B27 Kingsburg (GM: *Margot Ships* Room: *Oscar Wilde*) Can you gain the favor of the King? Players will build their town, by asking favors of the King and his court. Each of the nobles offer the players different resources, or military strength. But each of the members of the court will only grant one petition each round. Can you get to see the King before your opponents? **(2-5 Players)** (Friday 7p-11p)

B28 Le Havre (GM: *Sarah Cooper* Room: *Oscar Wilde*) One of Uwe Rosenberg's first glorious creations, Le Havre is already a classic! It has a 'similar feel' to his breakout star Agricola, in that you live in constant fear of having enough food for your meeples. Le Havre is a harbor town where you collect resources, and then build with or manipulate those resources in order to gain the most wealth! Estimated time around 3-4 hours, depending on experience level of players. If most players already know the game, we can use the expansion cards. **(2-4 Players)** (Friday 7p-11p)

B29 Mare Nostrum (GM: *William Minsinger* Room: *Oscar Wilde*) Attempt to rule the ancient Mediterranean as one of the great classic civilizations. Trade with your neighbors or send the legions in if they don't want to cooperate. Summon mystical creatures and recruit famous heroes to aid your cause. **(3-6 Players)** (Friday 7p-11p)

B30 Munchkin Pathfinder (GM: *MIB (Danny Campbell)* Room: *Oscar Wilde*) The game of killing monsters and taking their stuff meets the universe of the Pathfinder Roleplaying Game in Munchkin Pathfinder! New classes, new monsters and all the same opportunities to stab your buddy. **(3-6 Players)** (Friday 7p-11p)

B31 Nanuk (GM: *MIB (Douglas Gray)* Room: *Oscar Wilde*) Winter is coming. All the hunters boasted of their prowess, but you boasted the loudest. Now you have to deliver. . . in Nanuk, a fast-playing, highly social game of bidding, bluffing and surviving. **(5-8 Players)** (Friday 7p-11p)

B32 OGRE 6th Edition: Introduction (GM: *Laban Tatro* Room: *Oscar Wilde*) The giant tank rumbles toward its target . . . its guns are destroyed, its movement slowed, but only a few defenders are left. Will they stop the robot juggernaut, or will it crush the Command Post beneath

The Wargame Room at Carnage

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.



its cruel treads? Come try out this newest edition of OGRE, Not only are the tanks big but the board game is HUGE!! **OGRE (2-4 Players)** (Friday 7p-11p)

B33 Pandemic (GM: *Brennan Martin* Room: *Oscar Wilde*) You are specialists at the CDC/ Atlanta where you watch several virulent diseases break out simultaneously all over the world. The team mission is to prevent a worldwide pandemic outbreak, treating hot spots while researching cures for each of the four plagues before they get out of hand. **(2-5 Players)** (Friday 7p-11p)

B34 Pirates of the Imperium: Twilight Imperium Mirror Match (GM: *Antonin Robbason* Room: *Oscar Wilde*) A game of strategy, politics, and piracy in the wide universe! It will be a six-player game of Twilight Imperium, with each player playing Mentak. Players who have never played Twilight Imperium are welcome, but are warned. It is a long game, and all of the players are involved. If you are not sure that you are willing to commit the time to do the game right, you are also welcome to observe and learn that way. **(4-6 Players)** (Friday 7p-11p)

B35 Rails of New England (GM: *Kristin G Wood* Room: *Oscar Wilde*) An economic game where your goal is to have more assets than other players at game end, as determined by cash in hand, cost of businesses owned, special routes completed and state subsidies acquired. **(2-5 Players)** (Friday 7p-11p)

B36 Roborally: LIVE ACTION (GM: *Brent Cote, Cassie Bobar & The Neronski's* Room: *Escapade*) Come try out this LIVE ACTION board game? Yep that's right! You will be paired up in teams of two for a twist on this classic board game. One player will be...THE ROBOT! On a life size grid, complete with pits and conveyor belts. The other will be...THE PROGRAMMER! Responsible for the movements of THE ROBOT.... Sound like fun? Then come check it out! **(4-8 Players)** (Friday 7p-11p)

B37 Spartacus (GM: *Mike Beyna* Room: *Oscar Wilde*) In Spartacus: A Game of Blood & Treachery, an exciting game of twisted schemes and bloody combats inspired by the hit STARZ Original series, each player takes on the role of Dominus, head of a rising house in the ancient Roman city of Capua. Each house is competing for Influence to gain the favor of Rome. Through a combination of political schemes and glorious battles on the arena sands your house will rise in fame and stature. As Dominus, you have a variety of resources at your disposal. Guards protect you from schemes launched by rivals. Slaves run your household and earn gold. Gladiators compete to bring glory to themselves and influence to their Dominus. **(2-4 Players)** (Friday 7p-11p)

B38 World Domination (GM: *Christopher Dondero* Room: *Oscar Wilde*) The Friday night classic returns for year 6! No need for detailed game descriptions this year. We know who the World Dom addicts are & we expect to see you on the mountain. Depending on the numbers we get this year, up to three 6 player games will be offered, or perhaps it will be an 18 player slug fest. Both traditional World Dom (axis & allies) & World Dom Empire (the diplomacy variant) will be offered this year. This game will probably go past the 11:00 scheduled end time. *House Rules* **(6-18 Players)** (Friday 7p-11p)

B39 Battlestar Galactica: 3rd Annual-Daybreak Style! (GM: *Carlo Gozzi* Room: *Oscar Wilde*) 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 threatens to tear the fleet apart. BSG is one of the best social game ever created and it's all about the players who plays it! The NEW expansion Daybreak will be in full use. **(3-5 Players)** (Saturday 8a-12p)

B40 Battlestar Galactica: Cylon Hunger Games (GM: *Carlo Gozzi* Room: *Oscar Wilde*) Welcome to the 2nd annual Cylon hunger games!! Based on the popular Hunger games, each player will have a teammate, who's ID will remain secret until you guess / find out who he is, and each team will have their own goal in order to achieve victory. Will it be through population, fuel, destruction of vipers, raptors & civilian ships... who knows? Players must already have knowledge of all the components of the game (base game, Pegasus & Exodus expansion) as everything will be used in it's own way. Who will be the first winner of the Cylon Hunger games? Come join me to find out! **(3-6 Players)** (Saturday 8a-12p)

B41 Endeavor (GM: *Brennan Martin* Room: *Oscar Wilde*) A game of world exploration and empire building. You represent a European empire colonizing the Mediterranean and shipping to all parts of the world to increase the empire's glory and status in Industry, Culture, Finance and Politics. When a region opens up (i.e. the shipping lanes are full) a player can colonize, attack or retrieve resources from that region. It has a very Euro feel while also having a surprising amount of player interaction. Should appeal to players who like the mental exercise of maximizing the returns on a limited number of actions but who also like some theme. **(3-5 Players)** (Saturday 8a-12p)

B42 Fire and Axe (GM: *Eric Paperman* Room: *Oscar Wilde*) 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)** (Saturday 8a-12p)

B43 Illuminati (GM: *MIB (Danny Campbell)* Room: *Oscar Wilde*) The object of Illuminati is to take control of the world. The phone company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. And the Boy Sprouts are cashing in their secret Swiss Bank Account to smash the IRS! **(2-6 Players)** (Saturday 8a-12p)

B44 Le Havre (GM: *Gary Bobar* Room: *Oscar Wilde*) A worker placement game, Le Havre is a quite unique game of ship-building, resource management, and town building. Using raw resources, or cash, players build or purchase buildings, that will allow them to take other actions, build ships or gain resources. For example, wood can be upgraded to charcoal. Where once it could have been used for building, now it supplies more energy. Food is a critical factor in this game and building ships is crucial to supply food, and sell products. There are numerous factors to consider in this game, but it is easy to learn and plays very well in spite of the large number of pieces. **(2-5 Players)** (Saturday 8a-12p)

B45 Lords of Waterdeep (GM: *Randy Szabadics* Room: *Oscar Wilde*) Take on the role of one of the secret Lords of Waterdeep. Send your agents into the city to recruit brave adventurers to complete your quests. They will bring you fame and line your pockets with gold. Can you take control of the City of Splendor! The Scoundrels of Skullport expansion will be available. **(2-6 Players)** (Saturday 8a-12p)

B46 Mansion of Madness: Carnage at the Grindhouse (GM: *Stephen B. Tracy* Room: *Oscar Wilde*) The Dassin Brothers were a wicked lot, Canuck Outlaws spreading terror along the New England coast during the summer and fall of 1929. Two weeks ago their latest heist (turned

massacre) led them to the Manor of the Locke family on the island of Lovcraft, Massachusetts. The Locke's were taken hostage as the gangsters attempted to plan their getaway. What happened over the next few hours has the authorities baffled, all they were nearly certain of was that the escape plan failed. What police believe to be the getaway boat was found smashed atop a nearby lighthouse. When officers made their way into the estate they found themselves surrounded by chaos. Corpses were found, family members and mobsters, but not all family members nor all the gangsters. As the investigation began the mysteries grew darker, evidence disappeared and professional consultants left without warning, whimpering about how the shadows seemed to move around on their own.

Three days ago an entire team of Federal agents was assaulted by something in the basement, four lost their lives, one was never found. Now the authorities have called upon some of Arkham's finest paranormal investigators to uncover the truth of what has happened. **(4-6 Players)** (Saturday 8a-12p)

B47 Ora et Labora (GM: *Sarah Cooper* Room: *Oscar Wilde*) Ora et Labora is another of Uwe Rosenberg's resource management games. In the game, players expand their town and monastery, making resources into other, more valuable things with the end goal of having the most victory points. Building placement in this game matters, it's an interesting mix of the usual worker placement/resource management game and a land management dynamic. Set in Ireland or France (players decide as a group), so many jokes about wine or whisky will occur, be forewarned. **(2-3 Players)** (Sunday 8a-12p)

B48 Power Grid (GM: *Dan Beard* Room: *Oscar Wilde*) Ever want to own the power company? Well, here is your chance. Build your own power plants and make them newer, larger, and more efficient as the game goes on. Will your plants run on coal, oil, trash, nuclear energy (don't worry about the waste), wind, or fusion? As you build your plants you will be able to power more and more cities. And—as with all businesses—the more customers, the more money...and the better power plants. Don't worry if things don't work out this quarter; there are always government subsidies! **(3-6 Players)** (Saturday 8a-12p)

B49 Revolution (GM: *MIB (Anya Campbell)* Room: *Oscar Wilde*) Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory . . . and collect more Gold, Blackmail, and Force! **(3-6 Players)** (Saturday 8a-12p)

B50 Roborally: LIVE ACTION (GM: *Brent Cote, Cassie Bobar & The Neronski's* Room: *Escapade*) Come try out this LIVE ACTION board game? Yep that's right! You will be paired up in teams of two for a twist on this classic board game. One player will be...THE ROBOT! On a life size grid, complete with pits and conveyor belts. The other will be...THE PROGRAMMER! Responsible for the movements of THE ROBOT.... Sound like fun? Then come check it out! **(4-8 Players)** (Saturday 8a-12p)

B51 Seafarers of Catan (GM: *Robert Owen Williams* Room: *Oscar Wilde*) In this expansion to Settlers of Catan, players build shipping lanes to explore beyond the island of Catan and find resources in outlying islands. **(3-6 Players)** (Saturday 8a-12p)

B52 Sentinels of the Multiverse (GM: *Michael Fitzpatrick* Room: *Oscar Wilde*) Megalopolis is under attack by a power mongering Villain. Do you have what it takes to defend the city?? This card game is easy to learn and easy to play. Beginners are welcome!! **(3-5 Players)** (Saturday 8a-12p)

B53 Tammany Hall (GM: *Richard Creaser* Room: *Oscar Wilde*) There's nothing wrong with a little honest graft - or so they say in old New York. Players square off vying to accumulate power and prestige during four election cycles in New York City. In each election year one player will be crowned mayor, earning acclaim for himself but also forced to delegate offices to his rivals. Only slick maneuvering, fragile alliances and a little backstabbing will help keep you in power. Take control of the city's teeming immigrant populations by commanding legions of voters taken from

among the English, Irish, Italian and German. Do you have what it takes to rule New York? Do you have what it takes to control Tammany Hall? **(2-5 Players)** (Saturday 8a-12p)

B54 Terra Mystica (GM: *Robert Dijkman Dulkes* Room: *Oscar Wilde*) In the land of Terra Mystica dwell 14 different peoples in seven landscapes, and each group is bound to its own home environment, so to develop and grow, they must terraform neighboring landscapes into their home environments in competition with the other groups. Terra Mystica is a game with very little luck that rewards strategic planning. Each player governs one of the 14 groups. With subtlety and craft, the player must attempt to rule as great an area as possible and to develop that group's skills. There are also four religious cults in which you can progress. To do all that, each group has special skills and abilities. Taking turns, the players execute their actions on the resources they have at their disposal. Different buildings allow players to develop different resources. Dwellings allow for more workers. Trading houses allow players to make money. Strongholds unlock a group's special ability, and temples allow you to develop religion and your terraforming and seafaring skills. **(2-4 Players)** (Saturday 8a-12p)

B55 Twilight Struggle for Beginners (GM: *Matt Taylor* Room: *Oscar Wilde*) Twilight Struggle inherits its fundamental systems from the card-driven classics We the People and Hannibal: Rome vs. Carthage. It is a quick-playing, low-complexity game in that tradition. The game map is a world map of the Cold War period, whereon players move units and exert influence in attempts to gain allies and control for their superpower. As with GMT's other card-driven games, decision-making is a challenge; how to best use one's cards and units given consistently limited resources? Twilight Struggle's Event cards add detail and flavor to the game. They cover a vast array of historical happenings, from the Arab-Israeli conflicts of 1948 and 1967, to Vietnam and the U.S. peace movement, to the Cuban Missile Crisis and other such incidents that brought the world to the brink of nuclear annihilation. Subsystems capture the prestige-laden Space Race as well as nuclear tensions, with the possibility of game-ending nuclear war. Twilight Struggle is not that complex in game play but there is enough to have people who have never played the game scratching their heads, when reading the rules. This is for those who are interested but not sure if this would be a good game for them, or those interested, maybe have the game, and are not confident to teach their gaming partner how to play from reading the rules. Topics will include setup, general game play, rules with highlights on the special actions (coups, and realignments), care also given to victory conditions, and conversely, how not to lose by forgetting DEFCON. I plan to go through Early war, and of course all are welcome to continue, to exert their influence through the Cold War. **(2-6 Players)** (Saturday 8a-12p)

B56 Village (GM: *Kristin G Wood* Room: *Oscar Wilde*) A wonderful worker placement game of life where your family members die. You only hope they lived well enough to be place in the history books upon their death. **(2-4 Players)** (Saturday 8a-12p)

B57 A Game of Thrones: A Dance with Dragons (GM: *Brennan Martin* Room: *Oscar Wilde*) In short, GoT: The Board Game is, dare I say it, the theme of Game of Thrones wrapped around many of the mechanics of Diplomacy. If you like Diplomacy but want a new twist, or you love the Game of Throne series of books/show and want to try your hand at backstabbing and plotting, this game is for you. This scenario has an alternative set up and house cards to reflect the position of the houses at the start of A Dance with Dragons. The alternative set up means players will immediately be coming to grips with their opponents and more for experienced players. 6 players are required (including myself as I really want to play), otherwise I will just run the normal game. **(5-6 Players)** (Saturday 1p-5p)

B58 Agricola (GM: *Laurie Mackeigan* Room: *Oscar Wilde*) 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)

B60 Battlestar Galactica: 3rd Annual-Daybreak Style! (GM: *Carlo Gozzi* Room: *Oscar Wilde*) 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 threatens to tear the fleet apart. BSG is one of the best social game ever created and it's all about the players who plays it! The NEW expansion Daybreak will be in full use. **(3-5 Players)** (Saturday 1p-5p)

B61 Clay-O-Rama (GM: *Grace Dorman & Meghan Shirley* Room: *Oscar Wilde*) This is a game where you get to create your own character out of clay and then send it through a treacherous obstacle course. This obstacle course has twists and turns and unbeknownst surprises every move. The roll of a die can either make or break your character. In a race to get to the finish to battle, lots of damage will be done. No one will come out alive. And in the end, there will be CARNAGE! **(2-6 Players)** (Saturday 1p-5p)

B62 Emmerlaus Duel of Mages (GM: *Marc Edwards* Room: *Oscar Wilde*) My name is Emmerlaus and I am one of the greatest magicians the Universe has ever known. I have overcome hatred, of myself and of others. I have vanquished time; I am immortal. In a dream I inspired my entity to conceive a game: This is a game of imagination and make-believe. As you are playing, never forget this: you are a great mage of forgotten times. Imagine yourself as what you would like to be. Picture yourself as such. Each player starts with 50 hit points. During the game if you lose all your hit points, you are considered dead and must leave the game. The other players keep on playing until there is only one player left. Use your spells to increase your power or slay your opponents. For players 10 years or older. **(2-10 Players)** (Saturday 1p-5p)

B63 Empire Builder (GM: *Jeannie Compter* Room: *Oscar Wilde*) One of Mayfair's famous crayon rails line, this exciting game allows players to draw their train routes over a map of the United States, Canada, and Mexico. Players start with enough money to build short lengths of track, and, by running their trains and delivering loads to various cities, acquire more cash to expand their networks. **(2-5 Players)** (Saturday 1p-5p)

B64 Fortune and Glory: The Cliffhanger Game (GM: *Thomas A. Compter* Room: *Oscar Wilde*) It is the late 1930s, and the Nazis have taken control of Germany. They now spread darkness across the globe in their hunt for powerful occult artifacts that can give them the upper hand in the days to come. But the spirit of adventure and freedom won't be stamped out so easily. Heroic adventurers from around the world answer the call, racing against time to hunt down ancient artifacts, explore deadly temples, and fight back the powers of darkness from engulfing the world in flames. It is a race of good versus evil, and only a cunning and agile explorer can claim the ultimate prize of... Fortune and Glory! Fortune and Glory: The Cliffhanger Game is a fast-paced game of high adventure, vile villains, edge-of-your-seat danger, and cliffhanger pulp movie action. Players take on the role of a treasure hunter traveling the globe in search of ancient artifacts and fending off danger and villains at every turn in a quest for the ultimate reward of fortune and glory! This seasie will feature the new Treasure Hunters Expansion if available. **(3-6 Players)** (Saturday 1p-5p)

B65 Lord of the Rings: The Card Game (GM: *Michael Fitzpatrick* Room: *Oscar Wilde*) Take on the roll of a member of the Fellowship of the Ring toward Mount Doom. This game will go the first leg of the journey to the final battle in the Fellowship of the Ring. This game is a deck building game where you start with basic starter cards and use them to acquire more powerful cards so you can march towards victory!! Beginners welcome!! **(3-5 Players)** (Saturday 1p-5p)

WB67 Memoir 44': Tigers in the Snow (GM: *Matt Golec* Room: *Gateway*) By late 1944, Soviet forces had isolated Germany's Army Group North, blocking their hopes for retreat through East Prussia. Hitler refused pleas for a sea evacuation and instead ordered his troops to hold their ground in anticipation of future offensive strikes. Can the Russians continue to push back the

Germans, or will Germany hold onto its captured ground? New players welcome. **(5-8 Players)** (Saturday 1p-5p)

B68 Middle Earth Quest (GM: *Dean Chung* Room: *Oscar Wilde*) Explore the lands of Middle-Earth during a time before the Fellowship and Frodo's fateful journey to Mount Doom. Enter the world of Middle-Earth Quest, a [team vs. one] cooperative game of adventure and conflict set in the fantasy realm of J.R.R. Tolkien's saga, The Lord of the Rings. Take on the role of a noble Hero fighting Sauron's minions and embarking on desperate missions to halt the spread of evil threatening Elves, Dwarves, and Men alike. Or, alternatively, be the Dark Lord himself, brewing foul plots and treacherous schemes to conquer the Free Peoples forever. Choose your path wisely, as the fate of Middle-Earth rests in your hands. **(2-4 Players)** (Saturday 1p-5p)

B69 Munchkin Tournament (GM: *MIB (Anya Campbell & Douglas Gray)* Room: *Escapade*) Do you like Munchkin?! Do you like winning awesome games?! Well come take part in the craziness of the Munchkin Tournament! Fight more monsters, steal more treasure and make more buddies (that you will obviously stab in the back). **(4-16 Players)** (Saturday 1p-5p)

B70 Power Grid (GM: *Mongo* Room: *Oscar Wilde*) Ever want to own the power company? Well, here is your chance. Build your own power plants and make them newer, larger, and more efficient as the game goes on. Will your plants run on coal, oil, trash, nuclear energy (don't worry about the waste), wind, or fusion? As you build your plants you will be able to power more and more cities. And—as with all businesses—the more customers, the more money...and the better power plants. Don't worry if things don't work out this quarter; there are always government subsidies! **(2-4 Players)** (Saturday 1p-5p)

B71 Shadows over Camelot (GM: *Amy Stender* Room: *Oscar Wilde*) In most games, players compete against each other to achieve victory. Shadows over Camelot proposes 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! **(3-6 Players)** (Saturday 1p-5p)

B72 Small World Underground (GM: *Randy Szabadics* Room: *Oscar Wilde*) 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 1p-5p)

B73 Terra Mystica (GM: *Matt Taylor* Room: *Oscar Wilde*) In the land of Terra Mystica dwell 14 different peoples in seven landscapes, and each group is bound to its own home environment, so to develop and grow, they must terraform neighboring landscapes into their home environments in competition with the other groups. Terra Mystica is a game with very little luck that rewards strategic planning. Each player governs one of the 14 groups. With subtlety and craft, the player must attempt to rule as great an area as possible and to develop that group's skills. There are also four religious cults in which you can progress. To do all that, each group has special skills and abilities. Taking turns, the players execute their actions on the resources they have at their disposal. Different buildings allow players to develop different resources. Dwellings allow for more workers. Trading houses allow players to make money. Strongholds unlock a group's special ability, and temples allow you to develop religion and your terraforming and seafaring skills. **(2-5 Players)** (Saturday 1p-5p)

B74 The Stars are Right/Castellan (GM: *MIB (Sarah Anderson)* Room: *Oscar Wilde*) When the stars are right, the Great Old Ones will return. If the stars aren't right, it's up to you to move them around! In The Stars Are Right, you take the role of a cultist, summoning Lovecraftian horrors from beyond time and space! In Castellan two players work together to build a castle. Wall and tower pieces link to form courtyards. The player who finishes a courtyard claims it with a Keep. And

when the castle is done, the person who controls the most is the victor! **(2-4 Players)** (Saturday 1p-5p)

B75 Ticket to Ride: India (GM: *Sarah Cooper* Room: *Oscar Wilde*) Have you ever played Ticket to Ride, but thought "I'm not frustrated enough! If only I was being blocked by my fellow players more. This game needs more weeping", then the India board is for you! It does a great job of accurately reflecting the rail system in India. Bonus: parade your lack of culture by being unable to pronounce any of the cities! **(2-5 Players)** (Saturday 1p-5p)

B76 Zombicide (GM: *Kristin G Wood* Room: *Oscar Wilde*) Battle spawning zombies and accomplish the goal as a team to win the game. **(2-5 Players)** (Saturday 1p-5p)

B77 Agricola: Advanced (GM: *Sarah Cooper* Room: *Oscar Wilde*) Agricola with the heating expansion, Farmers of the Moor. This is for experienced players already comfortable with the base game. The expansion adds new improvements, an additional action component, the need to heat your house, and horses! yum! **(2-4 Players)** (Saturday 7p-11p)

B78 Android: Experienced (GM: *Alex Clay* Room: *Oscar Wilde*) 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. Times ticking..... This session is for experienced players. **(3-6 Players)** (Saturday 7p-11p)

B79 Axis & Allies: Double Blind (GM: *Bob Yates* Room: *Oscar Wilde*) The Carnage tradition continues. Classic Axis and Allies strait-up with a twist of double blind. Now where were those panzers? **(2-5 Players)** (Saturday 7p-11p)

B80 Burn in Hell (GM: *MIB (Douglas Gray)* Room: *Oscar Wilde*) Collect the souls of the damned! In Burn in Hell, you try to assemble the tastiest "Circles" of history's sinners. Trade souls with your rivals . . . or just steal the ones you need. Collect groups of Mass Murderers, Cannibals, or even Clerics . . . or build sets of the Seven Deadly Sins. **(2-6 Players)** (Saturday 7p-11p)

B81 Carcassonne: Basic and Advanced (GM: *Jeannie Compter* Room: *Oscar Wilde*) 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 a basic game with only the base rules, followed by an advanced game with several expansions, including The River, Inns and Cathedrals, The Princess and the Dragon, and Traders and Builders. **(3-6 Players)** (Saturday 7p-11p)

B82 Chaos in the Old World (GM: *Mike Beyna* Room: *Oscar Wilde*) Chaos in the Old World has the players take the role of one of the gods of Chaos in the Warhammer universe. 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. Khorne, the Blood God, the Skulltaker, lusts for death and battle. Nurgle, the Plague Lord, the Father of Corruption, luxuriates in filth and disease. Tzeentch, the Changer of Ways, the Great Conspirator, plots the fate of the universe. Slaanesh, the Prince of Pleasure and Pain, the Lord of Temptations, lures even the most steadfast to his six deadly seductions. **(2-5 Players)** (Saturday 7p-11p)

B83 Descent: Journeys in the Dark(2nd Edition) (GM: *Jon Berman* Room: *Oscar Wilde*) Ever want to play a daring adventurer? Well 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

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will have to defeat the minions, and survive the traps, to recover the lost treasure and defeat the Overlord!! Second Edition Rules will be used! **(2-4 Players)** (Saturday 7p-11p)

B84 Dominion Tournament (GM: *Carnage Staff* Room: *Oscar Wilde*) Join us in the 5th annual Carnage Dominion Tournament. The tournament will consist of a series of Swiss rounds, with random sets of cards each round. As with last year the players at the final table will help set the cards used. 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)

B85 Eclipse (GM: *Christopher Dondero* Room: *Oscar Wilde*) A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships to wage war with. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species, while paying attention to the other civilizations' endeavors. I have modified Eclipse so that up to 12 players can vie for galactic dominance, & all in 5 hours or less! Prior game knowledge is helpful but not required. This game may go past the 11:00 scheduled finish. *Eclipse (modified)* **(6-12 Players)** (Saturday 7p-11p)

B86 Munchkin Legends (GM: *MIB (Sarah Anderson)* Room: *Oscar Wilde*) Raid the world of myth and legend in this new rendition of the classic game! Crush every foe you meet. Backstab your friends and steal their stuff. Grab the treasure and run. **(3-6 Players)** (Saturday 7p-11p)

B87 OGRE 6th Edition (GM: *MIB (Danny Campbell)* Room: *Oscar Wilde*) The giant tank rumbles toward its target . . . its guns are destroyed, its movement slowed, but only a few defenders are left. Will they stop the robot juggernaut, or will it crush the Command Post beneath its cruel treads? Come try out this newest edition of Ogre. Not only are the tanks big but the board game is HUGE!! *OGRE* **(2-4 Players)** (Saturday 7p-11p)

B88 Railways of the World: Europe (GM: *Eric Paperman* Room: *Oscar Wilde*) Build your railroad tracks, upgrade your locomotive and deliver your goods across Europe! Can you become the Rail Baron of the European continent? **(3-6 Players)** (Saturday 7p-11p)

B89 Republic of Rome (GM: *Michele Denault-Reynolds* Room: *Oscar Wilde*) Republic of Rome is one of those games you set aside a weekend to play with friends. Each player represents

a faction in the Roman Senate. The goal of the game is to have one of one's senators amass enough influence to be declared "Consul for Life." Within the game, Rome is threatened by foreign enemies and potential popular unrest. The heart of the game involves players managing the state's affairs in a series of mock Senate sessions. All while fighting off Rome's enemies with military force and keeping the populace from uprising. **(3-6 Players)** (Saturday 7p-11p)

B90 Rex: The Final Days of the Empire (GM: *Andy Palmer* Room: *Oscar Wilde*) 3000 years before the events of Twilight Imperium is the story of Rex: Final Days of an Empire. It is the last days of the Lazax empire and the other races are trying to fill the void. Even the Lazax themselves. Mecatol City is under siege and no place is safe from the Sol Fleet. Rex is a reimagining of Avalon Hills classic game Dune. The players will take on the roles of one of the six races trying to control Mecatol City. Each has a unique and quite powerful ability. They can form alliances or go it alone. Either way some one must emerge victorious. A new empire must be built on the ashes of the old! **(3-6 Players)** (Saturday 7p-11p)

B91 San Marco (GM: *Margot Ships* Room: *Oscar Wilde*) Build your influence in the districts of Venice, Italy. Move your aristocrats and build bridges in the city of canals. Come try this great euro game from Alan Moon. **(2-4 Players)** (Saturday 7p-11p)

B92 Sid Meier's Civilization (GM: *Bethany Creaser & Robert Dijkman Dulkes* Room: *Oscar Wilde*) Forge an empire to stand the test of time using innovative game mechanics with multiple paths to victory. Will you lead the greatest army in the world to conquer your foes? Or will you be the first to journey to the stars, becoming the most technologically advanced civilization known to man? The choice is yours. Players take on the roles of famous leaders in charge of historical civilizations, each with their own abilities. Players will be able to explore a module game board, build cities and buildings, fight battles, research powerful technology, and attract great people by advancing their culture. Experienced players strongly preferred. Beginners are welcome to play but need to KNOW THE RULES, as they will NOT be explained. **(2-10 Players)** (Saturday 7p-11p)

B93 Small World (GM: *Brad Woodward* Room: *Oscar Wilde*) 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)** (Saturday 7p-11p)

B94 Twin State Ticket to Ride (GM: *Amy Stender* Room: *Oscar Wilde*) With elegantly simple gameplay, Ticket to Ride can be learned in 3 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route. Come play on this over-sized homemade board and destination tickets for various routes across Vermont and New Hampshire! **(2-5 Players)** (Saturday 7p-11p)

B95 Tzolk'in: The Mayan Calendar (GM: *Bill Parker* Room: *Oscar Wilde*) The world did not end in 2012. So you get a chance to come try out this great game. Players will try to work their way thru a year on the Mayan Calendar. Harvest the corn and collect the resources needed to build the Mayan civilization. Don't forget to pay tribute to the gods or you might anger them. Rumor has it they favor those that bring them the rare crystal skulls! **(2-4 Players)** (Saturday 7p-11p)

B96 Battlestar Galactica: Midnight Special (GM: *Carlo Gozzi* Room: *Oscar Wilde*) Car nage is all about traditions and this one has been going for a few years now... 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 threatens to tear the fleet apart. BSG is one of the best social game ever created and it's all about the players who plays it! Only the base

game will be in use for this special session. Looking for 2 to 4 players to come have fun with me & Robert. **(1-4 Players)** (Saturday Overnight)

B97 Twilight Imperium (GM: *Laban Tatro* Room: *Oscar Wilde*) You control one of the ancient galactic civilizations! Your only goal...seize the Imperial Throne! You must use cunning diplomacy, economic stability, your tech advances and of course a little warfare to ascend to the throne on Mecatol Rex! **(3-8 Players)** (Saturday Overnight)

B98 Alhambra (GM: *Margot Ships* Room: *Oscar Wilde*) In Granada, one of the most impressive building projects of the Middle Ages has begun: the construction of Alhambra. A palace, fortress, and a small city -- all-in-one -- Alhambra is made up of the world's most beautiful gardens, pavilions, chambers and towers. The most prominent builders in all of Europe and Arabia want to demonstrate their skills. Employ the most talented teams of builders to construct your Alhambra. Hire stonemasons from the north and gardeners from the south, who all want a fair wage and insist on being paid with their native currency. With their help, towers can be constructed, gardens designed, pavilions and mezzanines erected, and manors and royal chambers built. Compete against your opponents to build the greatest and most impressive Alhambra. **(2-6 Players)** (Sunday 8a-12p)

B99 Galaxy Trucker (GM: *Cassie Bobar* Room: *Oscar Wilde*) In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Everyone knows their drivers -- the brave men and women who fear no danger and would, if the pay was good enough, even fly through Hell. Now you can join them. You will gain access to prefabricated spaceship components cleverly made from sewer pipes. Can you build a space ship durable enough to weather storms of meteors? Armed enough to defend against pirates? Big enough to carry a large crew and valuable cargo? Fast enough to get there first? Of course you can. Become a Galaxy Trucker. It's loads of fun. **(2-4 Players)** (Sunday 8a-12p)

B66 Lord of the Rings: The Card Game (GM: *Michael Fitzpatrick* Room: *Oscar Wilde*) Take on the roll of a member of the Fellowship of the Ring toward Mount Doom. This game will go the first leg of the journey to the final battle in the Fellowship of the Ring. This game is a deck building game where you start with basic starter cards and use them to acquire more powerful cards so you can march towards victory!! Beginners welcome!! **(3-5 Players)** (Sunday 8a-12p)

B100 Martin Wallace Games (GM: *Bob Mosdal* Room: *Oscar Wilde*) Come try the games of Martin Wallace. A variety of his games will be available. Automobile, Perikles, Tinnars Trail, Age of Industry and Aeroplanes: Aviation Ascendant. **(3-8 Players)** (Sunday 8a-12p)

B101 Munchkin Apocalypse (GM: *MIB (Anya Campbell)* Room: *Oscar Wilde*) In Munchkin Apocalypse, every possible natural (and unnatural) disaster has happened . . . or will happen during the game. You are a rugged survivor in a world full of people – and things – that want to kill you and take your stuff. So do it to them first! **(3-6 Players)** (Sunday 8a-12p)

B102 Neuroshima Hex (GM: *Mike Beyna* Room: *Oscar Wilde*) Neuroshima Hex is a strategy combat game set in the post-apocalyptic world of Neuroshima. Each player leads one of four armies: Borgo, Hegemony, Moloch, and Outpost. You win when all enemy headquarters are destroyed or when your headquarters is the least damaged at the end of the game. **(3-4 Players)** (Sunday 8a-12p)

B103 Oregon (GM: *Gary Bobar* Room: *Oscar Wilde*) Oregon is about building a western town. Building and Landscape cards are randomly drawn at the end of each player's turn. Each turn, players use the Landscape cards to determine where to place citizens or buildings using a X Y grid overlay on the game board. It is possible to play twice in a turn or use a Landscape wildcard, both options can be manipulated to be able to used more than once (if someone else don't beat you to it). **(2-5 Players)** (Sunday 8a-12p)

B104 Power Grid (GM: *Eric Neronski* Room: *Oscar Wilde*) The object of Power Grid is 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' (3-6 Players) (Sunday 8a-12p)

B105 Serenissima 2nd Edition (GM: *Patrick Tierney* Room: *Oscar Wilde*) In Serenissima players represent a merchant family during the Renaissance. Players attempt to balance the need of trading and open commerce versus the cut-throat economic piracy of the day. Players create a fleet of ships to purchase and move various commodities around the Mediterranean while also keeping well manned ships to attack and defend against other player's fleets. (2-4 Players) (Sunday 8a-12p)

B106 The Stars are Right/Castellan (GM: *MIB (Sarah Anderson)* Room: *Oscar Wilde*) When the stars are right, the Great Old Ones will return. If the stars aren't right, it's up to you to move them around! In The Stars Are Right, you take the role of a cultist, summoning Lovecraftian horrors from beyond time and space! In Castellan two players work together to build a castle. Wall and tower pieces link to form courtyards. The player who finishes a courtyard claims it with a Keep. And when the castle is done, the person who controls the most is the victor! (2-4 Players) (Sunday 8a - 12p)

B107 Arkham Horror (GM: *Robert Snow* Room: *Oscar Wilde*) Wander through the streets of Arkham, Massachusetts beating back the Great Old Ones which threaten to destroy our world. Play as a pre-made investigator in Fantasy Flight's popular Arkham Horror board game. Arkham Horror is a game for 1-6 players and, unlike traditional board games, players work together to beat the board. Several expansions will be on hand for advanced players and/or additional play through. (3-6 Players) (Sunday 8a-5p)

B108 7 Wonders (GM: *Laban Tatro* Room: *Northstar*) You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times. 7 Wonders is a easy to learn, and quick play. All experience levels welcome. (3-7 Players) (Sunday 10a-12p)

B109 Carnage Munchkin (GM: *Tom Mechler* Room: *Oscar Wilde*) Sleep a little later Sunday morning then come out and play a custom version of Munchkin that is filled with all your favorite things about Carnage! Classes include BoardGameGeek, Grognard, CardShark and RolePlayer. Monsters include Carnage staff members... Laughter is guaranteed. (2-6 Players) (Sunday 10a-12p)

B110 Dungeon Roll (GM: *Randy Szabadics* Room: *Oscar Wilde*) Check out this brand new dice game! Players will assemble a party of adventurers to defeat monsters, battle the dragon and grab all the treasure they can carry! So boldly enter the Dungeon and gain your fortune and glory! (2-4 Players) (Sunday 10a-12p)

B111 The Great Big Forbidden Island (GM: *Jeannie Compter* Room: *Oscar Wilde*) Dare to discover Forbidden Island! Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath every step! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss! This session has a twist*, though, because YOU are the pawn! In this stand-up, over-sized version of Forbidden Island, you'll be able to feel the earth tremble beneath your feet as the island sinks away! (Ok, maybe not, but it will be a blast nonetheless!) There should be time in this slot to run two parties of four through this adventure. (*Pun fully intended.) (2-8 Players) (Sunday 10a-12p)

B112 Ticket to Ride: Europe (GM: *Kim Ward* Room: *Oscar Wilde*) Come play this classic rail game from Days of Wonder. Get your tickets and build your rails across all of Europe! Can't quite get there? Build your stations...and see the continent! (2-5 Players) (Sunday 10a-12p)

WB113 Conflict of Heroes (GM: *David Cheng* Room: *Gateway*) Conflict of Heroes is an award-winning game of WW2 squad-level combat. It has 80% of the feel of Squad Leader with only 20% of the rules. Players of all skill levels welcome. If you are a fan of Squad Leader/ASL, we will have at least one ASL scenario converted to CoH, complete with enlarged maps. (1-8 Players) (Sunday 10a-2p)

B114 Dune (GM: *Dean Chung* Room: *Oscar Wilde*) 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 help guide your strategy to victory. Experience this multiplayer gaming classic that seamlessly blends simple mechanics with rich theme. New players welcome. (3-6 Players) (Sunday 10a-2p)

B115 Merchants and Marauders (GM: *Laurie Mackeigan* Room: *Oscar Wilde*) 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 ammunition, 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? *OGRE* (2-4 Players) (Sunday 10a-2p)

B116 OGRE 6th Edition (GM: *Dan Beard* Room: *Oscar Wilde*) Ogre and its sequel, G.E.V., are tactical ground combat games set in the late 21st century. In 2085 A.D., armored warfare is faster and deadlier than ever. Hovercraft, tanks and infantry slug it out with tactical nukes. But the most feared weapon of all needs no human guidance. It's the giant cybernetic tank called the Ogre. In this, the latest edition of the Steve Jackson game Ogre, we have the newest models and markers to play with. Release will be on October 19th, so full details are sketchy, but the belief that at least 5 two player games can be played from a set, so there will probably be openings for people who just want to drop in. (2-10 Players) (Sunday 10a-5p)

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B117 Shogun(Game Master) (GM: *Mongo* Room: [Oscar Wilde](#)) Come try this classic game of warfare in feudal Japan. You are the warlord of an army. Recruit peasants or hire Ronan 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! **(2-4 Players)** (Sunday 10a-2p)

B118 Spartacus (GM: *Richard Creaser* Room: [Oscar Wilde](#)) Take control of one of the powerful houses of ancient Capua. As leader of a house of gladiators, compete against your rivals in the arena as well as on the streets. Gain favor by sending gladiators to victor on the sands of the arena or by thwarting the ambitions of your enemies. Forge alliances, break pacts and do whatever it takes to ensure that your house becomes first among equals. This session will include the expansion Spartacus: the Serpents and the Wolf **(3-6 Players)** (Sunday 10a-2p)

B119 Castellan (GM: *MIB (Douglas Gray)* Room: [Oscar Wilde](#)) In Castellan two players work together to build a castle. Wall and tower pieces link to form courtyards. The player who finishes a courtyard claims it with a Keep. And when the castle is done, the person who controls the most is the victor! **(2-4 Players)** (Sunday 1p-3p)

B120 Catacombs (GM: *Matt Golec* Room: [Oscar Wilde](#)) Flick your heroes through multiple monsters and a final boss fight in this dexterity-dependent dungeon crawl. New players welcome. **(2-5 Players)** (Sunday 1p-5p)

B121 Clash of Cultures (GM: *Kevin Day* Room: [Oscar Wilde](#)) A game of civilization building. Players will control one of four tribes at the beginning. They will build their technologies, cities and wonders. They may also need to put down barbarians, both of the non-player and player variety! **(2-4 Players)** (Sunday 1p-5p)

B122 Formula De (GM: *Doug Neet* Room: [Oscar Wilde](#)) 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! **(2-10 Players)** (Sunday 1p-5p)

B123 Killer Bunnies (GM: *Nyssa* Room: [Oscar Wilde](#)) 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 players bunnies? Arm your rabbits and go for the Carrot! **(2-8 Players)** (Sunday 1p-5p)

B124 Lords of Waterdeep (GM: *Brad Woodward* Room: [Oscar Wilde](#)) Take on the role of one of the secret Lords of Waterdeep. Send your agents into the city to recruit brave adventurers to complete your quests. They will bring you fame and line your pockets with gold. Can you take control of the City of Splendor! The Scoundrels of Skullport expansion will be available. **(3-6 Players)** (Sunday 1p-5p)

B125 Navegador (GM: *Mark Gibson* Room: [Oscar Wilde](#)) 15th century Portugal. Time to set sail and make your fortune. Players build a fleet, hire crew and sail to Africa and beyond to set up colonies. Come try this great game from designer Mac Gerdts! **(2-5 Players)** (Sunday 1p-5p)

B126 Resident Evil: Deck Building Game (GM: *Jon Berman* Room: [Oscar Wilde](#)) Players take on the role of one of the main characters from the Resident Evil video games. You will explore the mansion and kill the zombies infesting its halls. Buy your weapons, ammo and event cards to build your deck to become strong enough to kill the toughest zombies the mansion can throw at you. Can you gain the most decorations and survive the outbreak to win the game? **(1-4 Players)** (Sunday 1p-5p)

B127 Settlers of America: Rails to Trails (GM: *Sarah Cooper* Room: [Oscar Wilde](#)) A train spin-off of Settlers of Catan? Yes, Please! The central turn dynamics of this game 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! **(2-4 Players)** (Sunday 1p-5p)

B128 Sunday Afternoon Lite! (GM: *Brent Cote* Room: [Oscar Wilde](#)) Looking for something nice and lite before you head for home? Need that last game fix.... Well come check out this collection of quick fun games that you can actually play and still be awake for the ride home! Includes Carcassonne: New World, Trias, Tsuro and Finca. **(2-6 Players)** (Sunday 1p-5p)

B129 Tammany Hall (GM: *Brad Blitstein* Room: [Oscar Wilde](#)) Do you have what it takes to take political control of Tammany Hall and New York city in the mid 1800's? Send out your ward bosses to control and motivate the immigrants coming into the Castle Garden. Get them to vote for you and you just might take Tammany! However it will be tough...Politics is a brutal sport! **(3-5 Players)** (Sunday 1p-5p)

CARD GAMES

C1 Casual Magic (GM: *Matt Gustafson* Room: [Snowshed](#)) Come hang out with 802MTG and play Magic: The Gathering! Any format is welcome. Join us for: Commander, Emperor, Two Headed Giant, Free for all, or simply One on One kitchen table style. Forgot your deck? Borrow one of ours! **(4-16 Players)** (Friday 1p-5p)

C2 Casual Magic & Magic Introduction (GM: *Matt Gustafson & Will Billings* Room: [Oscar Wilde](#)) Come hang out with 802MTG and play Magic: The Gathering! Any format is welcome. Join us for: Commander, Emperor, Two Headed Giant, Free for all, or simply One on One kitchen table style. Interested in learning the game? Join us during Magic Introduction and we'll show you the ropes. Forgot your deck? Borrow one of ours **(4-16 Players)** (Friday 7p-11p)

C3 Magic: EDH Tournament (GM: *Rodney Sheldon* Room: [Oscar Wilde](#)) Here we go with year 6 of the Carnage EDH Tournament. Bring your Commander/EDH deck and battle it out to see who's General reigns supreme. Be sure to send in your General/Commander requests to info@carnagecon.com. Put EDH General in the heading. Generals are 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)

C4 Magic: M14 Mini Masters (GM: *Rick Salamin* Room: [Snowshed](#)) Come try out this casual Magic format. Each player starts with one pack of cards and 3 of each basic lands in their deck. Win and gain another pack... win again and gain another pack... get the drift! **(4-32 Players)** (Saturday 9a-12p)

C5 L5R: (GM: *Ben Higginson* Room: [Snowshed](#)) Waves of discontent ripple through the lands of Rokugan, and minor disagreements between the Great Clans threaten to escalate from simple skirmishes to open warfare. Join us Saturday for our annual Legend of the Five Rings tournament. Emperor Edition Constructed format. Swiss rounds begin at 10:00. Questions may be directed to Benjamin Higgins (daidoji.rjushi@gmail.com). **(4-36 Players)** (Saturday 9a-5p)

C6 Casual Magic (GM: *Alex Pratt* Room: [Snowshed](#)) Come hang out with 802MTG and play Magic: The Gathering! Any format is welcome. Join us for: Commander, Emperor, Two Headed Giant, Free for all, or simply One on One kitchen table style. Forgot your deck? Borrow one of ours! **(4-16 Players)** (Saturday 1p-5p)

C7 Intro to Netrunner (GM: *Justin Berman* Room: [Oscar Wilde](#)) Interested in learning Netrunner? Join us for an introductory session of the hot new LCG from Fantasy Flight Games. Come learn how to play this fun card game. You can bring your own deck or borrow one of the decks provided. **(1-10 Players)** (Saturday 1p-5p)

C8 Weiss Schwartz Intro (GM: *Laban Tatro* Room: *Northstar*) Have you ever wanted to play a card game centered around your favorite anime show? Then this is the game for you, Weiss Schwarz allows you to construct a deck with your favorite anime characters and play them vs. another player in a stage performance, complete with Center Stage, Climax, and waiting rooms. Feel free to stop by for a demo or to pick up a game. **(2-8 Players)** (Saturday 1p-5p)

C9 Magic: Return to Ravinica Block Sealed Tournament (GM: *Rick Salamin* Room: *Snowshed*) Return to Ravinica Sealed Event. Swiss style pairings. Cost of entry \$25 collected at the event. This will include purchase of product and prize support costs. **(4-32 Players)** (Saturday 1p-11p)

C10 Casual Magic & Magic Introduction (GM: *Alex Pratt & Will Billings* Room: *Snowshed*) Come hang out with 802MTG and play Magic: The Gathering! Any format is welcome. Join us for: Commander, Emperor, Two Headed Giant, Free for all, or simply One on One kitchen table style. Interested in learning the game? Join us during Magic Introduction and we'll show you the ropes. Forgot your deck? Borrow one of ours **(4-16 Players)** (Saturday 7p-11p)

C11 Casual Magic (GM: *Andrew Gustafson* Room: *Oscar Wilde*) Come hang out with 802MTG and play Magic: The Gathering! Any format is welcome. Join us for: Commander, Emperor, Two Headed Giant, Free for all, or simply One on One kitchen table style. Forgot your deck? Borrow one of ours! **(4-16 Players)** (Sunday 8a-12p)

C12 Netrunner Tournament (GM: *Rodney Sheldon* Room: *Oscar Wilde*) Bring your decks for the Carnage debut of Netrunner! This will be a Swiss style tournament. Please check the website and FB as we get closer to the convention for more details on which sets will be legal for this tournament. **(4-24 Players)** (Sunday 9a-5p)

C13 Casual Magic (GM: *Andrew Gustafson* Room: *Oscar Wilde*) Come hang out with 802MTG and play Magic: The Gathering! Any format is welcome. Join us for: Commander, Emperor, Two Headed Giant, Free for all, or simply One on One kitchen table style. Forgot your deck? Borrow one of ours! *Battletech* **(4-16 Players)** (Sunday 1p-5p)

FANTASY MINIATURES

F1 Battletech Grinder (GM: *Brian Alter* Room: *Snowshed*) 31st century armored combat with big stompy robots. Demo games in a grinder style format. Learn the basics of game play from a seasoned veteran. In a grinder style game there is no fear of death. Start off in a light or medium mech and respawn into a heavier version each time you die. Want to take a break but come back in another time slot? No Problem! You start again in the weight class you left off in. This event is open to players of all experience level; beginner to veteran. *BattleTech* **(1-6 Players)** (Friday 1p-5p)

F2 Fallout Tactics (GM: *Buddha Camp* Room: *Snowshed*) You know the PC game, but have you tried the minis? This is a home brew system based off the Fallout tactics video game, players will build a squad and fight one another in arena style combat. This system is a beta, and is looking for a few good men! *Home Crafted* **(6-8 Players)** (Friday 1p-5p)

F3 Battletech Grinder (GM: *Brian Alter* Room: *Oscar Wilde*) 31st century armored combat with big stompy robots. Demo games in a grinder style format. Learn the basics of game play from a seasoned veteran. In a grinder style game there is no fear of death. Start off in a light or medium mech and respawn into a heavier version each time you die. Want to take a break but come back in another time slot? No Problem! You start again in the weight class you left off in. This event is open to players of all experience level; beginner to veteran. *Battletech* **(1-6 Players)** (Friday 7p-11p)

F4 Car Wars Drivers Ed. (GM: *Buddha Camp* Room: *Oscar Wilde*) Players assume

control of one or more automobiles, which may include any powered vehicle, from motorcycles to semi trucks. The vehicles are typically outfitted with weapons (such as missiles and machine guns), souped-up components (like heavy-duty fire-proof wheels, and nitro injectors), and defensive elements (armor plating and radar jamming systems). Within any number of settings, the players then direct their vehicles in combat. This game is targeted at beginners and will use a light set of the car wars rules for simple game play. *Car Wars* **(2-8 Players)** (Friday 7p-11p)

F5 Death Race Carnage (GM: *Kimberlie Caron* Room: *Oscar Wilde*) Take the wheel of a 1920's car and see if you can be the first one (or the ONLY one) over the finish line - with the highest body count - in this cross country death race. Bombs, blood, cars and guns - what more can you ask for? Originality and daring count in this pedal to the metal race with death! Beginners welcome. Repeaters beware! Surprises ahead! *Chuckie's Rules* **(4-8 Players)** (Friday 7p-11p)

F6 Dystopian Wars - Storm of Steel Scenario 1: Operation Blade (GM: *Jeff Durochia / Aaron Richards* Room: *Oscar Wilde*) As the transports of the Russian White Army's British Expedition traverse the North Sea, a naval detachment from the escorting fleet breaks off to raid one of the Prussian Empire's oil fields near Norway. This is a bid to divert Prussian Empire attention from its vulnerable convoys and draw vital air assets away from missions further south. Prussian and Danish forces respond. The Danes see a chance to deprive the White Navy of one of its valuable heavy units in open waters far from strong support. Rumors abound that Vladimir Nikonov, the infamous 'Black Wolf' is also present, and that he is on a fat bonus for each confirmed kill! It's also well known that the Tsar would dearly love to destroy or capture the accursed traitor! Welcome to the alternate earth global war of Dystopian Wars! Some call it retro sci-fi Victoriana Jules Verne steampunk... we call it fun! Play as either a Russian or Prussian commander in one of the opening naval engagements of the Storm of Steel war of 1871. *Dystopian Wars* **(2-8 Players)** (Friday 7p-11p)

F7 Lost Regiment: Battle at Sea (GM: *Leo Walsh* Room: *Oscar Wilde*) Naval forces of Ironclads, gunboats and galleys fight over control of the sea. From the pages of William Forstchen's series Bullfinch and Cromwells naval forces collide off the coast in a fight to the death! Age of Iron miniature naval rules will be used. Easy to learn and fast to play. The more people playing, the more ships on the table. *Age of Iron* **(2-8 Players)** (Friday 7p-11p)

F8 Star Wars X-Wing (GM: *Michael Bailey (Northern Conspiracy)* Room: *Oscar Wilde*) Choose from a pre-set 100 point command, or design your own, and engage in ship to ship combat in the Star Wars universe. *Star Wars: X Wing* **(2-8 Players)** (Friday 7p-11p)

F9 Battletech Grinder (GM: *Brian Alter* Room: *Oscar Wilde*) 31st century armored combat with big stompy robots. Demo games in a grinder style format. Learn the basics of game play from a seasoned veteran. In a grinder style game there is no fear of death. Start off in a light or medium mech and respawn into a heavier version each time you die. Want to take a break but come back in another time slot? No Problem! You start again in the weight class you left off in. This event is open to players of all experience level; beginner to veteran. *Battletech* **(1-6 Players)** (Saturday 8a-12p)

F10 Dystopian Wars - Storm of Steel Scenario 2: Operation Shattershield (GM: *Jeff Durochia / Aaron Richards* Room: *Oscar Wilde*) Once the Kingdom of Britannia began their offensive into the Prussian Netherlands Southern Zeeland province, it became vitally important to cut off the flow of Prussian reinforcements from across the River Scheldt. The most important transport link was the heavily defended Blucher Bridge leading to the fortified town of Terneuzen in Southern Zeeland. With the waters too risky for a naval attack, and artillery strikes impractical, the Kingdom of Britannia mounted an aerial assault, determined to knock out the bridge and destroy as many Prussian land and aerial military assets as possible. The Prussians in turn were focused on keeping the bridge open and intact at all costs. The strength of their forces further south depended upon the uninterrupted passage of reinforcements across the river.

Welcome to the alternate earth global war of Dystopian Wars! Some call it retro sci-fi Victoriana Jules Verne steampunk... we call it fun! Play as either a British or Prussian

commander in one of the opening aerial engagements of the Storm of Steel war of 1871. *Dystopian Wars* (2-6 Players) (Saturday 8a-12p)

F11 Warhammer 40K Tournament (GM: *Buddha Camp* Room: *Oscar Wilde*) In the grim darkness of the far future, there is only Carnage! This will be a 1500 point 3 round event with all current codex books allowed (if released before October 20th 2013). Rounds will be around 2 hours long, and will have a variety of missions made up just for Carnage. We ask players show up at least 30min before round one start time to have list checked and verified. There will be a breaks between rounds, and Prizes for 1st, 2nd, painting, and sportsmen. All donated by Pop Culture and Crusader gaming club. *Warhammer 40K* (2-24 Players) (Saturday 8a-5p)

F12 Warmachine/Hordes Trophy Steamroller (GM: *Tony Vandenberg* Room: *Oscar Wilde*) 50pt Tournament, two lists required. Character restriction applies so if you have a character model in one list, you may not use it in the other list! Prime and epic versions of warcasters are exempt from this rule (so you may have pStryker and eStryker as your two lists). Divide and Conquer, so you must play both lists an equal amount of rounds. Top 3 places earn the awesome resin Steamroller trophies! Anyone playing TWO fully painted armies will be put into a drawing for a bounty of fabulous prizes!

Registration begins at 10:00am, and the games will start at 11:00am SHARP!

Will run until probably 6pm or so, depending on attendance and number of rounds. *Warmachine/Hordes* (6-24 Players) (Saturday 8a-5p)

F13 Axis and Allies WAR of the WORLDS (GM: *Steven Parenteau*, *TotalCon* Room: *Oscar Wilde*) Its 1956, three years since the Martian invasion was stopped by the tiny microbes in our atmosphere. Mankind has rebuilt some of its cities and has been preparing for the return of its neighbors in space. The wait is over! Is mankind ready? *Modified Axis & Allies* (2-6 Players) (Saturday 1p-5p)

F14 Battletech Grinder (GM: *Brian Alter* Room: *Oscar Wilde*) Battletech scenario event. Two factions face off across a field of battle and duel to the death or the completion of a yet to be determined win condition. This event is geared toward intermediate to advanced level players. For up to the minute scenario updates, feel free to email me at pioneervalleybt@gmail.com, and ask to be added to my mailing list. *Battletech* (4-10 Players) (Saturday 1p-5p)

F15 Death Race Carnage (GM: *Kimberlie Caron* Room: *Oscar Wilde*) Take the wheel of a 1920's car and see if you can be the first one (or the ONLY one) over the finish line - with the highest body count - in this cross country death race. Bombs, blood, cars and guns - what more can you ask for? Originality and daring count in this pedal to the metal race with death! Beginners welcome. Repeaters beware! Surprises ahead! *Chuckie's Rules* (4-8 Players) (Saturday 1p-5p)

F16 Down to the Sea (GM: *Leo Walsh* Room: *Oscar Wilde*) There has been peace for 20 years but now there is a new threat from the Kazan across the sea. They come with superior ships and greater firepower! Can the forces of the Lost Regiment pull it together and come up with something to stop the Hoard at sea. It's like post civil war ships against pre-dreadnoughts! From the pages of William Forstchen's series Bullfinch and Cromwells naval force collide. *Age of Dreadnought* (2-12 Players) (Saturday 1p-5p)

F17 Lost & Found (GM: *William Minsinger* Room: *Oscar Wilde*) The year is 2292, but the USMC is still the few, the proud, the forward deployed to where ever the USA decides there's something to worry about. While performing a routine patrol over the planet Glory a Marine aerospace fighter experiences engine trouble and goes down in disputed territory. Now the local Marine patrol is in a race to find the pilot before the hostile forces of the Democratic People's Republic of Glory find the pilot and score a major propaganda coup. Tomorrow's War is a dynamic platoon level rules set for science fiction combat. No experience with the game is needed, rules will be taught. *Tomorrow's War* (2-6 Players) (Saturday 1p-5p)

F18 Star Wars X-Wing - Return of the Trench Run. (GM: *Christopher Dondero* Room: *Oscar Wilde*) 2 years ago I ran a huge Star wars 3d combat game, reenacting the legendary battle of Yavin. It was fun, it was chaotic, it was more than 3 GMs could handle. This year I will try the great battle again using the new X wing miniatures game. Although the new game is 2D, special rules will be added for the trench run itself! Bring your tie fighters if you have them, the empire can always use more! Stay on target! Stay on target! Wedge Antilles must die! *Star Wars X-Wing (modified)* (6-24 Players) (Saturday 1p-5p)

F19 The 4th Battle for Arrakis (GM: *Bruce Carson* (*Battle Group Boston*) Room: *Oscar Wilde*) The 3rd Battle for Arrakis ended in a decisive Leonian victory- allowing their transports to land on the planet. While the ground forces battle for ultimate control of the system, the Human Empire has sent another force of ships to Arrakis in the hopes of relieving the besieged troops. Each player will control two to three ships for either the Leonians or Humans and attempt to play a decisive role in the clash between these Empires. No Starmada experience necessary. *Starmada Nova* (2-10 Players) (Saturday 1p-5p)

F20 Another Saturday Night and I Ain't Got No Chariot (GM: *Gregg Belevick* (*Battle Group Boston*) Room: *Oscar Wilde*) The Saturday night tradition continues. TC Maximus, the raucous imitation of a Roman chariot race. You decide. Do you want to be one of Titus' disciples or one of Mongo's evil minions? Never played before? Don't worry, TC Maximus is novice and kid friendly. *TC Maximus* (4-14 Players) (Saturday 7p-11p)

F21 Conflict PvP (GM: *Buddha Camp* Room: *Oscar Wilde*) Conflict PvP adds advanced team vs. team mechanics and rules to the Pathfinder RPG. Resulting in raw, brutal, yet governed competition! Play with a team or as gladiator styled individuals. *Conflict PvP* (6-8 Players) (Saturday 7p-11p)

F22 Dystopian Wars - Storm of Steel Scenario 3: The Second Waterloo! (GM: *Jeff Durochia* / *Aaron Richards* Room: *Oscar Wilde*) As the Kingdom of Britannia began the second stage of its offensive in Belgium, the 7th Land Flotilla under Vice-Admiral LF Richard Duke marched on Brussels. Duke's plan was for his force to act as a diversion while further units moved in from Ghent to assault the disputed but strategically vital Belgian capital. Meanwhile, French General Lionel Avis, leading a powerful force of his 4th Legion 'Richelieu' northwards in support of Belgium's Protectorate government, saw an opportunity to shatter the Duke's offensive. With typically aggressive spirit, he aimed to drive his powerful and numerically stronger army straight through Duke's blocking force and the few defenses they had been able to prepare and then roll on to Brussels.

"Here we stand rooted to the earth, as Wellington's men did before us. Here we stand, steady and prepared, and here we shall hold." -- Vice-Admiral LF Richard Duke addressing his army the night before the battle.

Welcome to the alternate earth global war of Dystopian Wars! Some call it retro sci-fi Victoriana Jules Verne steampunk... we call it fun! Play as either a British or French commander in one of the pivotal land engagements of the Storm of Steel war of 1871. *Dystopian Wars* (2-8 Players) (Saturday 7p-11p)

F23 Lost Regiment: Skirmish Game (GM: *Leo Walsh* Room: *Oscar Wilde*) Scouts of the 35th Maine look for "Tugar" scouts and run into resistance. Who will get away with prisoners to interrogate or to make a yummy meal break? Fans of William R. Forstchen's great series of books will enjoy this as will anyone that likes humans vs. other creatures games. As in the series, there may be some surprises. This is a skirmish level game in a 1 to 1 scale. *High Noon* (2-12 Players) (Saturday 7p-11p)

F24 OGRE (GM: *Buddha Camp* Room: *Oscar Wilde*) Gameplay summons to mind a futuristic nightmare of desperation and exhilaration, where rumbling machines unleash barrage after barrage of titanic weaponry and the inexorable advance of a soulless giant can only be stopped by

zinging swarms of self-sacrificing martyrs. This will be using all minis, and no cardboard cutouts!
OGRE (2-12 Players) (Saturday 7p-11p)

F25 Silent Death – Smash (GM: *Bruce Carson (Battle Group Boston)* Room: *Oscar Wilde*)
 Each player receives a starter space-ship. You get upgrades as you damage/destroy other players. The first player to a complete a "4th generation" ship is the winner! Now with a twist - *repair stations*. No Experience necessary. *Silent Death (4-16 Players)* (Saturday 7p-11p)

F26 Battletech Grinder (GM: *Brian Alter* Room: *Oscar Wilde*) 31st century armored combat with big stompy robots. Demo games in a grinder style format. Learn the basics of game play from a seasoned veteran. In a grinder style game there is no fear of death. Start off in a light or medium mech and respawn into a heavier version each time you die. Want to take a break but come back in another time slot? No Problem! You start again in the weight class you left off in. This event is open to players of all experience level; beginner to veteran. *Battletech (1-6 Players)* (Sunday 10a-5p)

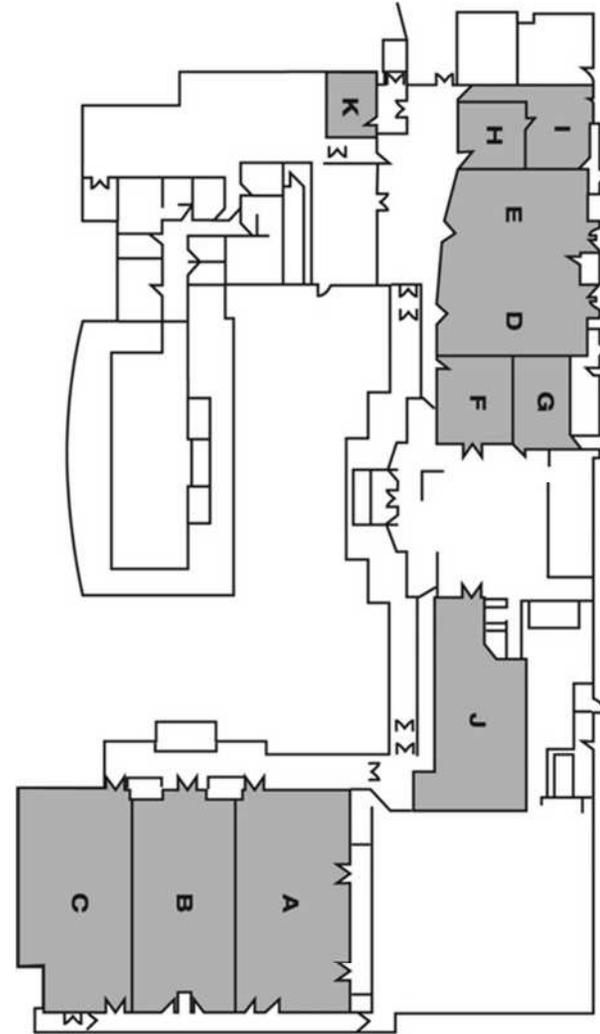
F27 Champions of the Toy Chest (GM: *Dr. Nik* Room: *Oscar Wilde*) The toy chest is over crowded with 5.25" action figures, monsters, & buildings galore; tensions are high and factions have formed. The battle lines have formed and the action figures are ready to take action. Now you must battle it out to be the last toy standing. This game is "take what you conquer" so if you survive the battle, defeat a toy, or hold a location with your forces, it is yours to keep! Suitable for any players, ages 8+ *Home Crafted (2-12 Players)* (Sunday 10a-5p)

F28 Clash of Cruisers (GM: *Christopher Dondero* Room: *Oscar Wilde*) Star Trek Fleet Battles - In past years at Carnage we have had titanic battles with 40 or more ships in combat. The big battles are fun but can also be monotonous. This year, in the tradition of Star Fleet Battles, I will be offering a cruiser battle, where D7s, War birds, & Constitution class vessels will prove why they were always the backbone of the fleet. Less ships & more maneuvering should prove for a faster paced, more enjoyable game! *House (6-24 Players)* (Sunday 10a-5p)

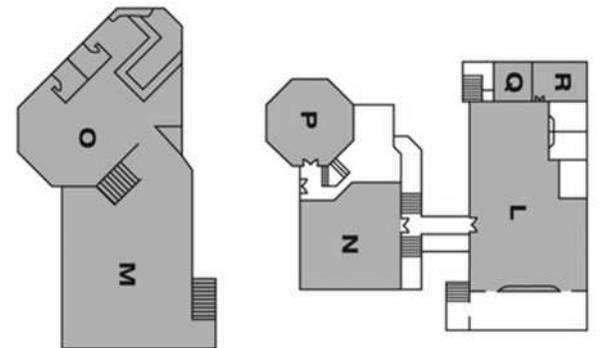
F29 Dystopian Wars - Storm of Steel Scenario 4: Lion de la Mer (GM: *Jeff Durochia / Aaron Richards* Room: *Oscar Wilde*) At the beginning of August 1871, French General Christophe Diagana launched the Republic of France's most ambitious military operation of the campaign -- an attack upon the British Isles themselves. Diagana's plan envisioned this operation as a major raid rather than a full invasion, its objectives designed to support French and Prussian activities in the Low Countries. For his strategy to be at its most effective, Diagana knew that he had to make it appear as if his armies posed a clear and immediate threat to London itself, and so he struck at key strategic assets and resources, trying to make it seem that he was planning on long-term occupation. To French surprise, the bulk of the defending forces were Russian as General Boris Ulyanov had taken command of key parts of the Britannian defense and the Russian 32nd Rifle Army would feel the full wrath of the French assault.
 Welcome to the alternate earth global war of Dystopian Wars! Some call it retro sci-fi Victoriana Jules Verne steampunk... we call it fun! Play as either a Russian or French commander in the beach landing assault on the southern coast of England during the Storm of Steel war of 1871. *Dystopian Wars (2-8 Players)* (Sunday 10a-5p)

F30 Hanghai Raiders (GM: *Mike Paine* Room: *Oscar Wilde*) Don't Dare Miss the Next Thrilling installment "Hanghai Raiders", it's not for the faint of heart! There will be fists flying as the ruthless Dragon Lady on Wheels hires the Mysterious Dr. Satan and his Hanghai Raiders to help her gain wealth and power. Our heroes must thwart their insidious plan that threatens the world!! Help put a stop to their evil scheme in this nail-biter or join the nefarious villains and wage battle against the heroic forces and take a white-knuckle ride to the brink of doom!!! Beginners are encouraged, kids are welcome, and adults that can play with kids are welcome too. *Home Crafted (5-9 Players)* (Sunday 10a-5p)

Killington Grand Resort Hotel
Rooms
 A-C) Oscar Wilde Ballroom
 D-E) Northstar Ballroom
 F-G) Gateway I & II
 H-I) Escapade I & II
 J) Ovations
 K) Roundabout



Snowshed Lodge
Rooms
 L) Snowshed Ballroom
 M) Chandelier Room
 N) Exhibit Hall (Cafeteria)
 O) Long Trail Pub
 P) The Bakery
 Q-R) Highlander I & II



F31 Storm the Front (GM: *Buddha Camp* Room: *Oscar Wilde*) This home brew game is a simple version of Capture the Flag, Mini's style. Depending on player turnout, we will either have everyone control their own team, or players will be given squads in a platoon to command and see who truly can win! *Home Crafted (6-8 Players)* (Sunday 10a-5p)

HISTORICAL MINIATURES

FEATURING

CENTURIES OF CONFLICT – THE AGE OF BLACK POWDER

Centuries of Conflict is an offering of Historical Miniature events directed at The Age of Black Powder. Events will cover various conflicts running from 1600 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 The Battle of Coffee Hill (GM: *Mike Griffin* Room: *Snowshed*) On October 13th, 1863 the first battle of Auburn was fought between Union infantry and Confederate cavalry as part of the Bristoe Campaign. Confederate cavalry commander JEB Stuart, while attempting to raid the Union supply train with two brigades of cavalry gets cut off from the Confederate Army by the Union Forces. He has to hide in a ravine during the night to keep from being captured. Stuart sends six men dressed in Union uniforms out to get word to General Lee that he is trapped. All six men make it Lee during the night, who then sends General Ewell to Auburn the next morning to save Stuart. This battle starts on the morning of the 14th. Union General Caldwell has taken up position on the high ground north of the Cedar Creek crossing to protect the Union supply train as it crosses. As the men are making breakfast Ewell's Corps starts firing at them. Stuart hearing the sound of gun fire also attacks from his ravine. And the battle of Coffee Hill starts. *ACW Warmaster Modified (6-8 Players)* (Friday 1p-5p)

CH2 "Battle of Leipzig" - South of Leipzig (GM: *Scott Monteith* Room: *Oscar Wilde*) This part of the "Battle of Leipzig" has focus to the South of Leipzig and pits Napoleon face off with Allied commanders Schwarzenburg, Barclay and Wittenstein (Austrian & Russian). The Allied Austrian and Russian forces are making their main push from the South and hope to push toward Leipzig and defeat the French Grand Armeé, Napoleon also has a major push and it's to the South, where he wants to defeat Allied forces there before he turns North to defeat a Northern Allied army soon to be engaged. There are plenty of infantry, cavalry and artillery to create a lot of Carnage on this battlefield. Choose to be Allied and try to defeat the French or be French and show the Allied armies there is still plenty of fight left. Re-fight this epic battle of 200 years ago, "Battle of Leipzig" October 16-18, 1813. This game will most likely go past the 11pm session end time. *House Rules (8-12 Players)* (Friday 7p-11p)

H3 Check Your 6! Arial Combat – Rules Introduction (GM: *Joshua McGary & Terry Terry* Room: *Oscar Wilde*) Each player will be given two planes and square off against one another in a classic fighter duel, P-51's vs. Fw-190's. The GMs will show new players the rules and game play of the Check Your 6! game system. The scenario is designed to get the players started quickly and right into the action. Not for young children, please no players under 16. *Check your 6! (4-8 Players)* (Friday 7p-11p)

CH4 Hubbardton - July 1777 (GM: *Phil Hammond (Northern Conspiracy)* Room: *Oscar Wilde*) In the aftermath of the fall of Fort Ticonderoga to the British under General Burgoyne the retreating Colonial troops under Seth Greene fought a hard pressed battle at Hubbardton, VT that nearly saw an end to them. Led by one of Burgoyne's ablest field commanders, Simon Fraser and using the Brunswick troops lead by Von Reisdell to good effect, Fraser routed the Americans but didn't - quite - destroy them the way he wanted to. Those troops left would come back to haunt Burgoyne and especially Von Reisdell at another famous battle - Bennington. Your task is to see if you can avoid the rout and maybe give the British more than they bargained for with a few extra militia that were in theater but never made it to the party. But only just a few, so very few...

But if your British, who cares about extra scummy American farmers anyway? You run the empire for his majesty and you can show them how a proper soldier fights, right? Form lines men, and give them a volley! *Volley & Bayonet (4-7 Players)* (Friday 7p-11p)

CH5 The Battle of Bennington (GM: *Chris Parker* Room: *Oscar Wilde*) August 1777, General Burgoyne's army had forced its way south from Canada to Fort Edward and is in need of supplies before it pushes on further into New York state. Burgoyne sends a strong force consisting of German troops towards the town of Bennington where he has heard supplies are plentiful. The local regulars and militia have been called out to halt the advance. The rest is as they say.... history. This game will be played with beautiful 40mm figures from Trident. *Battle Cry Revised (2-8 Players)* (Friday 7p-11p)

CH6 A Meeting by the River - Spain 1810 (GM: *Charlie Glemmo (Northern Conspiracy)* Room: *Oscar Wilde*) Wellington has sent a force to secure a bridge and crossroads before the river and the bridge become unfordable in the rainy season. Unfortunately for the British, the French have decided they need control of the strategic point also. The game will be played with 28mm figures using Napoleon's Rules of War; a battalion level quick play set of rules. *Napoleon's Rules of War (House) (6 Players)* (Saturday 8a-12p)

CH7 Armies at Lutzen (GM: *Ed Mueller (Northern Conspiracy)* Room: *Oscar Wilde*) In the spirit of the Command and Colors series and well known blogger Bob Corderey's Portable Wargame, this is a streamlined version of the author's desktop published battle game of the same name, ported to the miniatures table. Not the actual Battle of Lutzen, but inspired by that clash, play uses a regulated playing area and emphasizes battle management, special unit characteristics, the influence of commanders, touches of period flavor, and a bit of mischief: Croats and Swedes and Shot: Oh my! *Armies at Lutzen (House) (6 Players)* (Saturday 8a-12p)

CH8 Battle Line (GM: *Christopher Dondero* Room: *Oscar Wilde*) Looking for a fun, fast, easy to play, easy to learn sailing combat game? If yes Battle line is for you! Unlike the "other" sailing game where turns take hours & rules lawyers rule the waves, Battle line turns are quick & combat is easily resolved. 1st, 2d, & 3d rate ships of the line return again this year for 4 hours of broadside pounding fun! *House Rules (6-12 Players)* (Saturday 8a-12p)

CH9 Battle of Valcour Island (GM: *Thomas A. Compter* Room: *Oscar Wilde*) The naval Battle of Valcour Island (<http://tinyurl.com/valcour>), also known as the Battle of Valcour Bay, took place on October 11, 1776, on Lake Champlain. The main action took place in Valcour Bay, a narrow strait between the New York mainland and Valcour Island. The battle is generally regarded as one of the first naval battles of the American Revolutionary War, and one of the first fought by the United States Navy. This naval miniatures battle will be re-fought using the Tattered Sails and Shattered Gunwales rule set: (<http://www.computerenterprises.com/pirates/Sails.pdf>). *Tattered Sails and Shattered Gunwales (2-6 Players)* (Saturday 8a-12p)

CH11 February 25, 1863 –FIGHTING NEAR HARTWOOD CHURCH. (GM: *Maurice Holmes* Room: *Oscar Wilde*) The first Rhode Island Cavalry Regiment, under Captain Chase, was positioned in skirmish order across the Telegraph Road, when southern cavalry (Virginians – commanded by Fitzhugh Lee – part of JEB Stuart's cavalry) approach. A cavalry skirmish ensues. The Confederate troopers begin falling back. The Virginian's made a concerted stand at a cluster of log huts. The skirmishing became quite severe. Updated High Noon rules will be used. *High Noon (2-8 Players)* (Saturday 8a-12p)

H12 First Man in Rome! DBA Tournament (GM: *Mike Coppinger (Northern Conspiracy)* Room: *Oscar Wilde*) A campaign game designed for DBA tournament play with sixteen players. This tournament format was originally created by Bob Beattie. I have taken the liberty to change some of the opponents and some of the criteria:

- The campaign pits Marian/Republican Romans against a series of opponents: Gauls, Numidians, Spanish, Seluecids, Carthaginians or any other suitable enemy of Rome.
- There are eight Roman players and one player for each of the opponents. Players begin each game

with a full roster of troops. The army list chosen for the first game will be the one used throughout the tournament.

- There will be four rounds.
- Each Roman player fights in turn against an Enemy of Rome opponent. The non-Romans stay for all four games with the same terrain board. Terrain will be changed by the referee each round.
- Each round will be approximately 45 minutes. I will declare the last bound. At that point players will have a chance to finish movement, combat and associated die rolls.
- Award 2 points for a win and +1 for each enemy element destroyed. Enemy camp owned at the end of the game counts for 2 points.
- A record of generals killed will also be kept to help break ties.
- At the end of four rounds the points of the Romans are compared and the one with the highest is declared the First Man in Rome. The highest scoring non-Roman is declared the First Enemy of Rome.

If anyone wishes to bring their own 12-stand DBA army they are more than welcome. Those that bring armies will have first dibs on a slot in the tournament. However, I will have eight Roman and eight Enemies of Rome DBA armies available. **DBA (Up to 16 Players)** (Saturday 8a-12p)

CH13 Raid on Portland Maine June 27, 1863 (GM: *Leo Walsh* Room: *Oscar Wilde*) Civil War Naval action comes to New England! Rebel raider Captain Charles Read, CS Tacony captured a fishing schooner off the Portland Head Light on the Maine coast. He then brought that ship into Portland Harbor to capture a larger Yankee vessel USS Forest City. Its boilers were cold so he seized the cutter USS Caleb Cushing and attempted to burn the wharf area (he was not successful in that endeavor). The local citizens and the small garrison quickly gathered their forces to pursue. **Age of Iron (2-6 Players)** (Saturday 8a-12p)

CH14 The Battle of Gloucester Point - October 17, 1781 (GM: *Allan (AJ) Wright* (*Northern Conspiracy*) Room: *Oscar Wilde*) During the siege of Yorktown, across the narrows of the Chesapeake bay, a small force led by Lieutenant Colonel Banastre Tarleton was penned in by a larger force comprised of Americans and French including the Lauzun's Legion Hussars commanded by Brigadier Marquis de Choisy. During this short time one of the few cavalry on cavalry conflicts of the war occurred which resulted in the unhorsing and wounding of Tarleton but only a few other casualties. Beyond this cavalry action the British were kept mostly in check behind their own defenses until the surrender of Yorktown. The day before the surrender, on the evening of October 16th, Cornwallis attempted an evacuation of Yorktown to Gloucester point by small boats. This evacuation ended up in failure when the boats were scattered during an overnight storm.

This scenario assumes that the British were able to cross enough troops before the storm to amass a force large enough to attempt a breakout. A successful defeat of the encircling Franco-American force will allow Cornwallis to complete the evacuation of Yorktown and extend the war in America. An American victory confirms history and marks the end of major battles of the Revolutionary War. **Wing Scale Volley & Bayonet (4-5 Players)** (Saturday 8a-12p)

CH15 Wandiwash 1760 (GM: *Byron Champlin* (*Northern Conspiracy*) Room: *Oscar Wilde*) Until January 22, 1760, the Compagnie des Indes of France and the British Honourable East

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India Company were evenly matched in India. But after the pivotal Battle of Wandiwash the British lion was ascendant on the subcontinent, while the sun of the House of Bourbon was in decline. This positional battle almost has it all: Royal infantry, company troops and sepoy on both sides, French Marines, British grenadiers, European cavalry and native horse. The French, under the Comte Lally de Tollendal are not foreordained to lose. The British, led by Col. Eyre Coote, have to use their resources well and break the siege of Wandiwash. Do you have the stuff to make or lose an empire?
Volley & Bayonet (6 Players) (Saturday 8a-12p)

H16 Flames of War! Late War 1600 point Tournament (GM: *Shawn Tester* Room: *Oscar Wilde*) Bring your Mojo! This exciting late-war event will feature three exciting 2-hour rounds, with the first round starting at 8:30 AM sharp. We will have some challenging tables this year, along with prizes for best general, best painted army, and more! If you plan to participate, please be sure to pre-register AND email shawntestester@hotmail.com **Flames of War (16 Players)** (Saturday 8a-5p)

CH17 "A Man Walks Into A Bar" (GM: *Ralph Gero* (*Northern Conspiracy*) Room: *Oscar Wilde*) Inspired by a scene from Alexander Dumas' "The Three Musketeers" this game pits the musketeers and D'Artagnan against four of the Cardinal's guardsmen. The game is played in two rounds with players getting a chance to play on each side. The handsomely painted figures are doll house figure size at over three inches tall. The rules are "Swashbuckler" originally published by Yaquinto way back in the 1980s. The action takes place in the three dimensions of a 17th century tavern. Set your opponent up for the coup de grace by pulling the carpet from beneath his feet, or by stunning him with a beer mug in the kisser. **Swashbuckler (4-8 Players)** (Saturday 1p-5p)

H18 Battle of Balikpapan (GM: *Gregg Belevick* Room: *Oscar Wilde*) In the darkest days of early 1942 in the Southwest Pacific, a scratch force of mostly obsolete ships of the U.S. Asiatic Fleet made a daring raid on the Japanese landings on the oilfields of northern Borneo. Against all odds they inflicted substantial damage on the IJN and escaped virtually unscathed. Come relive one of the US Navy's shiningest moments, or, avenge the IJN. **Seekrieg (2-8 Players)** (Saturday 1p-5p)

H19 Battle of Flodden 1513 (GM: *Richard Claydon* (*Boston Trained Bands*) Room: *Oscar Wilde*) The ambitious King Henry VIII was keen to secure England's position on the Continental stage and led an army into France as part of the Holy League (an alliance with the Pope, Spain and Holy Roman Empire). This placed his brother –in –law James IV of Scotland in a difficult position being allied with both England and France. James IV sided with his old ally France and using the pretext of revenge for the murder of Robert Kerr, a Warden of the Scottish East March who had been killed by John "The Bastard" Heron led large army across the river Tweed at Coldstream. Queen Regent Catherine sent the veteran Earl of Surrey with an army from the northern levies to intercept the invasion. The Earl of Surrey out flanked James IV's strong position of Flodden Edge and placed his army between the Scots and their homeland. James was forced to try and flight his way home. 500th Anniversary. **Hail Caesar (2-7 Players)** (Saturday 1p-5p)

H20 Encounter in the Holy Land (GM: *Michael Bailey* (*Northern Conspiracy*) Room: *Oscar Wilde*) While there is never complete peace between the Franks and Saracens, there are many times when there is no open warfare. This is one of those times. And in a small walled town not far from the coast, knights and emirs converge to conduct business of their own. Mostly friendly business, but in the Holy Land, when Franks and Saracens mix, things don't stay friendly for very long. **Have Fun Storming the Castle, Lads (4-8 Players)** (Saturday 1p-5p)

H21 Operation Vengeance (GM: *Joshua McGary & Terry Terry* Room: *Oscar Wilde*) Admiral Isoroku Yamamoto, commander of the Imperial Japanese Navy, scheduled an inspection tour of the Solomon Islands and New Guinea. He planned to inspect Japanese air units to boost Japanese morale following the disastrous evacuation of Guadalcanal. On April 14, the U.S. naval intelligence effort code-named "Magic" intercepted and decrypted orders alerting affected Japanese units of the tour. An intercept mission was quickly planned involving P-38's, the only aircraft with the legs to reach the area from Allied air bases, of the 339th Fighter Squadron based on Guadalcanal. Not for young children, please no players under 16. **Check your 6! (4-8 Players)** (Saturday 1p-5p)

CH22 The Battle of Saratoga (GM: *Chris Parker* Room: *Oscar Wilde*) October 17, 1777, nearly 6000 British and Hessian troops clash with General Gates and the American Army near the town of Saratoga, NY. Over the next few days numerous clashes between the red and blue coats occurred. Will history repeat itself and see the British army surrender encouraging France to enter the war? Or will the British be victorious, casting the rabble aside and marching to Buffalo in hopes of ending the war in 1777. This game will be played with beautiful 40mm figures from Trident Miniatures. *Battle Cry Revised* (2-8 Players) (Saturday 1p-5p)

CH10 Farmer Whites Fields - September 1814 (GM: *Mark Decouteau* (*Northern Conspiracy*) Room: *Oscar Wilde*) John White is a hard working Canadian farmer tending his modest farm along the Niagara River. For the past three months this region has been fought over by British, Canadian, American and Native Americans in a no holds barred dogfight. During maneuvering marches and counter-marches the two sides stumble into each other on a hot summer afternoon in the same fields that a little over one year ago was the stage of a similar encounter battle. As the British and American commander your mission is simple, destroy the enemy in front of you or drive them off the battlefield, while incurring as few casualties as possible among your own forces. Isn't this the goal of all commanders throughout military history? See what you can do among Farmer White's Fields. *Volley and Bayonet Wing* (6 Players) (Saturday 7p-11p)

H24 Grab The Loot (GM: *Chris Parker* Room: *Oscar Wilde*) Dusk draws near as two Warlords descend on the village of Clipstone, in Sherwood Forest. Both of them intent on pillage. Villagers, run, with no time to hide their worldly goods, only time to save their bodies. The cost of a country being invaded. Be it silver coin, food for the hungry troops or even the search for religious relics the mercenaries and householders want to grab as much as they can before nightfall... A shame that someone else had the same idea. This is a skirmish level game played out with beautiful 40mm Trident Miniatures. *Knighthood and The Middle Ages* (4-6 Players) (Saturday 7p-11p)

CH25 Leuthen - Frederick's greatest Victory 1757 (GM: *Rich Wallace* Room: *Oscar Wilde*) On a frigid December 5th, in a season when armies usually sought the comfort of winter quarters, the opposing forces met on the snow covered fields surrounding the Silesian village of Leuthen. After deftly maneuvering around Prince Charles' flank Frederick's Prussians attacked with unprecedented fury collapsing the enemy line. However, despite this initial crushing blow the Austrians were able to reorganize their front and fight the Prussians to a standstill leaving the battle's final outcome still in doubt. Only after a climatic cavalry charge, did the Habsburg army finally break and retreat to Breslau. Two weeks later the city capitulated and the Austrians evacuated Silesia. Although the war would continue for another six years Frederick would never again attain the level of success he did at Leuthen, his greatest victory. *Carnage & Glory II computer moderated* (4-8 Players) (Saturday 7p-11p)

H27 Sergeants Miniatures Game (GM: *Michael Cassiani* Room: *Oscar Wilde*) This is a new innovative squad level ww2 skirmish game that combines card game, miniatures, and board game all into one. The scenario will be set in Normandy with American paras facing off with German infantry. Rules will be taught. *Sergeants Miniatures Game by lost battalion games* (2-6 Players) (Saturday 7p-11p)

CH28 The Kraal (GM: *Jennifer Paperman* Room: *Oscar Wilde*) A Zulu kraal sits a day's march from the Mzinyathi River (which the British call the Buffalo River). This kraal is home to an impi whom the British seek to punish by burning it to the ground. Of course, the Zulus who call it home would prefer not to see that happen. *The Sword and the Flame* (3-8 Players) (Saturday 7p-11p)

H29 Thrilling Naval Engagement!! (GM: *Mike Paine* Room: *Oscar Wilde*) Later dispatches received in London show that the naval engagement on the Yangtze River is worthy to be numbered among the most daring acts of heroism of the British Navy. The facts are that two merchant ships, which had been illegally commandeered by the Chinese general, Yangsen, were moored inshore with 300 Chinese soldiers and their British prisoners aboard. The Cockchafer was lying near, but

practically out of action, sent in little gun-boats covered at point blank range by Chinese artillery and machine-guns.

Their total officers and crew did not number more than 120. Nevertheless our men boarded the captured ships, and hand-to-hand fighting with the 300 Chinese occurred before the British prisoners could be released.

The "Daily Telegraph's" diplomatic correspondent says: The little gun-boats ran the gauntlet of the numerous Chinese field batteries as well as machine-guns. The small party of sailors succeeded from their low decks in boarding merchant-men, bristling with rifles and guns, and liberating the four officers, was in itself a miracle. *Fist Full of Lead* (3-8 Players) (Saturday 7p-11p)

H30 On the Wings of Eagles (GM: *Gregg Belevick* (*Battle Group Boston*) Room: *Oscar Wilde*) Come and learn the best and the worst of your favorite WWII aircraft. Fame or Flames is about as close as tabletop gaming gets to the real thing, an aerial warfare game for warplane geeks. So strap in, throttle up, pull stick and take to the skies! No prior experience required. *Fame or Flames (Home Rules)* (2-12 Players) (Sunday 8a-12p)

CH31 The Kraal (GM: *Jennifer Paperman* Room: *Oscar Wilde*) A Zulu kraal sits a day's march from the Mzinyathi River (which the British call the Buffalo River). This kraal is home to an impi whom the British seek to punish by burning it to the ground. Of course, the Zulus who call it home would prefer not to see that happen. *The Sword and the Flame* (3-8 Players) (Sunday 8a-12p)

H32 Prokhorovka – July 12th, 1943 (Russia) (GM: *Mike Griffin* Room: *Oscar Wilde*) The climax of the battle of Kursk came when 1st SS Panzer Grenadier Division while advancing towards Prokhorovka was unexpectedly struck head on by the 5th Guards Tank Army. Both sides deployed massive armor, infantry and aircraft to the battle. Which side do you favor? There isn't much place to hide in this one. *A Fierce Tempest (Modified)* (6-8 Players) (Sunday 10a-5p)

H33 Bomber Stream over Berlin (GM: *Joshua McGary & Terry Terry* Room: *Oscar Wilde*) It's 1944 and the Allies have launched wave after wave of massive bomber raids over the skies of Berlin. Bomber raids numbering as high as 1500 aircraft were occurring night and day. This scenario will pit American and British bombers and fighter escorts against stubborn German defenders. The mission is simple. For the Allies; get the bombers through to their targets. For the Germans; shoot the bombers down before they leave the engagement zone. This session is designed for players to come in and out throughout the day and will last as long as there are interested players. Not for young children, please no players under 16. *Check your 6!* (6-12 Players) (Sunday 12p-5p)



LIVE ACTION ROLE PLAYING GAMES

L1 Realms of Wonder (GM: *Tara Pregent & Andy Disbrow* Room: [Roundabout](#)) The Realms is a world of medieval fantasy where 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. In this world, you can become a valiant fighter, a sneaky thief, or a powerful sorcerer; 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 tournament 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 extra weapons available as well as a weapon-making seminar for those who would like their 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. For more information, email tara.jackson1@gmail.com. See below for specific slots. (All Weekend)

L2 Realms of Wonder (GM: *Tara Pregent & Andy Disbrow* Room: [Roundabout](#)) Begins after dinner on Friday. For more information, email tara.jackson1@gmail.com. See L1 for description. *Realms of Wonder (30 Players)* (Friday 7p-11p)

MTL3 Vampire: Conclave on the Mountain (GM: *Tim Ryan* Room: [Highlander](#)) A secluded chalet in the New England woods has long sheltered an ancient vampire, his many powerful relics, and more dangerous secrets. Without explanation, and with scant warning, a select few have arrived to vie for these treasures. The invited Kindred, having travelled far and knowing little of why they were selected, have one night to claim their prizes at the mysterious auction. This is a classic World of Darkness Mind's Eye Theater LARP using rules from *Laws of the Night Revised*. New and experienced players are welcome. Characters will be provided on-site. *Laws of the Night Revised (10-40 Players)* (Friday 7p-11p)

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

L5 Realms of Wonder (GM: *Tara Pregent & Andy Disbrow* Room: [Roundabout](#)) NOTE: 12 noon start time. See L1 for description. *Realms of Wonder (30 Players)* (Saturday 12p-5p)

L6 Steampunk Murder Mystery (GM: *Phoebe Buskey* Room: [Highlander](#)) A murder mystery role playing game in a steampunk setting. Your best steampunk costume helps determine your role in the game. Can you piece together the "steamy" clues to solve the murder? Solid plot and fun subplots. *Steampunk Murder Mystery (10-30 Players)* (Saturday 1p-5p)

L7 Nocturne (GM: *Dr. Nik & Jason Bean, PaNik Productions* Room: [Highlander](#)) There was something important you were doing...but wasn't that someplace else? How did you get here? What is this column of fire? Who are all these people? Written and presented by award-winning GM Dr. Nik, this game features strong characters, role-driven story, and horror themes. It is suitable for any level of RPG experience and is for players over the age of 16. Never LARPed before? This is a great game to introduce you to the genre of theatrical Live Action Role Playing. Theatrical LARPs do not use foam weapons or require physical interaction, and they play out in 3 to 4 hours. 20 Curious Characters provided. *Homebrew (10-20 Players)* (Saturday 7p-11p)

L8 Realms of Wonder (GM: *Tara Pregent & Andy Disbrow* Room: [Roundabout](#)) See L1 for description. *Realms of Wonder (30 Players)* (Saturday 7p-11p)

L9 Realms of Wonder (GM: *Tara Pregent & Andy Disbrow* Room: [Roundabout](#)) See L1 for description. *Realms of Wonder (30 Players)* (Saturday 11:30p-late)

L10 Realms of Wonder (GM: *Tara Pregent & Andy Disbrow* Room: [Roundabout](#)) See L1 for description. *Realms of Wonder (30 Players)* (Sunday 10a-2p)

	Quarterstaff Games	Store Hours
	152 Church Street Burlington VT 05401	Daily: 11am to 7pm
	802-863-3666	Gamespace Hours
	qstaffvt@gmail.com	Mon-Fri: 5pm to 11pm Sat-Sun: 11am to 7pm

ROLE PLAYING GAMES

Carnage on the Mountain

This year's Carnage theme is "Carnage on the Mountain," in honor of our new location at Killington. Many of our RPG GMs have crafted games inspired by the theme. The entries for these games begin with "MT."

Pathfinder Society Information

To pre-register for Pathfinder Society (PFS) games, players must BOTH mail in a hard-copy Carnage registration form AND sign up on Warhorn at <https://warhorn.net/events/carnage-on-the-mountain-pfs>. Walk-ins will be accommodated once pre-registered attendees are seated.

Playing it Old School

Join the Old School Renaissance! Role playing games from the wild, halcyon days of 1970s and '80s gaming and those picking up the torch today are tagged "[OSR]" for those who want a role playing experience that recaptures the energy and style of the hobby's beginnings.

R1 Ghostbusters: Postdiluvian Predators of Rochester (GM: *Tyler Dion, Carnage* Room: [Chandelier](#)) The latest in a near-annual string of "once in a hundred years" storms lashes at the slopes of the Green Mountains. The people of Rochester, cut off from the rest of the world by the out of control White River, report being beset by dark hounds and monstrous vermin. Some unlucky few recall a shadowy figure before lapsing into feverish silence. With the local authorities overtaxed by flood relief, it's up to the enterprising local Ghostbusters International franchise to investigate the sightings and assuage the fatigued townsfolk. Characters are provided and no experience is necessary for this frightfully cheerful role playing adventure. *Unisystem (3-6 Players)* (Friday 1p-5p)

R2 Hourglass Part I: Corporate Raiders (GM: *Tom K. Loney, Peryton Publishing* Room: [Chandelier](#)) This is the last work day before you retire from the Mutually Assured Development Insurance Company, MADCO. The boss wants to take you all golfing at lunch. Just a few things to do around the office before then. Wait a second, did that window washer just swing like a monkey from one gondola to another? Was that an explosion coming from the main lobby? And what in the world is that...? The transition from your work life to your new life isn't going to be what you expect. Welcome to Qalidar: Resistance. This session is the first part of Hourglass, a two-part adventure, but attending both sessions is not required. Part II: Helter Skelter, will be run by Robin Lea on Friday at 7 pm. *Qalidar: Resistance (2-6 Players)* (Friday 1p-5p)

R3 One from the Vault [OSR] (GM: *John M. Prushko* Room: [Snowshed](#)) The heavy oaken door squeals open, revealing a room thickly laden with dust. Cobwebs fill the empty spaces above the shapeless masses littering the floor. Dank, mildewed air assaults your nostrils. Suddenly, a box falls, spilling its stained papers at your feet. "HEY! There's my D&D collection! What LUCK... Let's play THIS one!" Once again, it's time to grab a module, dust it off, and play 1st edition D&D. I'm not

gonna tell you WHICH module, but it'll be sure to bring back memories. Characters provided; all are welcome! *D&D 1E (modified)* (4-8 Players) (Friday 1p-5p)

R4 Paranoia Fiasco (GM: *Tom Mechler* Room: *Snowshed*) Times are tough, lately, in Alpha Complex. Communists, mutants, and secret society traitors are a constant threat. Despite your friend The Computer's assurances that everything is getting better, opportunities for advancement are dwindling, while the cost of your next replacement clone just keeps going up. It's getting so an honest Troubleshooter can't get ahead just by doing the job. Which is why you're a less than completely honest Troubleshooter. In Fiasco (www.bullypulpitgames.com/games/fiasco/), players engineer and play out stupid, disastrous situations; what could be more appropriate for Paranoia? As GM, I will be a full participant in addition to facilitating the action and storyline. The rules are simple, and if you are not shy, are cooperative with a group, and have a story to tell, then we'll have a fun few hours. *Fiasco* (2-4 Players) (Friday 1p-5p)

R5 Pathfinder Society 0-04: Frozen Fingers of Midnight (GM: *PFS Judges* Room: *Long Trail Pub*) By Craig Shackleton. Skelg the Ripper, envoy from the Land of the Linnorm Kings, lies wasting away in his villa on the outskirts of Absalom. A frigid curse followed Skelg from his northern homeland and grips his bearish heart in its frosty embrace. As the bizarre freezing ailment pushes Skelg to the brink of death, the Society dispatches you and your fellow Pathfinders to uncover the secrets of the curse before Absalom falls to its icy grip. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Friday 1p-5p)

R6 Pathfinder Society 4-07: Severing Ties (GM: *PFS Judges* Room: *Long Trail Pub*) By Larry Wilhelm. The Pathfinder Society has discovered a new Aspis Consortium base in the pirate city of Riddleport and sends a small team, disguised as newly hired mercenaries from Magnimar, to infiltrate the rival cell. After proving their value by carrying out a number of tasks in the City of Cyphers, the Pathfinders can learn the location of one of the consortium's local allies and ensure that the support the consortium is counting on won't come. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Friday 1p-5p)

R7 Pathfinder Society 4-09: Blakros Matrimony (GM: *PFS Judges* Room: *Long Trail Pub*) By Thurston Hillman. The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight. Dressed for a wedding befitting royalty, a team of Pathfinders attends the ceremony on behalf of the Decemvirate. Will their presence ultimately strengthen the Society's relationship with the influential Blakroses, or will events at the wedding bring the already tenuous alliance to a breaking point? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Friday 1p-5p)

R8 Pathfinder Society: We Be Goblins (GM: *PFS Judges* Room: *Long Trail Pub*) By Richard Pett. The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Unfortunately, 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 remaining fireworks from a derelict ship stranded in the marsh. To prove themselves heroes, the PCs must complete a series of dangerous dares, from swallowing bull slugs to braving the dreaded Earbiter. But even then, the adventure is just beginning. For the ship in question is far from uninhabited.... Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Friday 1p-5p)

R9 Quest for the Magical Checkers (GM: *Mike Larsen, Peryton Publishing* Room: *Chandelier*) Join the Laser Ponies as they go on a quest to find the magical checkers, which have been lost for a thousand years. Will they find all the pieces? Will the monsters try and stop them from completing their noble quest? Does this sound eerily like an eighties cartoon with magical ponies?...prolly. The only difference is that QAGS is involved. *QAGS: Laser Ponies* (4 Players) (Friday 1p-5p)

R10 Randomly Generated Title (GM: *Dr. Nik, PaNik Productions* Room: *Highlander*) Players' Choice! With a combination of story elements submitted by the players and some choice random table rolls, this 100% improvisational game will test the wits and prowess of the game master and players. This is usually a private event, but Dr. Nik is making it public for the first time at Carnage! *FUDGE / Story Cubes* (3-7 Players) (Friday 1p-5p)

R11 TC Fantasy: Low Level Grab (GM: *Steven Parenteau, TotalCon* Room: *Long Trail Pub*) Starting off this year at Carnage we'll begin with one of our 1st to 3rd level adventures to get new characters up and rolling for the rest of the weekend. Multiple adventures will be run if time permits, and we'll play right through dinner if players want to finish. Surviving characters should make it to 4th level to continue the weekend series. *D&D 3.5 (modified)* (4-10 Players) (Friday 1p-5p)

R12 The Bloodstone Cartel Chapter 2: Illicit Spoils (GM: *John Crossley* Room: *Snowshed*) Hot on the footsteps of "The Bloodstone Cartel, Chapter 1: Dirt Poor," the Geddal Family is, remarkably, still intact after dealing the Vaasan Bloodstone Cartel a deadly blow and making off with immeasurable wealth. But your family has a problem: "rich" does not mean "smart." What has so abruptly become your family's boon could well spell your doom. Stay ahead of the authorities and those you've so grievously wronged! Role-play is rewarded. Faerûnian lore is welcome! 2nd level characters provided. *D&D 3.5* (4-6 Players) (Friday 1p-5p)

R13 The Boiling Point (GM: *Matt MacKeigan* Room: *Snowshed*) Three nights ago, the city was rocked by the impact of meteorite Z27. Since then, a heat wave has crippled the metro area, causing mass blackouts. Now, seemingly unprovoked rioting and mayhem has broken out downtown. During all this confusion, there was a security breach at the Aegis Maximum Security Prison for Super Villains. It is going to take all your super powers and investigative skills to save a city at The Boiling Point! *Mutants & Masterminds 3E* (3-6 Players) (Friday 1p-5p)

R14 The Evil in Wispydale [OSR] (GM: *Robert Lamm* Room: *Snowshed*) Spring break! That means beer, beaches, and bikinis! Except for one group of students, who thought an isolated cabin in Vermont would be a better way to spend their vacation. They remembered the beer, but traded the beaches for moss-covered rocks, and bikinis for hunting jackets. Soon, the fun and games will be supplanted by fear and terror. Next time they'll remember to head south. At least, the ones who survive will. *Call of Cthulhu* (4-6 Players) (Friday 1p-5p)

R15 The Gaslight Gang vs. EVIL (GM: *Scott Legault* Room: *Snowshed*) The Gaslight Gang rides again. Join Iron Jim, Dr. Cogswell, The Great Mysterio, Vanity Rose, and others in rising from London's lower east side to thwart the forces of EVIL (Enormous Vermin In London). Brass & Steel sets adventurers in turn-of-the-century England, when the world teeters on the brink of global strife, progress in technology rapidly outpaces culture, and the division between wealth and poverty widens daily. Fight against oppression as a soldier, scoundrel, or scholar. Wield mysterious powers as an arcanist, touch others' minds as a lucid dreamer, or master steampunk devices as an artificer. Rules explained, characters provided, adult themes. *Brass & Steel: A Game of Steampunk Adventure* (6-8 Players) (Friday 1p-5p)

R16 The Inheritance (GM: *Andre Kruppa, Game Soapbox Productions* Room: *Suite*) No rules knowledge required, but skilled roleplaying a must. A theatrical-style tabletop game using lights and sound, Inheritance is intended for mature players only. It will run a bit late, lasting about 4.25 hours. (Please, no players familiar with the scenario, which has been run at past conventions.) May be recorded for podcasting and/or video; players may be asked to sign a release. After the trials of your youth, you have come far. College was wonderful, and everything now seems grand. You and your fellow orphaned siblings and cousins are on the eve of your inheritance. The time has come to return to your ancestral home and learn of the wonders that the foundation has in store for you. Only one thing mars your experience: the nightmares of so long ago have returned... *Call of Cthulhu 6E* (4-8 Players) (Friday 1p-5:15p)

R17 “It can only get better...Right?” [OSR] (GM: *James Doyle II* Room: *Snowshed*) Agents of Orion: Though successful, your infiltration into the Web stronghold and destruction of their doomsday device has left much to be desired. Not only did you allow one of Orion’s top snipers to get seriously wounded, but you also allowed our top weapons specialist and tactical strike team leader to be captured. Your current orders are to fix this by reviewing the intel and completing a covert rescue mission to retrieve our agent before any information can be derived from his capture. Characters provided. *TSR Top Secret (3-5 Players)* (Friday 7p-11p)

R18 A New York X-mas (GM: *Mike Larsen, Peryton Publishing* Room: *Chandelier*) It’s almost X-mas, and Team Skanatra has been volunteered to help Santa Claus this year. What does this mission entail? It’s on a need-to-know basis, and the big guy will fill in the details when he arrives. *Bureau 13 / FUDGE (4 Players)* (Friday 7p-11p)

R19 Bon Voyage [OSR] (GM: *Scott Legault* Room: *Snowshed*) You begin your journey on the tramp steamer Bellerophon out of Boston, bound for Puerto Rico and points beyond. It is 1931. Your journey will end in the realms of madness. Characters provided, mature players only (18+), adult horror themes. NOTE: This game may run late, ending at about midnight. *Call of Cthulhu (5-6 Players)* (Friday 7p-11p)

R20 Eureka! (GM: *Paul “Poxo” Allard* Room: *Snowshed*) Capable persons needed to protect valuables. Well paid; food and board supplied. Contact Uwe the barman at the Misthaufen Tavern. *Warhammer Fantasy (4-8 Players)* (Friday 7p-11p)

MTR21 Expedition to the Barrier Peaks [OSR] (GM: *Dr. Nik (PaNik Productions) & Tom Mechler* Room: *Snowshed*) The Barrier Peaks are all that keep the horrors of the Dry Steppes out of the Grand Duchy and surrounding kingdoms. In the last few months, many forts and towns were destroyed by mysterious attacks. Near ravaged areas were found the brine-preserved corpses of creatures heretofore unknown, even to the wisest sages of Leigh. The urgent plea for aid that accompanied the gruesome corpses could not be ignored, and the Grand Duke acted immediately. You have been Chosen! The doughtiest heroes from the region have been selected to find and stop these strange attacks. Your Expedition to the Barrier Peaks awaits! Two simultaneous tables. *AD&D 1E (8-12 Players)* (Friday 7p-11p)

R22 Fate of the Norns: Ragnarok (GM: *Andrew Valkauskas* Room: *Snowshed*) The end times are here... the sun and moon have been devoured by two celestial wolves... the worlds have been plunged into darkness and eternal winter... the city of the gods Asgard is under siege... heroes are needed! Will you persevere in these dark and dangerous times? Fate of the Norns: Ragnarok takes players on an epic adventure through Midgard that will sway the tide of war between the gods and the jotuns (giants). Skalds will sing of your epic deeds! *Fate of the Norns: Ragnarok (2-5 Players)* (Friday 7p-11p)

R23 Hourglass Part II: Helter Skelter (GM: *Robin Lea, Peryton Publishing* Room: *Chandelier*) This session is the second part of Hourglass, a two-part adventure, but you can easily jump in at this point if you want. The first part is Corporate Raiders, run by Tom K. Loney. Just when you thought you might get the inside of your beleaguered building under control, you lost the outside. What is all that stuff floating out there in the dark, anyway? And why is it coming toward you? *Qalidar: Resistance (3-6 Players)* (Friday 7p-11p)

R24 Hyperborea: Ghost Ship of the Desert Dunes [OSR] (GM: *Jeffrey Talamian, North Wind Adventures* Room: *Chandelier*) In the depths of the Diamond Desert lie the skeletal remains of Ymir’s Serpent, a legendary Viking longship. In days of yore, Sigtrygg Forkbeard led his company upriver, into the desert’s hostile heart. They unearthed a lost mine brimming with green diamonds, but as the Serpent made its return, the river went dry and the ship was swallowed by dunes. Forkbeard and company were never to be seen again, but tales of the desert ghost ship persist. At present, an elderly magician has devised “irrefutable means” to locate the wreck and reap its

treasure trove, but he requires stalwart assistance. Pregenerated characters provided. *Astonishing Swordsmen & Sorcerers of Hyperborea (3-8 Players)* (Friday 7p-11p)

R25 Infinity Cruise (GM: *Bradford Younie, Carnivore Games* Room: *Snowshed*) Your group of paranormal investigators books a Carnival cruise to Canada both for vacation and in hopes of seeing the famous Flaming Phantom Ship that has been sighted around Nova Scotia. But strange things start happening after setting sail. A heavy fog rolls in, and people begin seeing ghosts. As you investigate the sightings, you realize that something is very wrong, and you may find yourselves trapped on the ship forever. *The Unexplained (3-6 Players)* (Friday 7p-11p)

R26 Knight of the Comet (GM: *John Sussenberger, OGC* Room: *Snowshed*) The village and nearby Tintagel Castle are associated with the legends surrounding King Arthur and the Knights of the Round Table. The village has, in recent times, become attractive to international tourists and day-trippers; it is one of the most-visited places in Britain. You’re here to see the exhibit of an ancient bracelet found just outside the castle proper. *Doctor Who: Adventures in Time and Space (3-6 Players)* (Friday 7p-11p)

MTR27 Pathfinder Society 4-04: King of Storval Stairs (GM: *PFS Judges* Room: *Long Trail Pub*) By Dennis Baker. The PCs are sent to map the Storval Stairs and ensure they provide a safe route to the Storval Rise from Magnimar, but upon their arrival, they find the ancient site claimed and “ruled” by the self-proclaimed King of the Storval Stairs. Only through guile, diplomacy, or cold steel will the Pathfinders ensure access to the iconic Thassilonian location. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Friday 7p-11p)

R28 Pathfinder Society 4-08: Cultist’s Kiss (GM: *PFS Judges* Room: *Long Trail Pub*) By Sam Zeitlin. An active cell of the cult of Lissala—ancient goddess of runes and obedience—has been discovered in the Varisian town of Palin’s Cove. To learn about this long-lost faith not from millennia-old relics but from current practice, a team of Pathfinders travels to the industrial seaside settlement to infiltrate the secret coven in the guise of prospective converts. Will the Pathfinders discover the knowledge they seek, or will the evil cult subvert them with its vile and seductive faith? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Friday 7p-11p)

MTR29 Pathfinder Society 5-01: Glass River Rescue (GM: *PFS Judges* Room: *Long Trail Pub*) By Mike Shel. A Pathfinder leading a diplomatic envoy from the dwarven holds of the Five Kings Mountains has gone missing, and the balance of power in a time of war hangs on her rescue. The Pathfinder Society’s divinations indicate the agent was waylaid in the theocratic nation of Razmiran, when one of her escorted diplomats failed to pay a requested tithe. Now it falls to the party to enter Razmiran, locate the missing Pathfinder and the dwarven diplomats, and escape with their lives. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Friday 7p-11p)

R30 Pathfinder Society: Murder’s Mark, Part 1 of 2 (GM: *PFS Judges* Room: *Long Trail Pub*) By Jim Groves. An urban mystery adventure for 1st level characters. Part 1 of 2: Please SIGN UP FOR BOTH PARTS together. Everyone in the fishing town of Ilsurian is excited when the legendary Umbra Carnival rolls into town—even though the show is run by members of the much-maligned Varisian ethnic group. With strange and exotic beasts, scandalous performances, games of chance, and all the other fun of a traveling fair, who could resist? Unfortunately for both the town and the circus, entertainment isn’t the only opportunity the carnival presents. Hidden within Ilsurian, a guild of thieves and scoundrels has been waiting for just such an occasion to launch a campaign of theft and murder—leaving the strangers from the circus to take the blame. With tensions mounting and the body count rising, it’s up to the PCs to uncover what’s really going on and clear the circus’s name before the entire town erupts in a firestorm of ethnic violence. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Friday 7p-11p)

R31 Reclaim Riverbend (GM: *Tracy Hurley, Sarah Darkmagic* Room: *Snowshed*) The wars have ended. The dark armies have been driven from the land. The time has come to reclaim what was lost: our homes, our land, our history. Help your people take back Riverbend. Rebuild the town and deal with the horrors left behind. A D&D Next Adventure for characters starting at level 3. Pregenerated characters available, or bring your own. Each session will be affected by the one before, so you can play more than one. *D&D Next (2-6 Players)* (Friday 7p-11p)

R32 Secrets [OSR] (GM: *C. J. Henderson* Room: *Snowshed*) 1935. The Great Depression is at its height. Across America, all is hopeless. Except in one large mid-western city. There, Drexen Steel & Chemical Development has built the largest factory in their company's history, a completely self-sustaining industrial marvel, the most magnificent ever imagined. It could be the answer to state's prayers. The complex is slated to open in two weeks, but there's a problem. Things are disappearing. Not being stolen. Disappearing. In desperation, the company is sending in a team to solve the mystery before it's too late. There's only one problem...someone has a secret that may destroy not only the complex, but the world! *Call of Cthulhu (6 Players)* (Friday 7p-11p)

R33 TC Fantasy: The Bedder Crisis (GM: *Steven Parenteau, TotalCon* Room: *Long Trail Pub*) You've worked with the humanoid groups around Bedder to clean up problems, but now the Council of Bedder has sent word that there have been disappearances again, and they need help. No strange lights in the sky, but there are some odd prints in the ground. Bedder part 2, levels 4-12. *D&D 3.5 (modified) (4-10 Players)* (Friday 7p-11p)

R34 The Goldfish Experiment (GM: *Tom K. Loney, Peryton Publishing* Room: *Chandelier*) The pirates might've been cleared from Triton's space colonies, but the saucer-flying Others haven't given up the place just yet. Only Space Fleet's best can keep Neptune space safe. Come join the command staff of the rocketship defending human space. *Spacers (2-6 Players)* (Friday 7p-11p)

R35 The Lair of Vaasareyn [OSR] (GM: *Charlton Wilbur* Room: *Snowshed*) Rumors tell of the great sorceress Vaasareyn, who later in her life became paranoid and turned her arts to the security and defense of her treasures (which, of course, are vast beyond counting, at least according to rumor, which never lies). Vaasareyn has not been seen for at least a hundred years, and the spells protecting her island have kept it safe from detection. Except that one drunken night in a tavern, you won a great brass key in a game of dice. The rogue who lost it claimed that if you set to sea in Isonport Harbor while carrying it, Vaasareyn's island would be revealed once, and once only, before you returned to land. Characters provided, or contact Charlton Wilbur at cwilbur@chromatico.net for more information. *Lamentations of the Flame Princess (4-6 Players)* (Friday 7p-11p)

R36 The Night War (GM: *Andre Kruppa, Game Soapbox Productions* Room: *Suite*) By Kevin Ross; presented by Andre Kruppa. No rules knowledge required, but skilled roleplaying a must. A theatrical-style tabletop game using lights and sound, The Night War is intended for mature players only. It will run a bit late, lasting 5 to 6 hours. (Please, no players familiar with the scenario.) May be recorded for podcasting/video; players may be asked to sign a release. The apocalyptic nightmare seems interminable, with the endless rain, lakes of blood, and awful, sticky septic mud; the screaming shells and choking gas; the machine guns spitting lead. The Great War is a savage ordeal of senseless destruction and death beyond comprehension. But when the whistles blow, it is time to go over the top, and then the real terror begins. Horror lurks in the muddy, noxious darkness, coiling to strike—something far more loathsome than simple human destruction. *Call of Cthulhu 6E (4-6 Players)* (Friday 7p-12:30a)

R37 Walking Dead [OSR] (GM: *Mark Merida* Room: *Chandelier*) Set in the multiple-award-nominated world of *Astonishing Swordsmen & Sorcerers of Hyperborea* by Jeff Talanian. Trade with the town of Adirem has mysteriously halted, the handmaiden of the Queen has gone missing while trying to investigate, and strange rumors are afloat about the town's inhabitants dying, but not staying dead. The Queen's High Priest has tasked you to investigate, and hopefully to bring back the

Queen's handmaiden...alive. *Astonishing Swordsmen & Sorcerers of Hyperborea (3-8 Players)* (Friday 7p-11p)

R38 What Has Come Before... [OSR] (GM: *James Carpio, Gygax Magazine* Room: *Chandelier*) A Federation science crew sent on an archaeological mission to planet M-113 over a year ago is declared missing. There had been no communications until a sub-space transmission finally reached a merchant ship almost 10 months after it was sent. Star Fleet is sending a top archaeological expert and his wife to the planet with your crew and wants an investigation of the situation. Set in the J. J. Abrams Star Trek Universe. *FASA Star Trek (5-7 Players)* (Friday 7p-11p)

R39 Introduction to Cthulhu Invictus & Investigator Creation Workshop (GM: *Oscar Rios, Golden Goblin Press* Room: *Chandelier (ok for workshop?)*) NOTE: 9 pm start time. Roll up a Cthulhu Invictus ; create their own investigators for the weekend's games. Oscar is t
Cancelled Lurco Cthulhu Invictus campaign, from Miskatonic River Press, and his scenarios, monographs, and fiction have appeared in various collections from MRP and Chaosium. *Cthulhu Invictus (Multiple Players)* (Friday 9p-10:30p)

R40 Pathfinder Society: We Be Goblins (GM: *PFS Judges* Room: *Long Trail Pub*) By Richard Pett. The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Unfortunately, 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 remaining fireworks from a derelict ship stranded in the marsh. To prove themselves heroes, the PCs must complete a series of dangerous dares, from swallowing bull slugs to braving the dreaded Earbiter. But even then, the adventure is just beginning. For the ship in question is far from uninhabited.... Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Friday 11:30p-late)

R41 The Keys to Christmas Place (GM: *Tom K. Loney, Peryton Publishing* Room: *Chandelier*) Whack-job gossip and bad tabloid journalism surround the recent events at Horse Head Crag, New York. Those living in the town know better than not to listen. Officials and regular media keep blaming drug dealers while failing to explain the weirder things going on. While the tourism has indeed brought in money, with people looking for the hooved Sasquatch, known as "Big Hoofy," the locals can only laugh so much. They are very afraid. Part of the Lovecraft-influenced "Castle of the Month" cycle, which has been going on at Carnage for five years now. *Crawlspace 13 (3-8 Players)* (Friday 11:30p-late)

R42 Classics Incorporated (GM: *Matt MacKeigan* Room: *Snowshed*) When tentacled cosmic horrors threaten to overrun the Earth, it's time to call on some of the greatest heroes the world has ever known! Join Hong Kong Phooey, Space Ghost, Jonny Quest, Captain Caveman, and other classic cartoon characters in this all ages battle against the forces of darkness. *InSpectres (3-6 Players)* (Saturday 8a-12p)

MTR43 Escape from Mount Tribulation (GM: *Bill Finger* Room: *Snowshed*) The Duke has long ruled without mercy, tolerance, or justice. You have long struggled against his oppression, whether through oratory, satire, or freedom fighting. It was inevitable, then, that you would be captured, tried for treason, and placed into his home for political prisoners: the dank, inescapable dungeon under his fortress on Mount Tribulation. Armed with nothing but your wits, addled by deprivation, can you escape the inescapable? Can you find allies in this inhospitable place? Will you ever see the light of day again? *D&D 3.5 (4-8 Players)* (Saturday 8a-12p)

R44 May They Rest in Peace...Hopefully... [OSR] (GM: *James Doyle II* Room: *Snowshed*) There have been rumors within the town of the dead not staying dead. Loved ones being accosted by the recently deceased. Are precious supplies being stolen in transit by orcs or goblins?

Others suspect the dead themselves. The town does promise a handsome reward. How hard can this really be? Characters provided. *AD&D 1E (modified)* (6-10 Players) (Saturday 8a-12p)

MTR45 Mouth of Milu (GM: *Dr. Nik, PaNik Productions* Room: *Highlander*) As strange earthquakes and volcanic activity rock the Big Island of Hawaii, your team is called to investigate the growing cataclysm. From the caldera of Kilauea to oceanside towns, the island is in danger. You must discover the facts and forces that shape the impending disaster before the island is completely destroyed! Do you have the wit and wisdom to prevail? Come find out in this modern action adventure! (Originally run at Carnage 10.) *Savage Worlds* (4-6 Players) (Saturday 8a-12p)

R46 Mystery in Sardinia (GM: *Oscar Rios, Golden Goblin Press* Room: *Chandelier*) Explore cosmic horror gaming in the time of the Roman Empire. The investigators are hired to locate a group of surveyors who received a large plot of land on the island of Sardinia. Their patron has Superstitious local wishes to set up a large grain plantation. Dangerous and dangerous sorcerers have plagued this region since the days of Hannibal, but none now living know the full horrible truth. Can the investigators solve this mystery? Written and run by Oscar Rios; published in Lux in Tenebras from Miskatonic River Press. *Cthulhu Invictus* (4-6 Players) (Saturday 8a-12p)

Cancelled

R47 Operation Miami (GM: *Dan Williams* Room: *Chandelier*) In 2073, the Earth was invaded by Duke Aanishghaul and Seven Hives of the 'Aabun. They conquered most of South and Central America, parts of the southern United States, Africa, South Asia, and parts of southern Europe. Australia is their great stronghold, and Miami is their major hub of operations in the Caribbean and Atlantic. After 12 years of warfare, the governments of Earth and the 'Aabun Terran Dominion came to an uneasy truce—but not everyone has given up. Today, in 2102, not all are content to share Earth with the insectlike invaders. Take on the role of a Human League operative, and strike a blow for Earth's freedom. With the backing of some of Earth's secret governments, the Human League is ready to strike and light the fire that will set the world aflame! *Unisystem* (4-6 Players) (Saturday 8a-12p)

R48 Out of the Freezer (GM: *Ian Eller* Room: *Chandelier*) When the diagnosis came back, you were crushed. Terminal. In just weeks, you would be dead. You could not believe it. You could not accept it. That is why CryGen came to you and offered you a chance. They asked you to join their trial cryonic hibernation program. When there was a cure for your condition, they would revive you and cure you. The future would be yours. Now, your cryopod opens. The future has come and gone, and the world into which you emerge has changed. And so have you... This is the first part of a two-part adventure. Part 2, Into the Fridge, will be held in the Saturday afternoon slot. Playing in both halves will enhance your experience, but is not mandatory. *Mutant Future* (4-8 Players) (Saturday 8a-12p)

R49 Pathfinder Society 0-07: Among the Living (GM: *PFS Judges* Room: *Long Trail Pub*) By Josh Frost. Famed Pathfinder Bodrigan Wuthers disappeared from his dig site beneath the House of the Immortal Son in Taldor's gilded capital of Oppara. Once a grand temple to Aroden, the Immortal Son is now Oppara's most opulent theater. Sent to locate Wuthers, the Pathfinders must attend an opera with members of the Oppara elite in order to gain access to the secretive theater's dig site. When a cult crashes the performance and the nobility change into hideous walking dead, the Pathfinders are forced to choose between finding Wuthers or saving themselves. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 8a-12p)

R50 Pathfinder Society 3-01: Frostfur Captives (GM: *PFS Judges* Room: *Long Trail Pub*) By Jim Groves. 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 themselves. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 8a-12p)

R51 Pathfinder Society 4-10: Feast of Sigils (GM: *PFS Judges* Room: *Long Trail Pub*) By Dennis Baker. In Kaer Maga, the mysterious and dangerous cliffside City of Strangers in untamed

Varisia, the Pathfinder Society comes face to face with a sect of the cult of Lissala, which preys upon the city's most vulnerable denizens to increase its own power. To what end do they conduct the ancient Feast of Sigils ritual, and can the Pathfinders stop them before their evil plans come to fruition? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 8a-12p)

R52 Pathfinder Society 5-01: Glass River Rescue (GM: *PFS Judges* Room: *Long Trail Pub*) By Mike Shel. A Pathfinder leading a diplomatic envoy from the dwarven holds of the Five Kings Mountains has gone missing, and the balance of power in a time of war hangs on her rescue. The Pathfinder Society's divinations indicate the agent was waylaid in the theocratic nation of Razmiran, when one of her escorted diplomats failed to pay a requested tithe. Now it falls to the party to enter Razmiran, locate the missing Pathfinder and the dwarven diplomats, and escape with their lives. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 8a-12p)

R53 Pathfinder Society: Murder's Mark, Part 2 of 2 (GM: *PFS Judges* Room: *Long Trail Pub*) An urban mystery adventure for 1st level characters. Part 2 of 2: Please SIGN UP FOR BOTH PARTS together. See Friday evening game of the same title for description. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 8a-12p)

R54 Reclaim Riverbend (GM: *Tracy Hurley, Sarah Darkmagic* Room: *Snowshed*) The wars have ended. The dark armies have been driven from the land. The time has come to reclaim what was lost: our homes, our land, our history. Help your people take back Riverbend. Rebuild the town and deal with the horrors left behind. A D&D Next Adventure for characters starting at level 3. Pre-generated characters available, or bring your own. Each session will be affected by the one before, so you can play more than one. *D&D Next* (2-6 Players) (Saturday 8a-12p)

R55 Sheathed in Darkness (GM: *Robert Lamm* Room: *Snowshed*) Aystrom XIII: In the middle of wyrm-infested mountains, at the center of a steaming pit of mud, on top of a small barren rock of an island, sits an arch. Beyond the arch lies darkness. Somewhere in that darkness a sword of power has been hidden. A sword that you must find if you are to save the world from the plans of a nihilistic cult of Drow warlocks. Would it be too much to ask that the sword not be guarded by powerful creatures of evil and darkness bent on destroying all life? Yes. Yes, it would. *Pathfinder* (4-8 Players) (Saturday 8a-12p)

R56 TC Fantasy: Follow the Man in Black (GM: *Steven Parenteau, TotalCon* Room: *Long Trail Pub*) You're not sure who he was, but he obviously doesn't belong to the simple farmers of Bedder. He's been up to something, and you're going to find out what it is. Perhaps he's been responsible for the strange goings-on around town? Bedder part 3, levels 4-12. *D&D 3.5 (modified)* (4-10 Players) (Saturday 8a-12p)

R57 The Children of Frynn [OSR] (GM: *James Carpio, Chapter 13 Press* Room: *Chandelier*) The task was given to you to seek out a great Dragon named Loredron the Aged, an ancient Dragon knowing the pains of age more than reason or wisdom. It has been thrice a fortnight now that the great Dragon has made its appearance at the outpost, demanding weekly sacrifice. It is unfortunate that you wandered into town during a time of crisis. Where once children played atop the battlements, there are now armored guards; where there was once laughter, now there are the cries of mothers; and where men knew peace, the air reeks of fear and distress. *Dungeon Crawl Classics* (4-7 Players) (Saturday 8a-12p)

R58 The Lost Colony (GM: *Bradford Younie, Carnivore Games* Room: *Snowshed*) Your team of paranormal investigators is invited to an archaeological dig in the barren, arctic wilderness of Baffin Island, Canada. A friend working there says strange events are happening at the site, and they need you to get to the bottom of it. But when you find the camp deserted, you must learn to survive in the harsh environment while trying to locate the team. To make matters worse, you swear there is something out there in the cold and the fog that is watching you. What is it? And is it waiting for a chance to strike?

Can you survive, or will you end up like the others? *The Unexplained* (3-6 Players) (Saturday 8a-12p)

R59 Time Shredding for Money & Profit (GM: *Brandon Osorio, Dark Refuge Games* Room: *Snowshed*) The Lion's Cloakers is a team of time-traveling pirates who are ripping apart the timeline, stealing powerful relics and deadly technology in reverse order. Using a potent device to keep anything stolen real despite time paradoxes, the Cloakers threaten the entirety of human history. You are part of the Temporal Enforcement Agency, working with time-traveling aliens to keep the timeline whole. The only question is whether you'll jump ship to share in the riches, or capture your prey. A game of fast, compelling combat with easy-to-use rules focused on player empowerment. No experience necessary. Death is transitory. Welcome to the future of Dark Refuge. Learn more at www.darkrefuge.net. *Time Shredders* (2-8 Players) (Saturday 1p-5p)

R60 D&D 4E for Kids (GM: *Ani & Fiona Gail* Room: *Escapade 2*) Dungeons & Dragons 4E for kids! Ages 14 and under; must be able to read. Choose from one of the wide variety of characters provided, or bring your own 3rd or 4th level character. This adventure will be run, written, and played entirely by kids. An assistant GM will be available to help newcomers to the game—beginners welcome! *D&D 4E* (2-6 Players) (Saturday 1p-5p)

R61 Dungeontown Abbey (GM: *Dan Williams* Room: *Chandelier*) Semiranta the Bold, Satrap of the Western March, Champion of Skagerrak, Lady of Penhallow Wood, is a mighty heroine. She and her friends have done great deeds, and she has been well-rewarded by the Empress. There's not much she can't handle. Too bad she's out of town. Take on the role of her servants—the butlers, maids, footmen, and grooms—as disaster strikes at Penhallow Manor while the Lady of the House is off adventuring. Are the servants up to the task of keeping everything ship-shape and Bristol fashion while they deal with...something...coming out of the woods and up from the basement? *Pathfinder* (4-6 Players) (Saturday 1p-5p)

R62 Fate of the Norns: Ragnarok (GM: *Andrew Valkauskas* Room: *Snowshed*) The end times are here... the sun and moon have been devoured by two celestial wolves... the worlds have been plunged into darkness and eternal winter... the city of the gods Asgard is under siege... heroes are needed! Will you persevere in these dark and dangerous times? Fate of the Norns: Ragnarok takes players on an epic adventure through Midgard that will sway the tide of war between the gods and the jotuns (giants). Skalds will sing of your epic deeds! *Fate of the Norns: Ragnarok* (2-5 Players) (Saturday 1p-5p)

R63 Five Minutes Till Oblivion (GM: *Paul "Poxo" Allard* Room: *Snowshed*) The Vishakhapatnam fragment recovered from Davis Landing has been stolen while being transported to a facility on the Lathes for research. Its transport was intercepted when it entered real space and was calculating its next warp jump. The trail leads to Tranch, a planet locked in an eternal civil war, before going cold. The acolytes are tasked with the item's retrieval before it fully disappears. *Dark Heresy* (4-8 Players) (Saturday 1p-5p)

MTR64 Grandpa's Knob: Tenderfoot Session [OSR] (GM: *Gaylor Newcity, Carnage* Room: *Escapade I*) It's July 1943. Boy Scout troop 121 from Bradley is spending the week camping on Grandpa's Knob near Rutland. They plan on living like mountain men and working on their merit badges. Characters provided. No experience with role playing needed. Kids only: nobody over 15, please. *FUDGE* (3-6 Players) (Saturday 1p-5p)

R65 Gunslingers in Oz (GM: *Mike Larsen, Peryton Publishing* Room: *Chandelier*) Your posse is in pursuit of the ruthless bank robber known as Bart McCallister. You believe he is hiding in a cave not far from here, but as you enter the cave to flush him out, something unexpected happens, and you find yourself in a different place, a place known as OZ. *Adventures in OZ* (4 Players) (Saturday 1p-5p)

R66 Into the Fridge (GM: *Ian Eller* Room: *Chandelier*) You suffered from a terminal disease, were put into cryonic hibernation awaiting a cure, and ended up waking uncounted years later as twisted and changed as the world into which you awoke. Having escaped the cryonic facility turned mutant-overrun death trap, you emerge into a world in the grip of a new Ice Age, populated by stranger things than mutants. Can you find a cure for your terminal disease amidst the monsters and wonders, or will you perish in an untamed future? The first part of this adventure, *Out of the Freezer*, will be held at 8 am Saturday morning. Playing in both parts will enhance your experience, but is not mandatory. *Mutant Future* (4-8 Players) (Saturday 1p-5p)

R67 Just One More Thing... (GM: *T. J. Howell* Room: *Chandelier*) A recently redeemed Demon wants to start a new life, but there's still one obligation to fulfill—to a Demon Prince, no less! A dramedy with Angels, Demons, and one New Leaf caught in the middle. Will be run using the In Nomine system, or possibly Fate Core. *In Nomine* (5-7 Players) (Saturday 1p-5p)

MTR68 Mouth of Milu (GM: *Dr. Nik, PaNik Productions* Room: *Snowshed*) As strange earthquakes and volcanic activity rock the Big Island of Hawaii, your team is called to investigate the growing cataclysm. From the caldera of Kilauea to oceanside towns, the island is in danger. You must discover the facts and forces that shape the impending disaster before the island is completely destroyed! Do you have the wit and wisdom to prevail? Come find out in this modern action adventure! (Originally run at Carnage 10.) *Savage Worlds* (4-6 Players) (Saturday 1p-5p)

R69 One More from the Vault [OSR] (GM: *John M. Prushko* Room: *Snowshed*) The heavy oaken door squeals open, revealing a room thickly laden with dust. Cobwebs fill the empty spaces above the shapeless masses littering the floor. Dank, mildewed air assaults your nostrils. Suddenly, a box falls, spilling its stained papers at your feet. "HEY! There's my D&D collection! What LUCK... Let's play THIS one!" Once again, it's time to grab a module, dust it off, and play 1st edition D&D. I'm not gonna tell you WHICH module, but it'll be sure to bring back memories. Characters provided; all are welcome! *D&D 1E (modified)* (4-8 Players) (Saturday 1p-5p)

MTR70 Pathfinder Society 3-20 Rats of Round Mountain, Part 1: The Sundered Path (GM: *PFS Judges* Room: *Long Trail Pub*) By Kyle Baird. In an effort to prevent an alliance between the Aspis Consortium and a contingent of ratfolk with incredible regional influence, the Pathfinder Society sends its best agents deep into a Darklands passage to the heart of Round Mountain, where the ratfolk hold court. But as is often the case for Pathfinders, the journey is a deadly adventure unto itself. "The Sundered Path" is the first scenario in the two-part Rats of Round Mountain campaign arc. The story concludes in 3-22 Part II: Pagoda of the Rat. These chapters are intended to be played in order and consecutively; PCs who do so will receive a special reward at the arc's conclusion. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 1p-5p)

R71 Pathfinder Society 4-01: Rise of the Goblin Guild (GM: *PFS Judges* Room: *Long Trail Pub*) By Matthew Goodall. When a monster is discovered on the grounds of the Pathfinder Lodge at Heidmarch Manor in Magnimar, an investigation into its appearance leads the PCs deep under the City of Monuments—and face to face with a burgeoning thieves' guild. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 1p-5p)

R72 Pathfinder Society 4-12: Refuge of Time (GM: *PFS Judges* Room: *Long Trail Pub*) By Steve Miller. In the ruins of a fallen empire built on the power of sin lies the key to awakening a great evil from a time long gone. The Pathfinder Society isn't the only organization seeking this potent artifact, however, and the result of failure could mean disaster for the whole of Varisia and beyond. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 1p-5p)

R73 Pathfinder Society 5-02: Wardstone Patrol (GM: *PFS Judges* Room: *Long Trail Pub*) By Alex Greenshields. All-out war has erupted on the long-contested border between the crusader nation of Mendev and the demon-infested Worldwound. With its magical defenses failing, the region's defense now falls to small patrols of mobile soldiers who resupply, reinforce, and communicate between the border's many fortresses and outposts. With so much at stake, the Pathfinder Society has enlisted many of its agents to assist in the war effort, both to protect its own interests and to prevent the onrushing tide of demonic attackers from plunging the entire Inner Sea region into chaos. On one such wardstone patrol,

however, the party may find itself facing an enemy of an entirely different nature. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 1p-5p)

R74 Pathfinder Society: Academy of Secrets, Part 1 of 2 (GM: *PFS Judges Room: Long Trail Pub*) By Brian Cortijo. Saturday afternoon and evening, CONTINUOUS—players MUST register for BOTH parts. 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! For 13th level characters. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 1p-5p)

R75 Pinholes in the Curtain of Night (GM: *Robin Lea, Peryton Publishing Room: Chandelier*) Bottomless wells inscribed with occult symbols keep turning up. You’ve seen portals like this before, but these “zodiac pits” have always been a rare and poorly understood phenomenon. Now, someone has either discovered that there are many more hidden zodiac pits than were previously suspected, or has found a way to create new ones. Some otherworldly miasma is boiling up from the depths, and its smothering grip tightens every time a new zodiac pit is uncovered. *Qalidar: Resistance (3-6 Players)* (Saturday 1p-5p)

R76 Reclaim Riverbend (GM: *Tracy Hurley, Sarah Darkmagic Room: Snowshed*) The wars have ended. The dark armies have been driven from the land. The time has come to reclaim what was lost: our homes, our land, our history. Help your people take back Riverbend. Rebuild the town and deal with the horrors left behind. A D&D Next Adventure for characters starting at level 3. Pregenerated characters available, or bring your own. Each session will be affected by the one before, so you can play more than one. *D&D Next (2-6 Players)* (Saturday 1p-5p)

R77 SG Goes Back to Arizona (GM: *Neil Churchill Room: Snowshed*) SG24 has been ordered back to the Chiricahua National Monument Area to dig (I mean dig with shovels) into the alien cave complex. *Stargate d20 (4-8 Players)* (Saturday 1p-5p)

R78 The Inheritance (GM: *Andre Kruppa, Game Soapbox Productions Room: Suite*) No rules knowledge required, but skilled roleplaying a must. A theatrical-style tabletop game using lights and sound, Inheritance is intended for mature players only. It will run a bit late, lasting about 4.25 hours. (Please, no players familiar with the scenario, which has been run at past conventions.) May be recorded for podcasting and/or video; players may be asked to sign a release. After the trials of your youth, you have come far. College was wonderful, and everything now seems grand. You and your fellow orphaned siblings and cousins are on the eve of your inheritance. The time has come to return to your ancestral home and learn of the wonders that the foundation has in store for you. Only one thing mars your experience: the nightmares of so long ago have returned... *Call of Cthulhu 6E (4-8 Players)* (Saturday 1p-5:15p)

R79 The Regiment (GM: *Charlton Wilbur Room: Snowshed*) Flash directive from HQ said: “Weyland-Yutani Outer colony 724 (commonly known as greystone) has rebelled against the core Systems.” Ha. In other words, they’ve decided they don’t want to work for scrip anymore. Want to be “independent contractors”—pardon me, “anti-system terrorists.” Whatever. WY signs our paychecks so it’s all the same to us, am I right Marines? We’re here to put the rebellion down and restore order. Wall to wall civilians here. Don’t shoot nobody unless you have to and we can get out of here before my balls have sagged all the way down to the goddamn deck. An adventure for Colonial Marines, using the Apocalypse World Engine. Contact Charlton Wilbur at cwilbur@chromatico.net for more information. *Apocalypse World (modified) (2-5 Players)* (Saturday 1p-5p)

R80 Walking Dead [OSR] (GM: *Mark Merida Room: Chandelier*) Set in the multiple-award-nominated world of Astonishing Swordsmen & Sorcerers of Hyperborea by Jeff Talanian. Trade with the town of Adirem has mysteriously halted, the handmaiden of the Queen has gone missing

while trying to investigate, and strange rumors are afloat about the town’s inhabitants dying, but not staying dead. The Queen’s High Priest has tasked you to investigate, and hopefully to bring back the Queen’s handmaiden...alive. *Astonishing Swordsmen & Sorcerers of Hyperborea (3-8 Players)* (Saturday 1p-5p)

R81 What Evil Lies Within (GM: *Sean Murphy Room: Snowshed*) You awake in an unfamiliar room with three strangers. As your eyes adjust to the light, you realize you have no recollection of the last few hours. And yet, something gnaws at you that it is a matter of life or death for you to figure out what did happen. *Call of Cthulhu (2-4 Players)* (Saturday 1p-5p)

R82 “Down with the King”: Da Bar Room Brawl [OSR] (GM: *James Doyle II Room: Escapade 2*) Come one, come all, welcome to this year’s Bar Room Brawl. Once again, this year’s event will be a special event, but unlike last year, it is open to all, with VIP winners putting their heads on the cutting block. The event will be a team event with all players taking on the four most fearsome and legendary event winners from previous Bar Room Brawls. Prizes will be awarded to Last Man Standing and Most Gruesome Death, and for taking out one of the Bar Room Brawl Legendary Players. As always, characters provided. *AD&D 1E (modified) (8-20 Players)* (Saturday 7p-11p)

MTR83 5E Beatdown: The Lost Caverns of Tsojcanth (GM: *John Sussenberger, OGC Room: Snowshed*) In the Yatil Mountains south of Perrenland, there is rumored to be a magical hoard of unsurpassed value, a treasure of such fame that scores of adventurers have perished in search of it. Find the perilous Lost Caverns of Tsojcanth, and you may gain the hidden wealth of the long-dead arch-mage—if you live. This game will use the latest playtest of D&D Next. *D&D Next (3-6 Players)* (Saturday 7p-11p)

R84 A Virus in the System (GM: *Brandon Osorio, Dark Refuge Games Room: Snowshed*) The number of floating cloned bodies is astounding. In the gleam of lights appearing like pools in the dark depths, a maze of tubes and cloning equipment extends as far as the eye can see. A veritable army is being prepared to go back in time to hunt the heroes of the Resistance. A successful infiltration has left you deep in the heart of the Iron Republic Temporal Assassin Factory. Do you complete your mission to download their latest memory module with a blind spot for key Resistance members? Or do you reveal your presence with a running gunfight to the extraction point? A game of fast, compelling combat with easy-to-use rules focused on player empowerment. No experience necessary. Death is transitory. Welcome to the future of Dark Refuge. Learn more at www.darkrefuge.net. *Time Shredders (2-8 Players)* (Saturday 7p-11p)

R85 Blood and Glory (GM: *Oscar Rios, Golden Goblin Press Room: Chandelier*) The investigators, on holiday in Rome, are about to enjoy three days of gladiatorial games being held at the Flavian Amphitheater. As guests of one of the gladiatorial schools, they are invited to watch the games. Before the games begin. Things quickly begin to go very wrong, fall victim to the dark forces of Chaosium. *Cthulhu Invictus (4-6 Players)* (Saturday 7p-11p)

R86 Ciudad Juarez (GM: *Edwin Nagy Room: Chandelier*) The U.S. government has been blithely ignoring the fate of the hundreds of young women going missing from Ciudad Juarez, Mexico, every year. But now a senior NPR reporter has gone missing while preparing a special report. You are part of the group of special investigators being sent to this hell-hole to attempt to get her back. This game is suitable for adults only and will contain some unpleasant adult scenes. Characters will be provided. *Call of Cthulhu (3-5 Players)* (Saturday 7p-11p)

R87 Demon Drums of the Starmongers [OSR] (GM: *Tim Callahan Room: Snowshed*) The heroes have defeated the cultists and walked away from the crumbling temple slightly wiser and a bit battle-worn. Escorting the few surviving temple captives back to the local village, the heroes hear strange drumming noises coming from the swamp to the north. Noises they find

impossible to resist. The horrors they discover at the edges of the swamp give them barely any indication of the weirdness that will soon be upon them. Can they survive the Demon Drums of the Starmongers? Can anyone? No prior experience with AD&D needed. Pregenerated 3rd level characters provided. *AD&D 1E (2-6 Players)* (Saturday 7p-11p)

R88 Fate of the Norns: Ragnarok (GM: *Andrew Valkauskas* Room: *Snowshed*) The end times are here... the sun and moon have been devoured by two celestial wolves... the worlds have been plunged into darkness and eternal winter... the city of the gods Asgard is under siege... heroes are needed! Will you persevere in these dark and dangerous times? Fate of the Norns: Ragnarok takes players on an epic adventure through Midgard that will sway the tide of war between the gods and the jotuns (giants). Skalds will sing of your epic deeds! *Fate of the Norns: Ragnarok (2-5 Players)* (Saturday 7p-11p)

R89 Gates of Hell (GM: *Ilya Bossov* Room: *Snowshed*) The secrets of Fey Gates have been lost for generations, and what little knowledge has not been squandered is as dangerous as it is lucrative. Feronius Stoneheart has a reputation for going where no man is insane enough to even think about, and yet, here you are, on a fool's errand in the middle of nowhere with a non-zero chance of turning the world inside out. That gnome is up to no good. And neither are you. Set in the epic fantasy world of Feyhaven, this game uses Nightmare RPG rule set, currently in closed beta. Built on the KISS principle, Nightmare RPG allows you to create complex characters in seconds and resolve skirmishes in minutes. *Nightmare RPG (2-6 Players)* (Saturday 7p-11p)

MTR90 Grandpa's Knob: Troopmaster Session [OSR] (GM: *Gaylord Newcity, Carnage* Room: *Snowshed*) It's July 1943. Boy Scout troop 121 from Bradley is spending the week camping on Grandpa's Knob near Rutland. They plan on living like mountain men and working on their merit badges. Characters provided. No experience with role playing needed. Adults only—no one under 18 allowed. *FUDGE (4-6 Players)* (Saturday 7p-11p)

R91 Hyperborea: The Mystery at Port Greely [OSR] (GM: *Jeffrey Talanian, North Wind Adventures* Room: *Chandelier*) Until recently, the peculiar village of Port Greely was renowned as one of the most prolific exporters of crustaceans in the realm. Then, about three years ago, the Greely lobstermen severed all ties with outside partners. Subsequent attempts at renegotiation were shunned. More recently, a small group of Fishmongers' Guild representatives from Khromarium has gone missing in Port Greely, and answers have been less than forthcoming. At present, the guild seeks answers. It wants to know what became of its representatives, and it wishes to reestablish its lucrative partnership with the lobstermen. Your party has been contracted to help resolve the mystery at Port Greely. Pregenerated characters provided. *Astonishing Swordsmen & Sorcerers of Hyperborea (3-8 Players)* (Saturday 7p-11p)

MTR92 Pathfinder Society 3-22: Rats of Round Mountain, Part 2, Pagoda of the Rat (GM: *PFS Judges* Room: *Long Trail Pub*) By Russ Taylor. In the hollow center of Round Mountain, the Pathfinder Society's crack team of special agents must navigate the so-called Pagoda of the Rat, where the influential ratfolk of the region hold court. Can the team break up negotiations between the ratfolk and the sinister Aspis Consortium, or will the risks taken to reach this point have been in vain? The future of the Pathfinder Society's viability in the region lies in the PCs' hands. "Pagoda of the Rat" is the final scenario in a two-part campaign arc. The story begins in 3–20 Rats of Round Mountain, Part I: The Sundered Path. These chapters are intended to be played in order and consecutively; PCs who do will receive a special reward at the arc's conclusion. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 7p-11p)

R93 Pathfinder Society 4-20: Word of the Ancients (GM: *PFS Judges* Room: *Long Trail Pub*) By John Compton. After countless divinations and the efforts of undercover agents throughout Varisia, the Pathfinder Society has discovered the location of the last component needed to awaken a sleeping runelord. In a mad dash to beat the cult of Lissala to this ancient Thassilonian ruin, the Pathfinders must do whatever it takes to ensure that they, and not the evil cultists, acquire the power within. But the arcane components are not unguarded, and even after 10,000 years, the cost of

ensuring the safety of the region could be higher than the veteran adventurers are prepared or willing to pay. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 7p-11p)

R94 Pathfinder Society 5-03: The Hellknight's Feast (GM: *PFS Judges* Room: *Long Trail Pub*) By Tom Phillips. War between demons and the civilized peoples of the Inner Sea region has broken out in the Worldwound, far to the north of Absalom. Despite the regional implications of an Abyssal victory, many nations are ambivalent toward the cause. At the urging of Silver Crusade leader Ollysta Zadrian, the Pathfinder Society arranges for a formal banquet, hosted by newlyweds Michellia and Damian Blakros, at which its agents can attempt to sway Absalom's movers and shakers. Will the Society succeed in securing much-needed military support, or will the crusaders and Pathfinders fighting in Mendev stand alone before the demonic hordes? For 5th through 9th level characters. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 7p-11p)

R95 Pathfinder Society: Academy of Secrets, Part 2 of 2 (GM: *PFS Judges* Room: *Long Trail Pub*) Part 2. See Saturday afternoon game of the same title, Part 1, for description. Saturday afternoon and evening, CONTINUOUS—players MUST register for BOTH parts. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 7p-11p)

R96 Pathfinder Society: We Be Goblins Too (GM: *PFS Judges* Room: *Long Trail Pub*) By Richard Pett. All that remains of the Licktoads, once the great and fierce goblin tribe of Brinestump Marsh, are its four goblin "heroes": Reta Bigbad, the fighter; Chuffy Lickwound, the rogue; Poog, the cleric of Zarongel; and Mogmurch, the alchemist. Homeless and bored, they left their swampy homeland to join the neighboring goblin tribe, the Birdcrunchers. The good news is that the Birdcrunchers are willing to let the heroes join their tribe. The better news is that the Birdcrunchers have heard of these four, and want one of them to become their new chieftain. The bad news is that before the goblins can join, they'll need to endure a series of dangerous and humiliating tests. Very dangerous. Very humiliating. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 7p-11p)

R97 Psi-Run (GM: *Charlton Wilbur* Room: *Snowshed*) You've just woken up; the van is on its side, and the driver's unconscious. Or maybe you didn't just wake up, because you're standing up, but you don't remember anything that happened before right now. And oh hey, there are other people here who seem as confused as you. You've got a strange tickling in your brain—did you just *cause* that fire? You've got psychic powers, too! Who are these people with you? And who's after you? Can you stay away from them long enough to get some answers? Can you stay away from them for good? Characters for this story game will be created in play—after all, you start with amnesia! Contact Charlton Wilbur at cwilbur@chromatico.net for more information. *Psi-Run (3-5 Players)* (Saturday 7p-11p)

R98 Regular Show: Clone 117 (GM: *Mike Larsen, Peryton Publishing* Room: *Chandelier*) Another day working at the park for Mordecai, Rigby, Muscle Man, and Hi-Five Ghost. If that were true, what a boring episode that would be. So come join your favorite Regular Show characters as they do what they do best: play video games and slack off. Players should be familiar with the Cartoon Network Program called "Regular Show." *Bean the D2 Roleplaying Game (4 Players)* (Saturday 7p-11p)

R99 Secrets [OSR] (GM: *C. J. Henderson* Room: *Snowshed*) 1935. The Great Depression is at its height. Across America, all is hopeless. Except in one large mid-western city. There, Drexon Steel & Chemical Development has built the largest factory in their company's history, a completely self-sustaining industrial marvel, the most magnificent ever imagined. It could be the answer to state's prayers. The complex is slated to open in two weeks, but there's a problem. Things are disappearing. Not being stolen. Disappearing. In desperation, the company is sending in a team to solve the mystery before it's too late. There's only one problem...someone has a secret that may destroy not only the complex, but the world! *Call of Cthulhu (6 Players)* (Saturday 7p-11p)

MTR100 Star Wars: RPG Beginner Game (GM: *Michael Fitzpatrick* Room: *Chandelier*) Stuck on Tattooine, on the run from a powerful Hutt Crimelord, do you have what it takes to get off of the mountain and off-world? This game utilizes Fantasy Flight's new Star Wars RPG rules. Characters come prebuilt for the adventure. Just bring yourself and your sense of adventure! If you want to continue after the beginner game is over, there will be time to do so. Beginners welcome! *Star Wars* (4 Players) (Saturday 7p-11p)

R101 TC Fantasy: The Ruins of Sol'amon (GM: *Steven Parenteau*, *TotalCon* Room: *Long Trail Pub*) Long and deep have the mysteries been buried. Bedder has always been a hotbed for strange activities, and now you may have found out why. Something happened here long ago, and if the residents are to have any chance to survive it's going to be up to you to save them. Bedder part 4, levels 4-12. *D&D 3.5 (modified)* (4-10 Players) (Saturday 7p-11p)

R102 The Bloodstone Cartel Chapter 3: Orcs Without a Cause (GM: *John Crossley* Room: *Snowshed*) In "The Bloodstone Cartel, Chapter 2: Illicit Gains" your family evaded the steely grip of the authorities. Powers both hostile and helpful have been unveiled, all far more deadly than you've ever experienced! In this chapter, will your lack-wit family be equal to the challenge of navigating both friend and foe? Will you strike back at your pursuers as one? Will your ill-gotten wealth cause you to break faith with each other and scatter into the Vaasan steppe? Role-play is rewarded. Faerûnian lore is welcome! 3rd level characters provided. *D&D 3.5* (4-6 Players) (Saturday 7p-11p)

R103 The Night War (GM: *Andre Kruppa*, *Game Soapbox Productions* Room: *Suite*) By Kevin Ross; presented by Andre Kruppa. No rules knowledge required, but skilled roleplaying a must. A theatrical-style tabletop game using lights and sound. The Night War is intended for mature players only. It will run a bit late, lasting 5 to 6 hours. (Please, no players familiar with the scenario.) May be recorded for podcasting/video; players may be asked to sign a release. The apocalyptic nightmare seems interminable, with the endless rain, lakes of blood, and awful, sticky septic mud; the screaming shells and choking gas; the machine guns spitting lead. The Great War is a savage ordeal of senseless destruction and death beyond comprehension. But when the whistles blow, it is time to go over the top, and then the real terror begins. Horror lurks in the muddy, noxious darkness, coiling to strike—something far more loathsome than simple human destruction. *Call of Cthulhu 6E* (4-6 Players) (Saturday 7p-12:30a)

R104 The Valley of the Headless Men (GM: *Bradford Younie*, *Carnivore Games* Room: *Snowshed*) Your team of paranormal investigators heads to the Nehanni Valley for an expedition to find the elusive Waheela. Said to be a wolf-like animal, the creature is believed to be a surviving species of prehistoric bear-dog. But the valley itself, which is constantly covered in mist, has a reputation of death where men are found mysteriously decapitated. The natives won't go near it, but you will, journeying alone into the depths of the Valley of the Headless Men. Will you live to walk out, or will you become part of the legend? *The Unexplained* (3-6 Players) (Saturday 7p-11p)

R105 Evil Midnight Gamers What Game At Midnight [OSR] (GM: *Robert Lamm* Room: *Snowshed*) It was a dark and stormy night. No, that sucks. It was dark night. The kind of dark that... That's even worse. I'll work on that later. The guys are going to be here any minute, and I don't have the game ready yet. I'll just have to recycle something. I must I have something here they haven't played yet. I may just have to wing it. I hope they bring enough to eat. It's going to be a long weekend. Six guys cooped up in one little cabin in the middle of nowhere. I know. I'll bust out some Call of Cthulhu. I have a bunch of pregens and an old adventure that they haven't seen yet. It'll be awesome. *Call of Cthulhu* (4-6 Players) (Saturday 11:30p-late)

R106 Pathfinder Society 0-04 Frozen Fingers of Midnight (GM: *PFS Judges* Room: *Long Trail Pub*) By Craig Shackleton. Skelg the Ripper, envoy from the Land of the Linnorm Kings, lies wasting away in his villa on the outskirts of Absalom. A frigid curse followed Skelg from his northern homeland and grips his bearish heart in its frosty embrace. As the bizarre freezing ailment pushes Skelg to the brink of death, the Society dispatches you and your fellow Pathfinders to uncover the secrets of the curse before Absalom falls to its icy grip. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 11:30p-late)

R107 Crybaby Bridge Investigation (GM: *Mike Larsen*, *Peryton Publishing* Room: *Chandelier*) You and your friends decide to investigate the Crybaby Bridge legend. Of course the bridge is in the middle of nowhere. Why do you ask? *TACK Crawlspace* (4 Players) (Sunday 8a-12p)

MTR108 Madness in the Mountains (GM: *Gordon Spaeth* Room: *Chandelier*) An expedition has returned from the far North with a terrifying tale that may spell doom for the mouse territories. Two Guard Mice, driven to madness by their experience, provide the only clues to a mysterious horror. Your patrol is the only one with the experience needed both to deal with the harsh winter conditions of the frozen North and to solve the enigma that awaits in the ice covered mountains. Prepare to have your courage and sanity tested. The Mouse Guard RPG has received numerous awards and uses a streamlined version of Luke Crane's Burning Wheel system. Appropriate for and open to Guard Mice of all ages. *Mouse Guard RPG* (3-6 Players) (Sunday 8a-12p)

R109 Pathfinder Society 1-49: Among the Dead (GM: *PFS Judges* Room: *Long Trail Pub*) By Josh Frost. Several years ago, a Taldan Zyphus cult took over a famous Oppara opera house, murdered a Pathfinder, and turned dozens of Taldor's wealthiest citizens into the walking dead. The Pathfinder Society has finally tracked down their hideout and sends you to Oppara for one purpose: revenge. Can you face the servants of Golarion's god of accidents unharmed, or will you find yourself among Zyphus's cursed souls? Among the Dead is a follow-up scenario to Among the Living. When played together, they create a mini story arc in Taldor's gilded capital, Oppara. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Sunday 8a-12p)

R110 Pathfinder Society 4-09: Blakros Matrimony (GM: *PFS Judges* Room: *Long Trail Pub*) By Thurston Hillman. The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight. Dressed for a wedding befitting royalty, a team of Pathfinders attends the ceremony on behalf of the Decemvirate. Will their presence ultimately strengthen the Society's relationship with the influential Blakroses, or will events at the wedding bring the already tenuous alliance to a breaking point? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Sunday 8a-12p)

R111 Pathfinder Society 4-26: Walking Rune (GM: *PFS Judges* Room: *Long Trail Pub*) By Tim Hitchcock. After a year of risking life and limb, Pathfinder Society agents have discovered the resting place of the Runelord of Sloth, who has been sequestered for 10,000 years, awaiting the proper time for his return. Thanks to the efforts of the sinister cult of Lissala, that time is now. In a desperate attempt to defeat this ancient evil once and for all, the Decemvirate sends its best agents, armed with relics from ancient Thassilon, to foil the cult's last-ditch efforts to usher in a new era of tyranny. Will you succeed in preventing Krune's return? Or will you simply serve as a speed bump in the runelord's path to domination? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Sunday 8a-12p)

R112 Pathfinder Society 5-03: The Hellknight's Feast (GM: *PFS Judges* Room: *Long Trail Pub*) By Tom Phillips. War between demons and the civilized peoples of the Inner Sea region has broken out in the Worldwound, far to the north of Absalom. Despite the regional implications of an Abyssal victory, many nations are ambivalent toward the cause. At the urging of Silver Crusade leader Olysta Zadrian, the Pathfinder Society arranges for a formal banquet, hosted by newlyweds Michellia and Damian Blakros, at which its agents can attempt to sway Absalom's movers and shakers. Will the Society succeed in securing much-needed military support, or will the crusaders and Pathfinders fighting in Mendev stand alone before the demonic hordes? For 5th through 9th level characters. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Sunday 8a-12p)

R113 Pathfinder Society: Feast of Ravenmoor, Part 1 of 2 (GM: *PFS Judges* Room: *Long Trail Pub*) For decades, the tiny village of Ravenmoor has existed quietly on the upper reaches of the Lampblack River, far from the centers of Varisian civilization. Linked to the outside world only by

an overgrown, mostly forgotten trail, the villagers are comfortable with their isolation. Their ways are humble, quaint, and at times odd, and when travelers come, they find the town awkward and unmemorable. Certainly, the lack of a village inn, the oppressive humidity, and the bug-infested moors and swamps do little to encourage visitors. When a clerk in the city of Magnimar discovers that, due to a clerical error, Ravenmoor hasn't paid taxes in years, a tax collector is sent to settle accounts with its mayor. When he fails to return, a group of adventurers must investigate his disappearance. Did he really make off with the taxes for himself, as the villagers suspect? Or did he never make it out of Ravenmoor at all? Please sign up for Parts 1 and 2 sequentially. An adventure for 3rd level characters. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Sunday 8a-12p)

R114 Ragnarok of the Gods of Rocktober (GM: *Tom K. Loney, Peryton Publishing* Room: *Chandelier*) It's twilight time / Time to dream awhile / In veils of deepening blue / As fantasy strides / Over colorful skies / A form disappearing from view... (Note: Bring own air-guitar.) *TomK Tonka Truck (6-20 Players)* (Sunday 8a-12p)

R115 Reclaim Riverbend (GM: *Tracy Hurley, Sarah Darkmagic* Room: *Chandelier*) The wars have ended. The dark armies have been driven from the land. The time has come to reclaim what was lost: our homes, our land, our history. Help your people take back Riverbend. Rebuild the town and deal with the horrors left behind. A D&D Next Adventure for characters starting at level 3. Pregenerated characters available, or bring your own. Each session will be affected by the one before, so you can play more than one. *D&D Next (2-6 Players)* (Sunday 8a-12p)

R116 Assault on Dimension Zed (GM: *Tim Callahan* Room: *Snowshed*) Lord Gloomorrow of Earth, attempting to make contact with the entity known as the Face Beyond—and to draw power from that seemingly omnipotent extradimensional force—has crafted a Timewave Generator capable of cracking through dimensional barriers. Reality has begun to collapse upon itself, drawing heroes from throughout time and space to present-day Earth, where they have joined forces under General Victory and the Hero Squadron to destroy the Timewave Generator before it's too late! This Jack Kirby-inspired adventure uses pregenerated characters of Power Level 10. No prior experience needed; just bring your d20s and a sense of fun! *Mutants & Masterminds 3E (2-6 Players)* (Sunday 10a-2p)

R117 Dropped on a Dark Refuge (GM: *Brandon Osorio, Dark Refuge Games* Room: *Snowshed*) During a warship heist gone south, your team has become trapped onboard as the ship is towed toward the penal colony of Refuge. You will survive the power-armored capture teams, the deadly re-entry, and the inevitable crash. But will you survive a planet where your fears manifest as monsters that, once consuming you, become permanent living creatures? This adventure blends science fiction and high fantasy with a dash of cosmic horror. A game of fast, compelling combat with easy-to-use rules focused on player empowerment. No experience necessary. Death is transitory. Welcome to the future of Dark Refuge. Learn more at www.darkrefuge.net. *Time Shredders (2-8 Players)* (Sunday 10a-2p)

R118 Fate of the Norns: Ragnarok (GM: *Andrew Valkauskas* Room: *Snowshed*) The end times are here... the sun and moon have been devoured by two celestial wolves... the worlds have been plunged into darkness and eternal winter... the city of the gods Asgard is under siege... heroes are needed! Will you persevere in these dark and dangerous times? Fate of the Norns: Ragnarok takes players on an epic adventure through Midgard that will sway the tide of war between the gods and the jotuns (giants). Skalds will sing of your epic deeds! *Fate of the Norns: Ragnarok (2-5 Players)* (Sunday 10a-2p)

R119 First Contact [OSR] (GM: *James Carpio, Gygaz Magazine* Room: *Chandelier*) So you're on First Contact...you know the protocols; you've done this before. Except for the part where your ship gets shot down, killing the diplomatic team...and your escape-pod looks like it's the sole survivor. Characters provided. Beginners welcome. *Star Frontiers (4-7 Players)* (Sunday 10a-2p)

MTR120 Highway over the Mountain [OSR] (GM: *Edwin Nagy* Room: *Chandelier*) It is early morning. You are in the commoners' hall of Windsor Palace, having been sent here by your respective guilds to help with the latest "crisis of state." Your guilds have sent you here as their representatives to determine who is standing in the way of progress, and to remove them. You are to leave within the hour. Pregenerated characters provided. *AD&D 1E (3-7 Players)* (Sunday 10a-2p)

R121 Last One Out (GM: *Matt MacKeigan* Room: *Snowshed*) It all went to hell real fast. Now you're stuck in a city more dead than alive. You picked up a signal on the radio this morning that said the last naval rendezvous happens tonight. You'll have to band together with whatever other remaining survivors you can find (and trust?) and keep one step ahead of the packs of shambling brain-eaters in order to make it to the docks for the last boat out. *All Flesh Must Be Eaten (3-6 Players)* (Sunday 10a-2p)

R122 Premiere: Foundations of Power (GM: *Oscar Rios, Golden Goblin Press* Room: *Chandelier*) The investigators find themselves in the province of Aegyptus and become embroiled in a controversy purchasing stone and mysterious and mysterious barracks for one of its auxiliary units, n a local supplier. Soon protests arise, an ancient truction site, and the murders begin. Can the investigators help keep the peace between angry mobs, ancient gods, and Roman soldiers with little tolerance or patience? Written and run by Oscar Rios; unpublished, Golden Goblin Press. This scenario is being premiered as a special event for Carnage on the Mountain. *Cthulhu Invictus (4-6 Players)* (Sunday 10a-2p)

R123 Ghostbusters: Postdiluvian Predators of Rochester (GM: *Tyler Dion, Carnage* Room: *Chandelier*) The latest in a near-annual string of "once in a hundred years" storms lashes at the slopes of the Green Mountains. The people of Rochester, cut off from the rest of the world by the out of control White River, report being beset by dark hounds and monstrous vermin. Some unlucky few recall a shadowy figure before lapsing into feverish silence. With the local authorities overtaxed by flood relief, it's up to the enterprising local Ghostbusters International franchise to investigate the sightings and assuage the fatigued townsfolk. Characters are provided and no experience is necessary for this frightfully cheerful role playing adventure. *Unisystem (3-6 Players)* (Sunday 1p-5p)

R124 Long Live the King (GM: *Ilya Bossov* Room: *Snowshed*) Nea Byzantion is in political turmoil. Across the Jewel Straights, the United Dominion is running out of neighbors to conquer. To the north, the dwarves of the kingdoms of Hale Khaz have gathered their fleets. Will Nea Byzantion's Fey allies come to its aid, or will the Isles of the Blessed be sacked? King Alexandros has little time to respond to the Dominion's ultimatum, and if he remains adamant, his reign, his life, and his entire city may become history. Set in the epic fantasy world of Feyhaven, this game uses Nightmare RPG rule set, currently in closed beta. Built on the KISS principle, Nightmare RPG allows you to create complex characters in seconds and resolve skirmishes in minutes. *Nightmare RPG (2-6 Players)* (Sunday 1p-5p)

R125 Pathfinder Society 4-07: Severing Ties (GM: *PFS Judges* Room: *Long Trail Pub*) By Larry Wilhelm. The Pathfinder Society has discovered a new Aspis Consortium base in the pirate city of Riddleport and sends a small team, disguised as newly hired mercenaries from Magnimar, to infiltrate the rival cell. After proving their value by carrying out a number of tasks in the City of Cyphers, the Pathfinders can learn the location of one of the consortium's local allies and ensure that the support the consortium is counting on won't come. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Sunday 1p-5p)

R126 Pathfinder Society 4-EX: Day of the Demon (GM: *PFS Judge John Trombley* Room: *Long Trail Pub*) The Blakros family, long an ally of the Pathfinder Society, has come into possession of a manor house in the imperial nation of Cheliox, where a once-prominent noble family was known to practice diabolism before the Age of Lost Omens. The Pathfinders' task is simple: clear the abandoned manor of any remaining threats before the Blakroses move in. Unfortunately, the estate hasn't sat empty as long as the Blakroses think it has, and its recent inhabitants were anything but the devil-worshippers who originally built the manor. An exclusive adventure to be run only by 4-star PFS GMs, Venture Captains, and Venture Lieutenant campaign volunteers for its first year. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (3-6 Players) (Sunday 1p-5p)

R127 Pathfinder Society: Feast of Ravenmoor, Part 2 of 2 (GM: *PFS Judges* Room: *Long Trail Pub*) Part 2. Please sign up for Parts 1 and 2 sequentially. See Sunday 8 am game of the same title for description. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Sunday 1p-5p)

R128 Pathfinder Society: We Be Goblins (GM: *PFS Judges* Room: *Long Trail Pub*) By Richard Pett. The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Unfortunately, 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 remaining fireworks from a derelict ship stranded in the marsh. To prove themselves heroes, the PCs must complete a series of dangerous dares, from swallowing bull slugs to braving the dreaded Earbiter. But even then, the adventure is just beginning. For the ship in question is far from uninhabited... Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Sunday 1p-5p)

R129 Serpent's Tooth (GM: *Charlton Wilbur* Room: *Snowshed*) You are all the courtiers and frenemies of a king who's losing his grip on his kingdom. First, we choose the nature of the king: homecoming king, dot-com CEO, religious guru, Big Bad of a dungeon, or actual king. Then it gets nasty: you're all his friends or courtiers, but you're scheming with the other friends and courtiers to take him down. Serpent's Tooth is a diceless story game. Characters will be created on the spot. Contact Charlton Wilbur at cwilbur@chromatico.net for more information. *Serpent's Tooth* (2-5 Players) (Sunday 1p-5p)

R130 Sunset (GM: *Bradford Younie*, *Carnivore Games* Room: *Snowshed*) A teenager asks the Foundation for Paranormal Investigation to help track down a bizarre creature that has been plaguing a small town in Maine. But the case becomes deadly as the creature turns out to be far more sinister than expected. *The Unexplained* (3-6 Players) (Sunday 1p-5p)

R131 The Dresden Files: Evil Acts (GM: *John Sussenberger*, *OGC* Room: *Snowshed*) A prominent local thespian arranges a single performance of *The Tempest* as his swansong to the theatre, casting himself in the role of Prospero, the exiled wizard. Only the PCs, and a handful of locals "in the know," become aware of what is really going on: he's a real wizard of the White Council, using the play to cast one final, powerful spell—assuming his daughter's interference or his own dark nature doesn't bring down disastrous consequences first. *The Dresden Files* (3-6 Players) (Sunday 1p-5p)

R132 Vinnie's Very Bad Day (GM: *T. J. Howell* Room: *Chandelier*) When a known Seattle Mafia figure comes to Hong Kong, there's certainly an interesting story to be told. That's why small-time news producer Ji Soong hires the White Knights to do some digging. What follows is a tale of betrayal, a stolen case full of Mafia property, and some old-fashioned Triad retribution. *Shadowrun* (3-6 Players) (Sunday 1p-5p)

SPECIAL EVENTS:

S1 Gygax Magazine Presents: Pub Quiz! (GM: *James Carpio & Mary Lindholm*, *Gygax Magazine* Room: *Tavern*) Last year two brave groups faced the Cube of Death; this year many brave (and possibly drunk) adventurers will answer the call. In the Carnage Nerd Pub Quiz, our heroes will be faced with geek and pop-culture related questions... Answer correctly and survive; answer foolishly and perish along the way. Based on the Cube of Death rules by Studio 187 and hosted by Gygax Magazine editors James Carpio and Mary Lindholm. Your Nerd Cred is on the line! *Cube of Death (Variant)* (6-24 Players) (Saturday 11:30p-late)

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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:

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