

A FISTFUL OF CARNAGE



Killington Grand Resort
Killington, VT
November 7-9 2014
www.carnagecon.com

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.

WELCOME



A Presentation of Carnage Gaming

www.carnagecon.com

Committee Membership

Chuck Davis	Kevin Day	Tyler Dion	
Grace Dorman	Tom Dorman	Mike Griffin	Doug Gray
Ray Hickey	Doug Neet	Gaylord Newcity	Bruce Richardson
Robert Rouse	Nyssa Schmidt	Rod Sheldon	Michael Tutt

Game Slot

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

Admission Pricing

	<u>for the Weekend</u>	<u>for a Day</u>
At the Door	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/



Join us in Killington, Vermont for the 17th 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 October 31 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. If you are having a problem please locate a convention staff member at any of the staff tables or hotel security.

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.

2014 FEATURES

CENTURIES OF CONFLICT

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. www.thenorthernconspiracy.org

WAR GAME 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

Once again this year, thanks to Justin Berman and Kevin Day, Carnage is offering a morning of kids-only board gaming. On Saturday any time from 8am to 12pm in the Board Game Room, join Justin and Kevin and some of the Carnage staff, for some great kid-friendly games. The kids must be between the ages of 5 and 12. The staff asks that a parent or responsible adult accompany the younger children (7 and under). We also ask that parents of the older children let the staff know where they will be if they are not staying. Parents that stay are welcome to learn the games and play with their children. The kids can also stop by anytime during the afternoon 1pm-5pm and jump into a game or learn a new one with a parent(s).

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.

And be sure to check out, **R118** *Create Your Own World Through Storytelling* on Sunday morning at 10am for the older kids. Justin will be running this light Role Playing Game for the 11-14 age group.

A FISTFUL OF CARNAGE

This year's Carnage theme is "A Fistful of Carnage,." Many of our RPG GMs have crafted games inspired by a Western theme. The entries for these games begin with "W"

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 XIII

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 7-9, 2014
<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 final round Saturday night.

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 Carnage Accords: Diplomacy Tournament (GM: *Dave Maletsky* Room: *Northstar*) New England's premier Grand Prix Diplomacy Tournament. Come try your diplomacy skills with the best. The first round is Friday evening and the tournament will run thru out the weekend. Come play in one round or all. **(7-49 Players) (All Weekend)**

B2 7 Wonders (GM: *Michele Denault-Reynolds* Room: *Snowshed*) Create the greatest civilization the Ancient World has ever known! In 7 Wonders, you lead an ancient civilization as it rises from its barbaric roots to become a world power. Lead your troops to a military victory or create a nation of artisans and philosophers. Establish a powerful merchant state or master the mysteries of science and technology. Build an architectural wonder that will fascinate for eons to come, and rule the most powerful civilization on Earth! The AND MORE is we will also play with the Leaders and Cities expansions **(3-7 Players) (Friday 1p-5p)**

B3 Airlines Europe (GM: *Robert Dijkman Dulkes* Room: *Snowshed*) Airlines Europe is a stock game, with players earning points for the stock they hold in particular airline companies when one of the randomly determined scorings takes place. On a player's turn, that player either expands an airline and claims a stock, plays stock onto the board and receives dividend, invests in a special airline called Air ABACUS or gets a certain amount of money from the bank. When to invest your stock is the key decision in this game. **(2-4 Players) (Friday 1p-5p)**

B4 Bang! 10th Anniversary Edition (GM: *Kevin Day* Room: *Snowshed*) The outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)! Celebrating 10 years with a Bang! **(4-7 Players) (Friday 1p-5p)**

B6 Betrayal at House on the Hill (GM: *Stephen B. Tracy* Room: *Snowshed*) You know that creepy old house up he hill. The place where once that thing happened. Well from time to time things still happen up there. Because there is strength in numbers a group of you have decided to investigate this place for yourselves. Everyone has a flashlight so let's do this, what could possibly go wrong? Fear grows with each room you explore. Creepy events unfold as you collect items and discover the deadly secrets held within the decaying walls. Suddenly something has changed, the group seems to have gotten split up. Was that a scream? Whose idea was it to come to this creepy place anyway? **(2-6 Players) (Friday 1p-5p)**

B7 Dune (GM: *Dean Chung* Room: *Snowshed*) 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) (Friday 1p-5p)**

B8 Feyhaven Tavern Brawl: Part 1 (GM: *Ilya Bossav* Room: *Snowshed*) Help playtest this game to enter a raffle for a free copy (drawn at noon on Sunday). Ye olde typical tavern brawl is a chaotic affair. Nobody cares who started it, but everyone wants a piece of the action. Chairs be flying, tables be flipping, and watch out for the Troll Warrior with the barrel and fire in his eyes. The barkeep is screaming bloody murder, the barmaid is hiding under the counter, and the Young Dragon Berserker has had it with the teleporting Gnome Elementalist. **(2-8 Players) (Friday 1p-5p)**

B9 Flashpoint: Fire Rescue (GM: *Thomas A. Compter* Room: *Snowshed*) The call comes in... "911, what is your emergency?" On the other end is a panicked response of "FIRE!" Moments later

you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. You must work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger. The residential fires are tough enough, but the heat really turns up on the Second Story and even more in Urban Structures. And let's not even talk about how hard it is to fight fires in a Submarine!

Flash Point: Fire Rescue is a cooperative game of fire rescue. This session will include a basic residential fire as a learning game, followed by a more challenging scenario in one or more of the many expansions: Urban Structures, 2nd Story, Extreme Danger and Dangerous Waters. **(1-6 Players) (Friday 1p-5p)**

B10 Galaxy Trucker (GM: *Jeannie Compter* Room: *Snowshed*) 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) (Friday 1p-5p)**

B11 Game of Thrones: 11th Annual (GM: *Carlo Gozzi* Room: *Snowshed*) The 11th Annual A Game of Thrones event, lets 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)**

B12 Gunboat Diplomacy (GM: *Chris Campbell* Room: *Snowshed*) This is the classic "Diplomacy" board game played without negotiation between the players. Each player is one of the 7 Great Powers of pre-WWI Europe, striving to dominate the continent. No dice and all players' moves occur simultaneously. The Gunboat variant allows for more rapid turns and puts the focus on the tactical ability of the players. **(3-7 Players) (Friday 1p-5p)**

B13 Lost Valley: The Yukon Gold Rush (GM: *Richard and Bethany Creaser* Room: *Snowshed*) Gather up your tools, fill your supply pack and join the thousands who flocked to the frigid Yukon in search of riches. Lost Valley is a tile exploration game of prospecting and survival. Successful prospectors will need to be able to read the terrain, harvest the resources of the land and, of course, mine or pan for gold. **(2-6 Players) (Friday 1p-5p)**

B14 Twilight Struggle: Intro (GM: *Matt Taylor* Room: *Snowshed*) Twilight Struggle is a two-player game simulating the forty-five year dance of intrigue, prestige, and occasional flares of warfare between the Soviet Union and the United States. The entire world is the stage on which these two titans fight to make the world safe for their own ideologies and ways of life. The game begins amidst the ruins of Europe as the two new "superpowers" scramble over the wreckage of the Second World War, and ends in 1989, when only the United States remained standing. Have you looked at the game and been interested in trying it but unable to get another person to try it? Not got through the rules thinking you understand it. Been scared off by the perceived complexity. In this event we will divide into teams, go over the rules and play as groups with a referee to help with rules so that you will understand how to play and learn to avoid some common mistakes. **(2-8 Players) (Friday 1p-5p)**

B15 Wizwars (GM: *Tim Auddette* Room: *Snowshed*) Classic Wizwar on new 3d Lego(@ copyright symbol need) board. some minor rules changes and winning conditions, no experience need and easy to learn and play. Choose your Wizard, and steal other wizards treasure or be the last wizard standing. **(4-8 Players) (Friday 1p-5p)**

B16 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) (Friday 7p-11p)**

B17 Boss Monster (GM: *Justine Gelzins* Room: *Oscar Wilde*) Inspired by a love of classic video games, Boss Monster: The Dungeon Building Card Game pits 2-4 players in a competition to build the ultimate side-scrolling dungeon. Players compete to lure and destroy hapless adventurers, racing to outbid one another to see who can build the most enticing, treasure-filled dungeon. The goal of Boss Monster is to be the first Boss to amass ten Souls, which are gained when a Hero is lured and defeated — but a player can lose if his Boss takes five Wounds from Heroes who survive his dungeon. **(2-4 Players) (Friday 7p-11p)**

B18 Camp Grizzly: Lights Out Campers! (GM: *Scott Lang* Room: *Oscar Wilde*) The year is 1979, you are Camp Counselors who are being stalked through a maze of cabins and camp trails by 'Otis', a homicidal killer with an unhealthy bear fetish. Work together to explore the camp grounds. Find useful weapons and items while searching for a combination of objectives that can trigger one of four different game endings. Those who survive the finale win the game! A semi-cooperative survival horror board game by Ameritrash Games. **(2-6 Players) (Friday 7p-11p)**

B19 Contagion (GM: *Nick McIntosh* Room: *Oscar Wilde*) After many years of trying to defeat the diseases that threaten mankind's existence, the tables have been turned. You are now the disease and guess what? There is no cure. In Pandemic: Contagion, you are competing against other diseases (fellow players) to see who can eliminate humanity. With no cure to be had, the one of you that wipes out all human civilization will come out on top as the most deadly disease ever known to man, may he rest in peace. In this Play-to-Win event one player will be able take home the game courtesy of Z-Man Games. Players must be willing to be photographed and have Z-Man Games use their images. **(2-5 Players) (Friday 7p-11p)**

B20 Destination: Neptune (GM: *Eric Paperman* Room: *Oscar Wilde*) DESTINATION: NEPTUNE shows an optimistic vision of commercial space exploration in the next century. Control an organization with the resources and intent to explore, develop, and colonize the worlds beyond Earth. Organizations that practice careful planning and resource management, with a healthy dose of technology research will succeed. Destination: Neptune moves through four generations of space exploration. Players earn Victory Points by building large commercial outposts and colonies, as well as from fame and outright purchases. After four generations, the player with the most Victory Points wins the game. **(2-4 Players) (Friday 7p-11p)**

B21 Kemet (GM: *Alex Clay* Room: *Oscar Wilde*) In Kemet, players each deploy the troops of an Egyptian tribe and use the mystical powers of the gods of ancient Egypt – along with their powerful armies – to score points in glorious battles or through invasion of rich territories. A game is typically played to 8 or 10 victory points, which may be accrued through winning attacks, controlling temples, controlling fully-developed pyramids, sacrificing to the gods, and wielding particular magical powers. **(2-5 Players) (Friday 7p-11p)**

B22 Kill Doctor Lucky (GM: *Patrick Tierney* Room: *Oscar Wilde*) In this notorious game, an inversion of Clue, you hate Doctor Lucky. You hate him with the burning passion of a thousand fiery suns. Unfortunately, so do the other players. Since you don't want to go to jail, you need to make your attempt in secret; if anybody can see you, whistle nonchalantly, and let the Doctor live... until next time. **(3-6 Players) (Friday 7p-11p)**

B23 Lords of Waterdeep (GM: *Randy Szabadics* Room: *Oscar Wilde*) Waterdeep, the City of Splendors – the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force! The Scoundrels of Skullport expansion will be used. **(2-6 Players) (Friday 7p-11p)**

B24 Manhattan Project (GM: *Robert Owen Williams* Room: *Oscar Wilde*) In this Play to Win event one player will be able take home the game courtesy of Minion Games. Players must be willing to be photographed and have Minion Games use their images. In Manhattan Project players represent different nations competing to be the first to build the atomic bomb. **(2-5 Players) (Friday 7p-11p)**

B25 Mansions of Madness (GM: *Jen Mayo* Room: *Oscar Wilde*) Terrible monsters and spectral presences lurk in the manors, crypts, schools, monasteries, and derelict buildings of Arkham, Massachusetts. They spin dark conspiracies, waiting for hapless victims to devour or drive insane. It's up to you, brave investigators to explore the cursed places of Arkham and defeat the dark ones within. **(2-4 Players) (Friday 7p-11p)**

B26 Nations (GM: *Kristin G Wood* Room: *Oscar Wilde*) Players control the fate of nations from their humble start in prehistoric times until the beginning of World War I. The nations constantly compete against each other and must balance immediate needs, long-term growth, threats, and opportunities **(2-4 Players) (Friday 7p-11p)**

B27 Ogre (GM: *Will Minsinger* Room: *Oscar Wilde*) OGRE and its sequel G.E.V., are tactical ground combat games set in the not-so-distant future. In 2085 A.D., armored warfare continues - faster and deadlier than ever. Hovercraft, tanks and infantry slug it out with tactical nuclear devices. But the most feared weapon of all needs no human guidance. It's a giant cybernetic tank called the OGRE. **(3-6 Players) (Friday 7p-11p)**

B28 Pathfinder Rise of the Runelords (GM: *Jon Berman* Room: *Oscar Wilde*) Ever want to play a daring adventurer? Will this be your chance! You and a party of your fellow adventurers will take on a mission in this card driven game based on the popular Pathfinder RPG System. Can you defeat the Runelords before time runs out! **(2-6 Players) (Friday 7p-11p)**

B29 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) (Friday 7p-11p)**

B30 Sid Meir's: Civilization (GM: *Andy Palmer* 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. **(2-4 Players) (Friday 7p-11p)**

B31 Tragedy Looper (GM: *Douglas Gray* Room: *Oscar Wilde*) What if you could loop back in time to save a Tragedy? Tragedy Looper, a time-loop deduction board game. A Mastermind will unfold a mystery while the Protagonists try to figure out what is going on. As a Protagonist, your goal is to break out of the time loop maze and create a happy future. But you don't know who is who, what is what, and you don't even know how to win! However, you have the ability to travel back in time so you can replay the same script multiple times! In this Play-to-Win event one player will be able take home the game courtesy of Z-Man Games. Players must be willing to be photographed and have Z-Man Games use their images. **(1-3 Players) (Friday 7p-11p)**

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.



B32 World Domination (GM: *Christopher Dondero* Room: *Oscar Wilde*) The Friday night classic returns for year 7!

No need for detailed game descriptions this year. We know who the World Dom addict's are & we expect to see you on the mountain.

Last years rules change of each side moving & attacking all at once made the game faster & even more enjoyable.

Who knows what interesting changes this year might bring!

This game will probably go past the 11 :00 scheduled end time. *House Rules (6-12 Players) (Friday 7p-11p)*

B33 Cards Against Humanity (GM: *Eric Johnson* Room: *Escapade*) Cards Against Humanity is a party game for horrible people. Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. **You must 18 or older to play in this event. (6-20 Players) (Saturday 11:30p-?)**

B34 Zombies (GM: *Jon Berman* Room: *Oscar Wilde*) The Zombies have over run the city... your only hope is to fight your way to the helipad. Grab weapons as you and your friends try to get to the only helicopter left in the city. **(2-6 Players) (Friday 11:30p-?)**

B35 At the Gates of Loyang (GM: *Sarah Cooper* Room: *Oscar Wilde*) This game is part farming (managing planting and harvesting) and part trading/bidding for advantageous customers (to sell your hard-fought veggies to) and cards that let you trade one kind of veggie for another. With the money you earn from selling your harvest, you move up the scoring track. The player with the highest number at the end wins. **(2-4 Players) (Saturday 8a-12p)**

B36 Battlestar Galactica: 3rd Annual-Daybreak Style! (GM: *Carlo Gozzi* Room: *Escapade*) 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... Please note that in the unfortunate event that the expansion has not been released, it'll be up to the players to decide what they want to play from everything that has been published so far. **(3-6 Players) (Saturday 8a-12p)**

B37 Battlestar Galactica: Cylon Hunger Games (GM: *Carlo Gozzi* Room: *Escapade*) Welcome to the 2nd annual Cylon hunger games!! Based on the popular novels 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 & Daybreak expansions) as everything will be used in it's own way. Who will be this year's winner of the Cylon Hunger games? Come join me to find out! **(3-6 Players) (Saturday 8a-12p)**

B38 Castellon (GM: *MIB (Jessica Cobb)* Room: *Oscar Wilde*) In Castellon 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! **(1-4 Players) (Saturday 8a-12p)**

B39 Castles of Burgundy(4) (GM: *Eric Paperman* Room: *Oscar Wilde*) The game is set in the Burgundy region of High Medieval France. Each player takes on the role of an aristocrat, originally controlling a small principedom. While playing they aim to build settlements and powerful castles, practice trade along the river, exploit silver mines, and use the knowledge of travelers. The game is about players taking settlement tiles from the game board and placing them into their principedom which is represented by the player board. Every tile has a function that starts when the tile is placed in the principedom. The principedom itself consists of several regions, each of which demands its own type of settlement tile. **(6-18 Players) (Saturday 8a-12p)**

B40 Children's games (GM: *Justin Berman and Kevin Day* Room: *Oscar Wilde*) Carnage will once again be offering a kids only board game event! This is free to younger kids attending the convention with their families. The event is for children ages 5-12. There will be many great games available for the kids to learn and have fun with. The staff asks that a parent or responsible adult be present with the younger children. The parents are of course welcome to join in the fun! So bring the kids down the Oscar Wilde room for some fun board gaming! **(Multiple Players) (Saturday 8a-12p)**

B41 Cruise Line Caribbean (GM: *Jeannie Compter* Room: *Oscar Wilde*) Things are looking up in the cruise business! Industry predictions indicate a steady rise in demand for Caribbean Cruises over the next few years! In Cruise Line: Caribbean!, players take the part of the founder/president of a cruise line, planning and executing cruises to the Caribbean, competing for customers in the cut-throat world of cruising. **(2-4 Players) (Saturday 8a-12p)**

B42 Feyhaven Tavern Brawl: Part 2 (GM: *Ilya Bossav* Room: *Oscar Wilde*) Help playtest this game to enter a raffle for a free copy (drawn at noon on Sunday). Ye olde typical tavern brawl is a chaotic affair. Nobody cares who started it, but everyone wants a piece of the action. Chairs be flying, tables be flipping, and watch out for the Troll Warrior with fire in his eyes. The barkeep is screaming bloody murder, the barmaid is hiding under the counter, and the Young Dragon Berserker has had it with the teleporting Gnome Elementalist. **(2-8 Players) (Saturday 8a-12p)**

B43 Five Tribes (GM: *Robert Dijkman Dulkes* Room: *Oscar Wilde*) Crossing into the Land of 1001 Nights, your caravan arrives at the fabled Sultanate of Naqala. The old sultan just died and control of Naqala is up for grabs! The oracles foretold of strangers who would maneuver the Five Tribes to gain influence over the legendary city-state. Invoke the old Djinn and move the Tribes into position at the right time, and the Sultanate may become yours! Come try Days of Wonders newest game, where players must move the tribes from the bazaars, to the deserts, and even to the ancient mystical places where only Djinn dare go! Can you be the one to bring the Five Tribes together and take control of the Sultanate? **(4-7 Players) (Saturday 8a-12p)**

B44 Manhattan Project (GM: *Robert Owen Williams* Room: *Oscar Wilde*) In this Play to Win event one player will be able take home the game courtesy of Minion Games. Players must be willing to be photographed and have Minion Games use their images. In Manhattan Project players represent different nations competing to be the first to build the atomic bomb. **(2-5 Players) (Saturday 8a-12p)**

B45 Ogre (GM: *Douglas Gray* Room: *Oscar Wilde*) OGRE and its sequel G.E.V., are tactical ground combat games set in the not-so-distant future. In 2085 A.D., armored warfare continues - faster and deadlier than ever. Hovercraft, tanks and infantry slug it out with tactical nuclear devices. But the most feared weapon of all needs no human guidance. It's a giant cybernetic tank called the OGRE. **(2-8 Players) (Saturday 8a-12p)**

B46 Penny Press (GM: *Matt Golec* Room: *Oscar Wilde*) Set during the tumultuous 'yellow journalism' years at the end of the 19th century, Penny Press has players taking on the role of newspaper magnates such as Pulitzer and Hearst as they strive to become the dominant paper in old New York City. Players move up on the circulation track throughout the game by publishing newspapers, and they are awarded bonuses at the end of the game for best covering the five news 'beats' or leading news categories of the day: War, Crime & Calamity, New York City, Politics, and the Human Condition. (2-5 Players) (Saturday 8a-12p)

B47 Power Grid: Northern Europe (GM: *Dan Winslow* Room: *Oscar Wilde*) Power Grid is an auction and network building economic game. The objective is to supply more cities with power than all the other players. This is done by: buying power plants, buying from a limited pool of resources to fuel the plants, purchasing connections to cities, and making money by powering your connections. This expansion of Power Grid lets players compete to spread their networks in the Nordic countries and the Baltics. There are twelve new power plant cards exclusive to this expansion, and a few minor rule changes to put a twist on this classic game. New players are welcome to join in! (2-6 Players) (Saturday 8a-12p)

B48 Revolution (GM: *MIB (Sarah Anderson)* 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! (1-4 Players) (Saturday 8a-12p)

B49 Sentinels of the Multiverse: Silver Gulch 1883 (GM: *Laurie Mckeigan* Room: *Oscar Wilde*) Sentinels of the Multiverse is a cooperative, fixed-deck card game with a comic book flavor. Each player plays as one of ten heroes, against one of four villains, and the battle takes place in one of four different dynamic environments. Due to the Time Cataclysm, the heroes and villains have been transported back to 1883, to the infamous town of Silver Gulch, where the air is thick with swears and bullets. You have to survive the locals AND try to make it back to your timeline before you and your teammates are stuck here forever... (2-5 Players) (Saturday 8a-12p)

B50 Uber Epic (GM: *Courtney Moore Jr.* Room: *Oscar Wilde*) Uber Epic is a strategy board game where you pick a team of characters to capture your opponent's flag, achieve Epic Goals, and defend your base to out score your opponents. Come learn a new game being developed and published by a INH company. Prototype uses 3-D printed pieces. (2-8 Players) (Saturday 8a-12p)

B51 Axis & Allies: 1940 (GM: *Hilary Denault-Reynolds* Room: *Oscar Wilde*) On a beautifully wood burned crafted map, Join the War, With the invasion of the Low Countries and the allied evacuation from Dunkirk, the German army is poised to march on Paris. Axis and Allies Europe 1940. We are seeking experienced commanders to lead the Axis and Allies. (2-6 Players) (Saturday 8a-5p)

B52 Combat Commander Tournament (GM: *Marc Guennette* Room: *Gateway*) Combat Commander is a fast high action WWII tactical game. Actions are driven by cards. Everyone will play at least two games. From there an elimination process will be launched to determine a winner. Usually GMT does provide prizes for winner and participant. (2-8 Players) (Saturday 8a-5p)

B53 1775: The Rebellion (GM: *Bob Menzel* Room: *Oscar Wilde*) In 1775: Rebellion, players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists. Each side tries to control the colonies, provinces and territories. They call on the aid of Native Americans, as well as the German Hessians and French Army in order to successfully control the colonies. (2-4 Players) (Saturday 1p-5p)

B55 Betrayal at House on the Hill (GM: *Dan Beard* Room: *Oscar Wilde*) You know that creepy old house up he hill. The place where once that thing happened. Well from time to time things still

happen up there. Because there is strength in numbers a group of you have decided to investigate this place for yourselves. Everyone has a flashlight so let's do this, what could possibly go wrong? Fear grows with each room you explore. Creepy events unfold as you collect items and discover the deadly secrets held within the decaying walls. Suddenly something has changed, the group seems to have gotten split up. Was that a scream? Whose idea was it to come to this creepy place anyway? (2-6 Players) (Saturday 1p-5p)

B56 Cyclades (GM: *Rodney Sheldon* Room: *Escapade*) Gain the favor of the gods to conquer the Cyclades Islands! Players will bid for the favor of Zeus, Ares, Poseidon, Athena, Apollo and on occasion Hades. They will help only one loyal follower per turn. Can you be the first to build (or acquire) two metropolis? The Hades expansion will be used. And if available and the players are interested...Cyclades: Titans! (2-5 Players) (Saturday 1p-5p)

B57 Game of Thrones: The Board Game (GM: *Justin Poppo* Room: *Escapade*) King Robert Baratheon is dead, and the lands of Westeros brace for battle. In A Game of Thrones: The Board Game, three to six players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare. Based on the best-selling A Song of Ice and Fire series of fantasy novels by George R.R. Martin, A Game of Thrones is an epic board game in which it will take more than military might to win. Will you take power through force, use honeyed words to coerce your way onto the throne, or rally the townsfolk to your side? Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros! (3-6 Players) (Saturday 1p-5p)

B58 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) (Saturday 1p-5p)



Daily events and a large gamespace for you!

2 MASCOMA ST
LEBANON, NH

www.black-moon-games.com
facebook.com/blackmoonnh
603-678-8643



B59 Lewis & Clark (GM: *Richard and Bethany Creaser* Room: *Oscar Wilde*) Join the Corps of Discovery Expedition as Meriwether Lewis and William Clark push westward on the American frontier. Players will take on the roles of members of that legendary expedition in an epic journey from St. Louis to the American northwest. Along the way you will recruit allies, trade with the local tribes and manage your resources in a bid to be the first to reach the Pacific Ocean. While individual actions will be key to the success, or lack thereof, of your expedition, the actions of your opponents will weigh on every decision made or opportunity seized. Remember, history will only remember the first to blaze the trail. **(2-5 Players) (Saturday 1p-5p)**

B60 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! **(3-6 Players) (Saturday 1p-5p)**

B61 Merchants of Freeburg (GM: *James Sterritt* Room: *Oscar Wilde*) Come trade in the town of Freeburg. Sell goods in our market, accumulate wealth, hire agents, run for Bürgermeister, implement your policies and become the richest merchant in Freeburg. Hone your skills in business and politics against the misfortunes of war, famine, pestilence, plague, and death. See if you and your friends have what it takes to survive and flourish as Merchants of Freeburg!
This is a Political, Economic Board and Card Game for 2 to 4 Players, ages 12 and up. In this game players draw cards that represent commodities that they must choose how to exchange in Freeburg. The developer, James Sterritt, will be at Carnage Con to introduce the rules of Freeburg and open this pre-release gaming session. **(2-4 Players) (Sunday 1p-5p)**

B62 Munchkin Tournament (GM: *Douglas Gray, Jessica Cobb* and *Nick McIntosh* Room: *Snowshed*) 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)**

B63 Penny Press (GM: *Robert Dijkman Dulkes* Room: *Oscar Wilde*) Set during the tumultuous 'yellow journalism' years at the end of the 19th century, Penny Press has players taking on the role of newspaper magnates such as Pulitzer and Hearst as they strive to become the dominant paper in old New York City. Players move up on the circulation track throughout the game by publishing newspapers, and they are awarded bonuses at the end of the game for best covering the five news 'beats' or leading news categories of the day: War, Crime & Calamity, New York City, Politics, and the Human Condition. **(2-5 Players) (Saturday 1p-5p)**

B64 Sentinels of the Multiverse: Silver Gulch 1883 (GM: *Laurie Mckeigan* Room: *Oscar Wilde*) Sentinels of the Multiverse is a cooperative, fixed-deck card game with a comic book flavor. Each player plays as one of ten heroes, against one of four villains, and the battle takes place in one of four different dynamic environments. Due to the Time Cataclysm, the heroes and villains have been transported back to 1883, to the infamous town of Silver Gulch, where the air is thick with swears and bullets. You have to survive the locals AND try to make it back to your timeline before you and your teammates are stuck here forever... **(2-5 Players) (Saturday 1p-5p)**

B65 Small World: Underground (GM: *Randy Szabadics* 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! **(2-5 Players) (Saturday 1p-5p)**

B66 Takenoko (GM: *Justine Gelzinis* Room: *Oscar Wilde*) A long time ago at the Japanese Imperial court, the Chinese Emperor offered a giant panda bear as a symbol of peace to the Japanese Emperor. Since then, the Japanese Emperor has entrusted his court members (the players) with the difficult task of caring for the animal by tending to his bamboo garden. In Takenoko, the players will cultivate land plots, irrigate them, and grow one of the three species of bamboo (Green, Yellow, and Pink) with the help of the Imperial gardener to maintain this bamboo garden. They will have to bear with the immoderate hunger of this sacred animal for the juicy and tender bamboo. The player who manages his land plots best, growing the most bamboo while feeding the delicate appetite of the panda, will win the game. **(3-6 Players) (Saturday 1p-5p)**

B67 Tigris & Euphrates (GM: *Michele Denault-Reynolds* Room: *Oscar Wilde*) Step back to the dawn of recorded time. Take command of a young dynasty in fertile Mesopotamia. Here, between the Tigris and Euphrates rivers, lies the cradle of civilization. Create the best balance between markets, temples, settlements, and farms, as you and your people try to forge your own new civilization and dominate the storied valleys of the Tigris and Euphrates **(2-4 Players) (Saturday 1p-5p)**

B68 Uber Epic (GM: *Courtney Moore Jr.* Room: *Oscar Wilde*) Uber Epic is a strategy board game where you pick a team of characters to capture your opponent's flag, achieve Epic Goals, and defend your base to out score your opponents. Come learn a new game being developed and published by a local NH company. Prototype uses 3-D printed pieces. **(2-8 Players) (Saturday 1p-5p)**

B69 Zombicide (GM: *Kristin G Wood* Room: *Oscar Wilde*) Zombicide is a collaborative game in which players take the role of a survivor – each with unique abilities – and harness both their skills and the power of teamwork against the hordes of unthinking undead! Zombies are predictable, stupid but deadly, controlled by simple rules and a deck of cards. Unfortunately for you, there are a LOT more zombies than you have bullets. Find weapons, kill zombies. The more zombies you kill, the more skilled you get; the more skilled you get, the more zombies appear. The only way out is zombicide! **(2-5 Players) (Saturday 1p-5p)**

B70 1812: Invasion of Canada (GM: *Bob Menzel* Room: *Oscar Wilde*) In 1812 - The Invasion of Canada, players take on one of the roles of the major factions that took part in the War of 1812. On the British side these are represented by the British Regulars (Redcoats), Canadian Militia and Native Americans; and the American Regular Army and American Militia comprise the American players. Players for each side will cooperate with each other in order to plan and conduct their campaigns. Each side will attempt to capture Objective Areas on the map. When a truce is called, the side that controls the most enemy Objective Areas wins. **(2-5 Players) (Saturday 7p-11p)**

B71 Android (GM: *Alex Clay* Room: *Escapade*) 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. **(2-4 Players) (Saturday 7p-11p)**

B72 Axis and Allies: Double Blind (GM: *Bob Yates* Room: *Oscar Wilde*) Its Axis and Allies with a twist! The enemy units are hidden....Where were those panzers? They were in the Ukraine last turn. Are they still there?
Based on Axis and Allies second edition, with some additional rule modifications for reconnaissance and research. Experienced players recommended **(2-5 Players) (Saturday 7p-11p)**

B73 Cavena: The Cave Farmers (GM: *Sarah Cooper* Room: *Oscar Wilde*) Do you like Uwe Rosenberg's other farming-themed resource management games? What if you put those farms into A CAVE?!? Underground fun is what will ensue. If you're familiar with Agricola, you will find many dynamics of Caverna familiar as well. In addition, there's digging and mining, 'expeditions' to gather raw materials. **(2-5 Players) (Saturday 7p-11p)**

B74 Defenders of the Realm (GM: *Will Minsinger* Room: *Oscar Wilde*) The Kingdom is dire danger! Orcs, Dragons, Demons and the Dead make haste towards Monarch City. The King and Countryside of Monarch City is in need of valiant Heroes! Will you heed the Kings call? Defenders of the Realm is a cooperative game in which the players as heroes of the realm, must defend Monarch City from all manner of foul beast! **(2-4 Players) (Saturday 7p-11p)**

B75 Dominion Tournament (GM: *Michael Tutt & Ray Hickey* Room: *Snowshed*) Join us in the 6th annual Carnage Dominion Tournament. The tournament will consist of a series of Swiss rounds, with random sets of cards each round. As in past years 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)**

B76 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 9 players can vie for galactic dominance, & all in 5 hours or less! Prior game knowledge is helpful but not required. Fan made races from "the geek" (that we have play tested extensively) will be offered this year in addition to all the traditional favorites. House modified game rules. This game may go past the 11:00 scheduled finish. *House Modified Rules (4-9 Players) (Saturday 7p-11p)*

B77 Eldritch Horror (GM: *Justin Popple* Room: *Oscar Wilde*) Eldritch Horror is a cooperative game of terror and adventure in which one to eight players take the roles of globetrotting investigators working to solve mysteries, gather clues, and protect the world from an Ancient One – that is, an elder being intent on destroying our world. Each Ancient One comes with its own unique decks of Mystery and Research cards, which draw you deeper into the lore surrounding each loathsome creature. Discover the true name of Azathoth or battle Cthulhu on the high seas. **(1-8 Players) (Saturday 7p-11p)**

B78 Fortune and Glory (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. Teams of 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! **(1-8 Players) (Saturday 7p-11p)**

B79 GMT's Coin Series (GM: *Bob Mosdal* Room: *Gateway*) This series features Volko Ruhnke's game system presenting guerrilla warfare and Counter Insurgencies around the world - in both historical and contemporary conflicts. Will be playing one of the COIN Series, potentially Fire in the Lake. **(2-4 Players) (Saturday 7p-11p)**

B80 Memoir 44' : Disaster at Dieppe (Operation Overlord) (GM: *Matt Golec* Room: *Gateway*) The Allied sea raid on the German-occupied town of Dieppe, France, proved disastrous. Troops and equipment showed up late, tanks had trouble gaining traction on the beach, and after four hours, the Allies were forced to call a retreat, leaving nearly 60 percent of the men who'd landed killed, wounded or captured. Though the losses were heavy, the lessons learned would be valuable in the planning for Normandy. Players, can you change history and break through the German's beach defenses, or will the Germans sweep the Allies from the French shores once again? **(4-8 Players) (Saturday 7p-11p)**

B81 Merchants of Freeburg (GM: *James Sterritt* Room: *Oscar Wilde*) Come trade in the town of Freeburg. Sell goods in our market, accumulate wealth, hire agents, run for Bürgermeister, implement your policies and become the richest merchant in Freeburg. Hone your skills in business and politics against the misfortunes of war, famine, pestilence, plague, and death. See if you and your friends have what it takes to survive and flourish as Merchants of Freeburg! This is a Political, Economic Board and Card Game for 2 to 4 Players, ages 12 and up. In this game players draw cards that represent commodities that they must choose how to exchange in Freeburg. The developer, James Sterritt, will be at Carnage Con to introduce the rules of Freeburg and open this pre-release gaming session. **(2-4 Players) (Monday 7p-11p)**

B82 Munchkin Apocalypse (GM: *MIB (Sarah Anderson)* 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 7p-11p)**

B83 Nothing Personal (GM: *Matt Taylor* Room: *Oscar Wilde*) The Capo is getting old and about to retire. You think. Maybe it's time for you to make your moves from behind the scenes, to put the gangsters into play that support your goals. Will you gain the most respect? Players attempt to gain the most respect in five turns (five years) by amassing respect amongst the mafia through influence, negotiation, blackmail and bribery. **(2-5 Players) (Saturday 7p-11p)**

B84 Panic Station (GM: *Rachel Winer* Room: *Oscar Wilde*) Welcome to the Extermination Corps! Your mission: To explore an isolated government base that has become infested with hostile alien lifeforms and eradicate the threat. The catch? One member of your team has become infected by the alien parasites and will be secretly working to sabotage the mission and infect other team members along the way. Can you locate and destroy the alien hive before everyone becomes infected? **(3-6 Players) (Saturday 7p-11p)**

B85 Pathfinder Rise of the Runelords (GM: *Jon Berman* Room: *Oscar Wilde*) Ever want to play a daring adventurer? Will this be your chance! You and a party of your fellow adventurers will take on a mission in this card driven game based on the popular Pathfinder RPG System. Can you defeat the Runelords before time runs out! **(2-6 Players) (Saturday 7p-11p)**

B86 Sentinels Tactics (GM: *Justine Gelzinis* Room: *Oscar Wilde*) Sentinel Tactics: The Flame of Freedom is a tactical combat game that uses a hex grid map to represent terrain. Each player controls one or more heroes or villains, each of which has unique powers. Combat is based on the rolling of six-sided dice. Whereas Sentinels of the Multiverse is a fully cooperative game, Sentinel Tactics is a team-based game. Groups of players will cooperate against either a villain player or against another team of players, so while the game is competitive, cooperation and teamwork are still vital to the gameplay. **(2-8 Players) (Saturday 7p-11p)**

B87 Sons of Anarchy: Men of Mayhem (GM: *Richard Creaser* Room: *Oscar Wilde*) Gale Force 9, the makers of Spartacus: A Game of Blood and Treachery, deliver the latest in their TV tie-in series with Sons of Anarchy: Men of Mayhem. Take up the role of one of the five major biker gangs inhabiting Charming, CA. Through the sale of guns and contraband, players vie to be the top dogs in the California biker world. But this is no ride in the countryside. As gangs expand their territories clashes are bound to happen. Will your recruit survive the knife fight? Will a patched-in member end up taking the fall after a shoot-out at the gun factory goes bad the the cops have to move in? Make deals, break a truce, rise to the top. Words are wind but Benjamins are forever **(2-5 Players) (Saturday 7p-11p)**

B88 The Battle at Kemble's Cascade (GM: *Nick McIntosh* Room: *Oscar Wilde*) The Battle at Kemble's Cascade is a board game adaptation of a classic shoot 'em up video game. In the game, which is played out on a scrolling space backdrop, the players take on the roles of brave space pilots sweeping around in nimble yet powerful fighters, searching the asteroid clusters for universal glory and ancient technology. Players compete to obtain the most glory, with glory resulting from carrying out missions, finding lost treasure in asteroid clusters, and destroying alien entities, not to mention other players. In this Play-to-Win event one player will be able

take home the game courtesy of Z-Man Games. Players must be willing to be photographed and have Z-Man Games use their images. **(2-5 Players) (Saturday 7p-11p)**

B89 Cards Against Humanity (GM: *Eric Johnson* Room: *Escapade*) Cards Against Humanity is a party game for horrible people. Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. **You must 18 or older to play in this event. (6-20 Players) (Sunday 11:30p-?)**

B90 Late Night Resistance (GM: *Rachel Winer* Room: *Oscar Wilde*) What better time than the middle of the night for a healthy dose of paranoia and finger-pointing? The Resistance is similar in nature to the classic game Mafia/Werewolf, but with its own unique mechanics. Players assume the roles of either a) Resistance Operatives trying to carry out a series of missions to undermine the Empire; or b) Imperial Spies trying to pass themselves off as Operatives in order to sabotage the missions. To succeed, Resistance members must deduce the identities of the spies in their midst and send only trusted operatives on missions. The spies, meanwhile, must try to blend in, gain trust, and cast suspicion on someone (anyone) else. Victory goes to whichever side is successful in carrying out their agenda on three out of five missions. **(5-10 Players) (Sunday 11:30p-?)**

B91 A Study in Emerald (GM: *Bob Mosdal* Room: *Oscar Wilde*) A Study in Emerald is a board game inspired by the Neil Gaiman story of the same name. The premise is simple, the year is 1881 and the 'Old Ones' have been ruling the earth for over seven hundred years. Although most of humanity has accepted these monstrous rulers, there is a growing underground movement to overthrow the regime, labeled the Restorationists. A secret war is being fought around the cities of the Europe and the New World between agents of the Restorationists and those loyal to the powers that be. The award winning short story combines the worlds of Sherlock Holmes and H.P. Lovecraft. **(2-5 Players) (Sunday 8a-12p)**

B93 Boxcars (GM: *Temis de la Pena* Room: *Oscar Wilde*) Make money by hauling freight around the country. Become the richest Rail Baron in the United Kingdom by buying up smaller rail roads. **(3-6 Players) (Sunday 8a-12p)**

B94 Feyhaven Tavern Brawl: Part 3 (GM: *Ilya Bossav* Room: *Oscar Wilde*) Help playtest this game to enter a raffle for a free copy (drawn at noon on Sunday).
Ye olde typical tavern brawl is a chaotic affair. Nobody cares who started it, but everyone wants a piece of the action. Chairs be flying, tables be flipping, and watch out for the Troll Warrior with the barrel and fire in his eyes. The barkeep is screaming bloody murder, the barmaid is hiding under the counter, and the Young Dragon Berserker has had it with the teleporting Gnome Elementalist. **(2-8 Players) (Sunday 8a-12p)**

B95 Mice & Mystics (GM: *Eric Paperman* Room: *Oscar Wilde*) In Mice and Mystics players take on the roles of those still loyal to the king – but to escape the clutches of Vanestra, they have been turned into mice! The players (as Mice) must run the gauntlet thru the castle to warn the king of Vanestra's treachery. Mice and Mystics is a cooperative game. **(1-4 Players) (Sunday 8a-12p)**

B96 Munchkin Zombies (GM: *MIB (Jessica Cobb)* Room: *Oscar Wilde*) You are zombies, kicking down doors and eating brains. The "monsters" you're attacking are people, some helpless and some hazardous, with a few rogue zombies thrown in. The armor is whatever you've blundered across during your lurching search for brains. So bravely you'll go forth, with mousetraps on your feet and a bowling trophy protecting your poor rotting head . . . to level up, or to die. **(3-6 Players) (Sunday 8a-12p)**

B97 Pirates Cove (GM: *Randy Szabadics* Room: *Oscar Wilde*) You are one of five dread pirates, sailing the seas. Hire your crew, arm your ships with cannons, and hoist the sails. Come try this easy to learn game of mayhem and piracy! **(2-5 Players) (Sunday 8a-12p)**

B98 Shadowrift (GM: *Justin Popple* Room: *Oscar Wilde*) Haven Town is facing total annihilation at the hands (and teeth) of a horde of monsters from beyond the Shadowrift. You

the heroes must band together to drive them back. To do this, you will need powerful spells, skills, attacks and loot. When the game begins, you are a basic hero; you can explore and fight. Lucky for you, this is a deckbuilding game! You can buy new cards to add to your deck - cards which will define you as an adventurer and complement the strengths of your fellow heroes. **(2-6 Players) (Sunday 8a-12p)**

B99 The Stars are Right (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.! **(2-4 Players) (Sunday 8a-12p)**

B100 Tzolk'in The Mayan Calendar (GM: *Daniel Beard* 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) (Sunday 8a-12p)**

B101 Uber Epic (GM: *Courtney Moore Jr.* Room: *Oscar Wilde*) Uber Epic is a strategy board game where you pick a team of characters to capture your opponent's flag, achieve Epic Goals, and defend your base to out score your opponents. Come learn a new game being developed and published by a local NH company. Prototype uses 3-D printed pieces. **(2-8 Players) (Sunday 8a-12p)**

B102 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)**

B103 BANG! (GM: *Laurie Mackeigan* Room: *Oscar Wilde*) The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)! **(4-7 Players) (Sunday 10a-12p)**

B104 Dungeon Fighter (GM: *Patrick Tierney* Room: *Oscar Wilde*) Explore spooky dungeons, find glorious treasure, buy powerful magic items, and challenge the most horrible creatures. Will your party be able to defeat the final boss? In Dungeon Fighter, a fully cooperative board game, players take on the roles of heroes venturing deep into a three-tier dungeon. Along the way, they explore the dungeon, search its many rooms, and face endless hordes of vicious monsters. Best of all, your skill determines the ability of your character. Can you kill Medusa without looking into her eyes, defeat the Minotaur in the labyrinth, or resist the breath of the dragon? Will you be able to hit a target by throwing the dice under your leg with your eyes closed? Wait, what was that? Yes, you throw dice at a target to damage monsters. **(2-6 Players) (Sunday 10a-12p)**

B105 Lord of the Rings: The Card Game (Fantasy Flight) (GM: *Dean Chung* Room: *Snowshed*) Welcome to Middle-earth, a land of Hobbits, Elves, Dwarves, Wizards, and Men. In the Lord of the Rings: The Card Game, players assemble a band of adventurers who are attempting to complete dangerous quests in the world of J.R.R. Tolkien's epic fantasy trilogy. From the bright fields of the Shire, to the unknown wilds of Mirkwood Forest, to the mighty kingdoms of Gondor and Rohan, the memorable heroes of this beloved setting join together to resist the threat of The Dark Lord, Sauron. Players strive toward victory together in this cooperative Living Card Game. This session is open to players both new and seasoned (bring your favorite decks), as the adventure will be tailored to the experience of the participants. **(4-7 Players) (Sunday 10a-12p)**

B106 Rampage (GM: *Bob Menzel* Room: *Oscar Wilde*) You have just arrived in Meeple City... starving! You are of course a giant scaly monster...so what do you do? Well there are plenty of tasty Meeples...right? **(2-4 Players) (Sunday 10a-12p)**

B107 Ticket to Ride (GM: *Brad Woodward* Room: *Oscar Wilde*) Popular game of building rail lines from city to complete destination tickets. Easy to learn and fun to play. Many of the expansion boards will be available for play... to give the game that little twist! **(2-5 Players) (Sunday 10a-12p)**

B108 Carson City (GM: *The Creasers* Room: *Escapade*) Howdy Pardners. Carson City is a rough and tumble sorta place but folks have been comin' in from all over. City lots are filling up fast as speculators build ranches and develop the downtown with banks and mercantile shops. But it wouldn't be the Wild West without a bit of a dust-up now and again. In Carson City you take on the role of a land prospector and try to develop the most affluent city. Each turn players will select from a variety of roles, each with their own unique powers, and try to gather the most victory points through clever tile placement, development synergies, bank robberies and gunfights as necessary. Resource management and timing are essential to achieve victory. Anything less and you are just another footnote in history. **(2-5 Players) (Sunday 10a-2p)**

B109 Concordia (GM: *Matt Taylor* Room: *Oscar Wilde*) Two thousand years ago, the Roman Empire ruled the lands around the Mediterranean Sea. With peace at the borders, harmony inside the provinces, uniform law, and a common currency, the economy thrived and gave rise to mighty Roman dynasties as they expanded throughout the numerous cities. Guide one of these dynasties and send colonists to the remote realms of the Empire; develop your trade network; and appease the ancient gods for their favor — all to gain the chance to emerge victorious! **(2-5 Players) (Sunday 10a-2p)**

B110 Firefly: The Game (GM: *Tom Mechler* Room: *Oscar Wilde*) Based on the popular Firefly television series created by Joss Whedon — players captain their own Firefly-class transport ship, traveling the 'Verse with a handpicked crew of fighters, mechanics and other travelers. As a captain desperate for work, players are compelled to take on any job — so long as it pays. Double-dealing employers, heavy-handed Alliance patrols, and marauding Reavers are all in a day's work for a ship's captain at the edge of the 'Verse. **(2-5 Players) (Sunday 10a-2p)**

B111 Hulk of the Wayward Warrior (GM: *Stephen Tracy* Room: *Oscar Wilde*) The Imperial Navy is under standing orders to locate, survey and purge any space hulks that emerge from the perilous Warp Rift at the center of the Antian Sector. These tainted vessels are sometimes used by Genestealers, Orks and the servants of Chaos as launching pads for an invasion. According to long-range auspex scanners, one such hulk has just come screaming out of the rift amid a crackling cascade of energy. The long-lost battlecruiser "Wayward Warrior". Cleansing operations are typically undertaken by teams of highly trained Terminators, but with the Ultramarines otherwise engaged, the task has fallen to you, along with the rewards. Prepare yourself well, for soon you must face the horrors that lie within. **(2-6 Players) (Sunday 10a-2p)**

B112 Ora et Labora (GM: *Sarah Cooper* Room: *Escapade*) 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. **(2-4 Players) (Sunday 10a-2p)**

B113 Terra Mystica (GM: *Doug Gray* 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. **(2-5 Players) (Sunday 10a-2p)**

B114 Castle of Burgundy (GM: *Kristin G Wood* Room: *Oscar Wilde*) The Castles of Burgundy is a detailed strategy game set in the Loire Valley of France during medieval times. Players assume the role of princes trying to build the greatest estates in the land by becoming more prosperous than their competitors. Over the course of five rounds, players collect points by trading, livestock farming, city building and scientific research. They must buy and sell goods or labor and use action tiles for building, shipping, mining, livestock and knowledge across two game boards. **(2-3 Players) (Sunday 1p-5p)**

B115 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)**

B116 Killer Bunnies (GM: *Nyssa* Room: *Oscar Wilde*) 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)**

B117 Mansions of Madness (GM: *Jen Mayo* Room: *Oscar Wilde*) Terrible monsters and spectral presences lurk in the manors, crypts, schools, monasteries, and derelict buildings of Arkham, Massachusetts. They spin dark conspiracies, waiting for hapless victims to devour or drive insane. It's up to you, brave investigators to explore the cursed places of Arkham and defeat the dark ones within. **(2-4 Players) (Sunday 1p-5p)**

B118 Rex: The Final Days of an Empire (GM: *Andy Palmer* Room: *Oscar Wilde*) The Emperor is dead, the Sol fleet is bombarding the capital. Can your race fill the void. Players will use military, economic and diplomatic skills to become the dominate race of Mecatol City. **(3-6 Players) (Sunday 10a-2p)**

B119 Shadows Over Camelot (GM: *Lucas Moyer* Room: *Oscar Wilde*) There is a darkness approaching Camelot. King Arthur and his knights need to be brave and use all their skills to overcome the foul things that plague the kingdom. Come try this great co-op game set in the world of Camelot! **(2-6 Players) (Sunday 1p-5p)**

Weekly Events
Tournaments for 40k & Warhammer
Friday Night Magic
Saturday Pokemon Leagues
40K and Fantasy League play

Wide Open Spaces
4000 sq. ft. of store space
2500 sq. ft. of open tables
Space available for role playing groups and open gaming.

Your Source for Everything Gaming...
Warhammer, 40K, Pokemon, Magic,
Board Games, D&D mini's, Role Playing Game
Warmachine, Flames of War, Mountain T-Shirts,
and so much more!

Visit The Game Castle online at
www.thegamecastle.com

The Game Castle
123 Nashua Rd # 5
Londonderry, NH 03053
Tel: 603-425-7400

B120 Tammany Hall (GM: *Chris Campbell* Room: *Oscar Wilde*) Turn of the century New York city politics.... Ward Bosses, Immigrants, graft, scandals, and of course a little slander! Do you have what it takes to control Tammany Hall? **(3-5 Players) (Sunday 1p-5p)**

B121 The Doom that Came to Atlantic City (GM: *Kevin Day* Room: *Oscar Wilde*) Monopoly meets Cthulhu! Welcome to Atlantic City, oh mighty Elder Gods. Your cultists struggle to destroy city blocks to open a portal for you to come back. The only problem is, your fellow Elder Gods have cultists trying to do the same for them! Players work to be the first to cause enough mayhem and destruction in Atlantic City to bring their Elder God back. This game feels like Monopoly, but is so much better! **(2-8 Players) (Sunday 1p-5p)**

CARD GAMES

C1 Casual Magic (GM: *802MTG* 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 Weiss Schwarz (GM: *Laban Tatro* Room: *Snowshed*) If you a fan of Anime or of CCGs come give Weiss Schwarz a try. Popular anime CCG featuring over 60 popular Animes that can be played solo of mixed and matched. **(2-4 Players) (Friday 1p-5p)**

C3 Magic: EDH Tournament (GM: *802MTG* Room: *Snowshed*) The guys at 802MTG are taking over in our 7th year 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! Prizes provided by Carnage and 802MTG. **(4-24 Players) (Friday 7p-11p)**

C4 A Game of Thrones LCG: Intro (GM: *Harold Vance III* Room: *Snowshed*) Westeros...it has more kings than any place else in the world! You can command the armies and minions of the great houses...so you can lay your claim to Iron Throne. Come learn this fun Living Card Game (LCG). **(2-8 Players) (Saturday 8a-12p)**

C5 Casual Magic (GM: *802MTG* 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 8a-12p)**

C6 Legends of the Five Rings: Storyline Tournament (GM: *Ben Higgins* Room: *Snowshed*) The Emerald Empire is tense as the heirs of Iwoko the First vie for support of the Great Clans. War has raged in the Colonies with the recent siege of the Second City by the evil Dark Naga. Which clan will rise to greatness and prosperity in turmoil that pervades Rokugan? This tournament will be run under the Ivory Arc format and using the most recent L5R Floor Rules. **(4-64 Players) (Saturday 10a-5p)**

C7 Game of Thrones LCG: Draft (GM: *Harold Vance* Room: *Snowshed*) Across the Seven Kingdoms, the Great Houses of Westeros struggle to control the Iron Throne. As the influential House Baratheon, honorable House Stark, treacherous House Lannister and fierce House Targaryen all vie in a life-or-death struggle for the future of the realm, dark and supernatural forces amass outside the kingdom's defensive wall. Winter is coming. Do you have what it takes to emerge victorious in the only game that matters, A Game of Thrones? The entry fee for this tournament is \$20. Players will keep the cards drafted and each receive an alternate art card. Other prizes will be awarded. Please check out the Game of Thrones LCG 802 group on Facebook for more information. <https://www.facebook.com/groups/AGOTLCG802/> **(2-8 Players) (Saturday 8a-12p)**

C8 Intro to Netrunner (GM: *Justin Berman* Room: *Snowshed*) 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. Know how to play and just want to practice strategy for the Tournament on Sunday? That is okay too. All skill levels welcome! **(2-10 Players) (Saturday 1p-5p)**

C9 Magic: Modern Format Tournament (GM: *Black Moon Games* Room: *Snowshed*) Modern format SCG Open Trial, sponsored by Black Moon Games of Lebanon, NH. In addition to the Top 4 exclusive playmats, free entry to a SCG Open, and random door prizes such as free months of Star City Premium, the winner of the tournament will get a sealed box of Khans of Tarkir! Registration begins at 12 noon, and the tournament kicks off at 1pm. **(4-64 Players) (Saturday 12p-11p)**

C10 Android: Netrunner Tournament (GM: *Ben Higgins* Room: *Snowshed*) Jack in and run the servers of large futuristic mega corporations as they try to advance their underhanded agendas to better THEIR world. Will you free the information, or use it to crush the little people under heel? Players will need both a Corp and Runner deck to play in this 4 Round casual tournament. Come meet the great community of Netrunner! **(4-32 Players) (Saturday 7p-11p)**

C11 Magic: Two Headed Giant Tournament (GM: *802MTG* Room: *Snowshed*) Two vs. Two! Come try out this casual and fun Magic Tournament. 802MTG prizes provided. And as always with 802MTG casual Magic games will be available. **(4-24 Players) (Saturday 7p-11p)**

C12 Doomtown Reloaded Tournament (GM: *Ben Higgins* Room: *Snowshed*) Sun rises on Gomorra again as the hit CCG Doomtown returns as an exciting new Expandable Card Game! As four new outfits fight for control of the rebuilt Ghost Rock capital of the Weird West, bullets will fly and laws of the land will be flouted, but will you still be standing when the dust clears? This tournament will use standard deck construction rules, and be played under the most recent Floor Rules. **(4-32 Players) (Sunday 10a-5p)**

C13 Magic: Legacy Tournament (GM: *802MTG* Room: *Snowshed*) One final Magic Tournament... ending the weekend in style. 802MTG prizes provided. And as always with 802MTG casual Magic games will be available. **(4-32 Players) (Sunday 10a-5p)**

FANTASY MINIATURES

F1 All Quiet on the Martian Front Demo (GM: *Scott Lang* Room: *Oscar Wilde*) Learn to play All Quiet on the Martian Front by Alien Dungeon. All Quiet on the Martian Front is a 15mm battle game in miniature set during the second Martian War, circa 1910. After their first defeat a few years earlier at the hands of stiff British resistance and unexpected environmental factors, the Martians have returned. This time they have started their invasion from the New World and they have well established themselves before surging forward in an unstoppable tide of destruction. The game begins on the Mississippi Defense Line, with America desperately trying to hold back the Martian advance. Super weapons by Nikola Tesla and Thomas Edison are being rushed to the front. *All Quiet on the Martian Front* **(2-4 Players) (Friday 1p-5p)**

F2 Battletech Scenario #1 (GM: *Brian Alter* Room: *Oscar Wilde*) Battletech is a game of 31st Century armored combat, played on a hex map and utilizes three dimensional terrain for added reality. Take control of 15 meter tall Battlemech, bristling with weapons and the means to wreak havoc on its foes. All minis and record sheets will be provided by the GM. Please bring dice and a pencil. This will be a scenario event, pitting one force against another and will last until; the objectives have been achieved, one side or the other is destroyed, or time runs out. This scenario is intended only for players with intermediate level knowledge of the game. *Battletech* **(6-12 Players) (Friday 1p-5p)**

F3 Car Wars: The Jeff Lyczak Memorial Event (GM: *Bob Yates* Room: *Oscar Wilde*) The arena is ready, the crowd is ready, the cars are ready. Are you ready? Can you be the final survivor of the carnage that is Car Wars? The arena features multilevel ramps, underpasses, built in gun emplacements, and.... oh yea...a bunch of other drivers gunning for you!

The arena, cars and rule modifications were created and run many times by the late Jeff Lyczak. This event is in his honor. *Car Wars* **(2-12 Players) (Friday 1p-5p)**

F4 The Kimberline 2014 Snowboarding Challenge (GM: *Kimberlie Caron* Room: *Oscar Wilde*) Welcome to all snowboarders willing to brave the Kimberline gorge run on your ultra powered grav boards! Be the first to navigate the gorge and win the trophy -or die trying. Winner takes all! *Future race (2-8 Players) (Friday 1p-5p)*

F5 Vader's Vengeance (GM: *Richard Creaser* Room: *Oscar Wilde*) Thanks to the cunning of the bounty hunter Boba Fett in placing a transmitter on Dantooine, Darth Vader has learned where the Rebels have been hiding. With only a short operational window and limited resources at his immediate disposal, Darth Vader gathers up the Empire's best pilots in a bid to strike down the fledgling Rebellion. Meanwhile, agents of the Alliance to Restore the Republic have located the Imperial beacon and hurriedly scramble to evacuate before the Empire's might can be brought to bear. Alliance General Carlist Rieekan vowed to be the last to leave, gathering up the Alliance's meager resources and heading for the hyperspace jump point in his GR-75 transport the Quantum Storm. It's a desperate race against time as the Rebel forces try to make the jump before Darth Vader's Imperial forces can capture the general and destroy the precious supplies. Utilizing X-Wing's Epic play rules two teams of three players each will compete using a variety of characters from the Star Wars universe in a mad bid to knock out each faction's heroes. Will Darth Vader exact his vengeance and destroy the Rebellion in its infancy or will the Rebel forces successfully flee to Echo Base on the ice planet Hoth? The fate of the galaxy rests in YOUR hands. No experience necessary. Rules will be taught and miniatures will be provided. *X-Wing Miniatures (2-6 Players) (Friday 1p-5p)*

F6 X-com (GM: *Buddha Crew* Room: *Oscar Wilde*) Greetings commander, this is X-com, a table top version of the hit video game series. Players will control either a team of Xenos forces, or X-com elite commandos in a battle for the map. All players are welcome, even if they have no knowledge of the game series. This is a homebrew system, and feedback is welcome. *Home Crafted (2-8 Players) (Friday 1p-5p)*

F7 Hunger Games (GM: *Maurice Holmes* Room: *Oscar Wilde*) Thus speaks Legendary Announcer, Claudius Templesmith. "Ladies and Gentlemen, Let the 17th Hunger Games Begin" You need to wait 60 seconds before the gong sounds. Then you are released to start the Games. Only one tribute will be left alive. Will it be you? Not for the faint of heart. *Modified High Noon (4-8 Players) (Friday 7p-11p)*

F8 The Lost Regiment: Cromwell Returns (GM: *Leo Walsh* Room: *Oscar Wilde*) From the "Lost Regiment" book series. Admiral Tobias Cromwell waits in ambush with his powerful ironclad, Ogunquit, armored gun boats, Cartha wooden galleys, and his pirate friends. Meanwhile Col Keane and his hastily built ironclad gunboats, Rous galleys and rams are trying to make their way back to save their home. Wood, iron, guns and swords will clash in this "other world" naval battle. Easy to learn fast paced game. *Modified Age of Iron Rules (4-8 Players) (Friday 7p-11p)*

F9 Warhammer 40k Kill Team (GM: *Buddha Crew* Room: *Oscar Wilde*) Epic battles, brought down to bite size missions. Warhammer 40k kill team is a small squad based game using the same models and mostly the same rules as the full scale game. A great environment to learn and practice, and a place to use models that typically aren't on the field. Uses the new Kill Team rules and missions some of which can be detailed on-site prior to the game (choosing specialists and other details.) Otherwise limits are 0-2 Troops, 0-1 Fast Attack, 0-1 Elites. No armor saves better than an 3+, no creatures with more than 3 wounds. Must have at least 4 models in the kill team, and no flyers. (Some rules will be adjusted such as Pink Horrors as this will be a casual game.) (Play 1v1 or gang up and play multiple teams on the table.) Orks and Chaos Space Marines will be available if you wish to simply come play, models will be provided. *Warhammer 40K (2-16 Players) (Friday 7p-11p)*

F10 X-Wing: The Battle of Endor (GM: *Michael Bailey* Room: *Oscar Wilde*) Han, Leia, Chewbacca and their commando team have knocked out the shield generator protecting the second Death Star. Now it is up to Lando and Wedge to lead as many fighters as they can into its interior in the attempt to destroy it, while keeping out as many of the Imperial ships as possible. *X-Wing (2-8 Players) (Friday 7p-11p)*

F11 Adventures On The Road To Hanghai (GM: *Roland Paperman* Room: *Oscar Wilde*) It's the time of imperialism and everyone has some interest in a small town named Hanghai. As every faction bids for control of Hanghai through any means necessary even working with or against other factions while also trying to collect the most rare resources to town has to offer. Magic artifacts of great power are scattered around and must be collected but has all the commotion woken something deep beneath the ground? Will you have what it takes to take Hanghai? Beginners encouraged! *House Rules (2-12 Players) (Saturday 8a-12p)*

F12 Battletech Demo Grinder (GM: *Brian Alter* Room: *Oscar Wilde*) Battletech is a game of 31st Century armored combat, played on a hex map and utilizes three dimensional terrain for added reality. Take control of 15 meter tall Battlemech, bristling with weapons and the means to wreak havoc on its foes. All minis and record sheets will be provided by the GM. Please bring dice and a pencil. This is a grinder format, where when you die, you come back in the next level mech. Players will be given a card to track their progress and may leave one session and return in another. *Battletech (6-12 Players) (Saturday 8a-12p)*

F13 Buddha-Dome (GM: *Buddha Crew* Room: *Oscar Wilde*) Come one come all, Come see the fights between former Comrades! In this Fun little set-up, 8 pits will be setup for Competitors to come and fight! Ever have a beef with a fellow Pathfinder? Ever have a Paladin let someone go that you needed to teach a lesson too? Drag em down and settle your beefs. Bring your Pathfinder characters down and we'll get them converted over so that everyone is on an even playing field (Same number of build points used so then it comes down to skill not levels). Don't have a Pathfinder Character? We'll have some pre-gens of varying levels ready to play just in case you want to come and dish out some beatings. *Pathfinder Conflict System (2-16 Players) (Saturday 8a-12p)*

F14 Full Thrust – Rules Introduction (GM: *Joshua McGary & Stephen Smith* Room: *Oscar Wilde*) Full Thrust (from Ground Zero Games) is a fast paced, easy to learn, space combat game. Players can control large numbers of ships with dozens of different weapons and configurations. The game is specifically designed to allow players to design their own ships. The game will be a basic slug fest between two fleets. Each player will be given a number of ships of different classes and types, the scenario is designed to teach the rules to players and get them right into maneuvering their ships and blowing their opponents out of space. Rules will be taught. Sci-fi space combat using approx. 1/2400 spaceship miniatures. *Full Thrust (4-8 Players) (Saturday 8a-12p)*

F15 Super System 3 Bash Up (GM: *Russell Gregory* Room: *Oscar Wilde*) Super Hero Miniatures Game
A skirmish game pitting a team of Super Heroes against an evil Villain, a few lieutenants and masses of henchmen. Ever wonder how well you would do slugging it out in the pages of a comic book? This is the time to find out! *Super System 3 (3-6 Players) (Saturday 8a-12p)*

F16 Warhammer Fantasy Tournament (GM: *John Chastenay* Room: *Oscar Wilde*) Da Green Mountain Boyz present a 3 Game 2500 pt. Warhammer Fantasy Tournament!
A detailed players pack will be sent to those who sign up. Comp will be minimal. Fully-painted armies are not required, though painted armies will benefit from additional points to their overall score. Please contact John Chastenay via email at johnchastenay@yahoo.com to receive the detailed players pack. *Warhammer Fantasy 8th Edition (24-32 Players) (Saturday 9a-5p)*

F17 "Hold the Line Boys" (GM: *Leo Walsh* Room: *Oscar Wilde*) It's from the Lost Regiment series. This is a skirmish game and the "Yankees" and their allies must hold or be eaten!. The Tugar hoard is coming and the last train out is loading up! It will be muskets and bayonets vs monsters with arrows, spears, and big scimitars! *High Noon (4-12 Players) (Saturday 1p-5p)*

F18 Battletech Scenario #2 (GM: *Brian Alter* Room: *Oscar Wilde*) Battletech is a game of 31st Century armored combat, played on a hex map and utilizes three dimensional terrain for added reality. Take control of 15 meter tall Battlemech, bristling with weapons and the means to wreak havoc on its foes. All minis and record sheets will be provided by the GM. Please bring dice and a pencil. This will be a scenario event, pitting one force against another and will last until; the objectives have been achieved, one side or the other is destroyed, or time runs out. This scenario is intended only for players with intermediate level knowledge of the game. *Battletech* (6-12 Players) (Saturday 1p-5p)

F19 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! (4-9 Players) (Saturday 1p-5p)

F20 Gorkamorka - Fight for the Gubbins! (GM: *Buddha Crew* Room: *Oscar Wilde*) A classic specialist game based in the Warhammer 40k universe. Race across the dessert to look for gubbins from the other ork tribes, and fight for the thrill of it. High speeds are best, and more dakka (shooting) is the rule of law. Models and dice will be provided, playing with preset squads to learn first, then construct your own team to play out another scenario. *Home Crafted* (2-8 Players) (Saturday 1p-5p)

F21 Hanghai Raiders and the Curse of the Dragon. (GM: *Mike Paine* Room: *Oscar Wilde*) You won't want to miss a Single Hair Raising Spine Tingling Moment as our Hero's go up against the Fiendish Villains! Reaching new Heights in nerve Tearing Thrills!! Beginners are encouraged kids are welcome and adults that can play with kids are welcome too. *Home Crafted* (6-9 Players) (Saturday 1p-5p)

F22 The Kimberline 2014 Snowboarding Challenge (GM: *Kimberlie Caron* Room: *Oscar Wilde*) Welcome to all snowboarders willing to brave the Kimberline gorge run on your ultra powered grav boards! Be the first to navigate the gorge and win the trophy -or die trying. Winner takes all! *Future race* (2-8 Players) (Saturday 1p-5p)

F23 Warmachine & Hordes Carnage Trophy Steamroller!! (GM: *Nick Curtis* Room: *Oscar Wilde*) Sharpen your claws and bring the big guns, it's Trophy time! This will be a standard Steamroller format 35 point event, second list is optional although highly encouraged. Base rules for Steamroller format can be found in the 2014 Steamroller pdf, in the organized play section of the Privateer Press' website. Any questions about rules interactions or the event please contact PG Pszito ahead of time so you can plan accordingly! Registration begins at 11:00am and closes at 11:30 am, Tournament Starts at Noon SHARP! Tournament time will be between 3-5 rounds depending on number of players, plan accordingly. Entry Fee: \$10 at the convention counter. Prizes: 1st, 2nd, and 3rd place earn the coveted Steamroller Trophies and one randomly selected fully painted list will receive a special prize! Bonus prizes and giveaways will appear throughout the event!

Things required to play:

- Your own 35 point armies
- One copy of your lists (you may be asked to write them out when you arrive)
- Cards for all of the models you are playing. War room is allowed, YOU MUST STILL HAVE CARDS AS MANUAL BACKUP.

- Template set, Tokens for all in game effects, Measuring Tape, Readable Dice

In addition we will have a free-play Thunderdome table setup for anyone daring enough enter their 3 casters for glory and mayhem!

- Good Sportsmanship *Warmachine* (8-24 Players) (Saturday 12p-5p)

F24 Future War Commander – Those Pesky Natives (GM: *Joshua McGary & Stephen Smith* Room: *Oscar Wilde*) The planet of Tirione has been sold to Weyland-Yutani Corporation for strip mining and resource processing. The only problem is that the inhabitants weren't consulted first. As the Investment Preparation Teams move in to pave the way for higher profits the citizens of Tirione hire the mercenaries of the Granite Brigade to defend them. Rules will be taught, game will run long if needed, please no players under 14. Sci-fi ground combat using 6mm scale miniatures. *Future War Commander* (4-6 Players) (Saturday 7p-11p)

F25 Ogre (GM: *Buddha Crew* Room: *Oscar Wilde*) Summon 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. What you see, is OGRE. A classic mini's game by Steve Jackson. Join us for some tank crushingly, missile explodingly awesome good time. (2 - 10 players, but we can cycle them out) *Ogre* (2-10 Players) (Saturday 7p-11p)

F26 TC Maximus: Watch Out For That First Left! (GM: *Gregg Belevick* Room: *Oscar Wilde*) The Saturday night tradition continues. TC Maximus, the raucous imitation of a Roman chariot race, sort of. You decide. Do you want to be one of Titus' disciples? Or one on Mongo's evil minions? never played before? Don't worry, TC Maximus is novice and kid friendly. *TC Maximus* (6-12 Players) (Saturday 7p-11p)

F27 "Down to the Sea" (GM: *Leo Walsh* Room: *Oscar Wilde*) From the pages of the "Lost Regiment" book series. It is now 20 years after the last war and the Republic is now faced with a huge naval threat. Ships are bigger, faster, and weapons are more powerful. "Age of the Dreadnought" rules will be used. Easy to learn fast paced naval game. *Age of the Dreadnought* (4-8 Players) (Sunday 8a-12p)

F28 All Quiet on the Martian Front Demo (GM: *Scott Lang* Room: *Oscar Wilde*) Learn to play All Quiet on the Martian Front by Alien Dungeon. All Quiet on the Martian Front is a 15mm battle game in miniature set during the second Martian War, circa 1910. After their first defeat a few years earlier at the hands of stiff British resistance and unexpected environmental factors, the Martians have returned. This time they have started their invasion from the New World and they have well established themselves before surging forward in an unstoppable tide of destruction. The game begins on the Mississippi Defense Line, with America desperately trying to hold back the Martian advance. Super weapons by Nikola Tesla and Thomas Edison are being rushed to the front. *All Quiet on the Martian Front* (2-4 Players) (Sunday 8a-12p)

F29 City Fight. (GM: *Buddha Crew* Room: *Oscar Wilde*) A tabletop spin on the classic video game style, players will take command of a group of soldiers, trying to capture the flag of the other team. This is a homebrew system, and players of all gaming levels are welcome to join in! Just remember, the only reason they have a blue base over there, is because we have a red base over here. *Home Crafted* (2-8 Players) (Sunday 8a-12p)

F30 War of the Worlds (GM: *Steve Parenteau* Room: *Oscar Wilde*) The Martians were defeated 3 years ago by the smallest thing in the world. Now they have returned in limited numbers to stop mankind from recovering. Most of the human cities are still in ruins but now we have weapons that give us a chance of turning them back. Axis and Allies miniature rules. *Axis and Allies* (4-6 Players) (Sunday 8a-12p)

F31 War P.I.G.s! (GM: *Dr. Nik* Room: *Oscar Wilde*) Plastic Infantry Guys battle it out: GREEN versus TAN versus OTHER. Simple rules & fun for all ages and you keep what you capture! This game will end by 12.30pm. "Generals gathered in their masses / Just like witches at black masses / Evil minds that plot destruction / Sorcerers of death's construction / In the fields the bodies burning / As the war machine keeps turning / Death and hatred to mankind / Poisoning their brainwashed minds... Oh Lord yeah!" -Black Sabbath, WAR PIGS *Paine's Painless* (2-10 Players) (Sunday 10a-1p)

F32 Into the Devil's Den (GM: *Mike Griffin - Carnage* Room: *Oscar Wilde*) Another simple Planetary take over, or so you thought! Everything was going smoothly until you reached this sector. You haven't heard from the recon force in hours. No more waiting. You must press forward. The last message received from the recon group said something about the rocks being alive? Eh.... No matter. You will crush whatever stands in your way. This planet will be yours!! Sci-Fi gravity tank warfare. Fun for all. *G & Z rules* (4-8 Players) (Sunday 10a-2p)

F33 STAR TREK FLEET BATTLES (GM: *Christopher Dondero* Room: *Oscar Wilde*) Back to the Basic's 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. Last years clash of cruisers was fast & enjoyable. I'm thinking TOS ships only for this year & keeping the numbers manageable again. Maybe a dreadnought or two will make an appearance, we will see! *House Rules* (6-24 Players) (Sunday 10a-5p)

F34 Wanton Destruction (GM: *Buddha Crew* Room: *Oscar Wilde*) in the not too distant future, the world has gone to hell. Corporations have bought out the governments of the world. The people are nothing more than indentured servants. With the rise of genetic engineering and cyber enhancements, the corporations build armies to wage war with one another for dominance. These wars led to unprecedented destruction. When the wars ended, eight major corporations ruled the seven continents. The corporations called a truce. Never wanting that kind of destruction to happen again, they created the Games known as Wanton Destruction. These games are held to settle disputes between the corporations and to entertain the masses *Home Crafted* (2-8 Players) (Sunday 1p-5p)

HISTORICAL MINIATURES

FEATURING

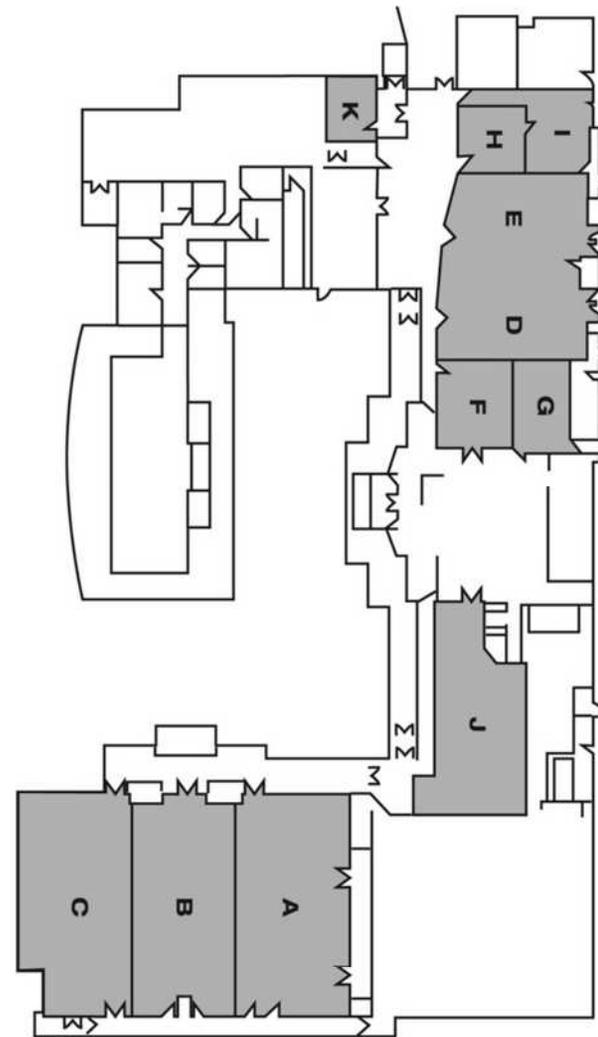
CENTURIES OF CONFLICT — THE AGE OF BLACK POWDER

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.

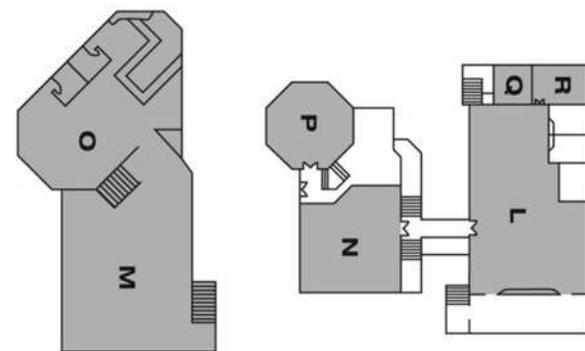
H1 The Governor's Daughter (GM: *Joshua McGary & Stephen Smith* Room: *Oscar Wilde*) The Caribbean in the early 1700's was a hot bed of piracy. Fed up with the scourge of pirates a new Governor of Jamaica has been sent by King George with a mandate to wipe out piracy in British Possessions. A coalition of pirate captains bands together to show this new governor who the real power in the Caribbean is. The captains and their most trusted mates sneak into the harbor of a small town where the governor is staying while touring the island. Their goal, to kidnap the governor's daughter and use her to scare the governor into ineffectiveness. Can the small Royal Marine garrison in town prevent the pirates from completing their dastardly mission? Rules will be taught, please no players under 14. Skirmish game using 28mm scale figures. *Pulp Alley* (4-6 Players) (Friday 1p-5p)

H2 Rome's March To Barbarian Lands (GM: *Keith Miller & Donna Howard* Room: *Oscar Wilde*) Fight the relentless Roman juggernaut in a (probably futile) resistance, or join the Roman army in its war of conquest. *Home Crafted* (2-8 Players) (Friday 1p-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



H4 Check Your 6! – Operation Sunrise (GM: *Joshua McGary & Terry Terry* Room: *Oscar Wilde*) In the spring of 1941 British Military Intelligence receives information that Generalfeldmarschall Hugo Sperrle, who commanded the Luftwaffe forces that participated in the battle of Britain, would be touring and inspecting squadrons stationed in France. RAF Fighter Command puts together a plan to intercept his plane as it approaches the airfield at Calais, France. The RAF dispatches a flight of Hurricanes and Spitfires to intercept Sperrle's aircraft, a converted JU-88, which is being escorted by an unknown quantity and type of German fighters. The mission is simple for the RAF, kill Sperrle and deal another blow to Luftwaffe morale; for the Germans they must protect the Generalfeldmarschall at all costs. Not for young children, please no players under 16. *Check Your 6! (4-8 Players) (Friday 7p-11p)*

H5 Green Monster in the Green Mountains (GM: *Leo Gallant* Room: *Oscar Wilde*) Can The Red Sox end the curse. Or will the Evil Empire prevail. 2004 American League Series. Baseball miniatures, easy rules and fun to play. Pedro, Manny, And Big Papi vs.. Rivera, A-Rod, and Jeter. Played in a replica of Fenway Park. *Baseball miniatures-Home Crafted (2-6 Players) (Friday 7p-11p)*

H6 Rome's March To Barbarian Lands (GM: *Keith Miller & Donna Howard* Room: *Oscar Wilde*) Fight the relentless Roman juggernaut in a (probably futile) resistance, or join the Roman army in its war of conquest. *Home Crafted (2-8 Players) (Friday 7p-11p)*

CH7 The Battle of Belmont - Grant's First Civil War Battle (GM: *Rich Wallace* Room: *Oscar Wilde*) Ulysses S. Grant's first Civil War battle took place in Missouri. On November 7, 1861, Grant attacked a Confederate camp at Belmont, Mo. and started down the path that would eventually lead him to be appointed General-in-Chief of the Union Army and elected to the presidency in 1868. See if you can repeat history by over running the Reb camp. Or will you claim victory with a Rebel yell and some timely reinforcements. *Carnage & Glory 2 (4-6 Players) (Friday 7p-11p)*

CH8 The Battle of Paris March 30–31, 1814 (GM: *Richard Claydon* Room: *Oscar Wilde*) The Epic Battle for Paris 150,000 Allied troops converged from across Europe. Even the brilliant campaign of Napoleon could not stop them. Now Joseph Bonaparte and a mixed bag of Elite Guards, veterans, National Guard and volunteers are all that stand between the Allies and the goal. Just as Napoleon had entered Moscow a year earlier, Alexander wished to enter Paris. Until this battle no foreign army had entered Paris in nearly 400 years. *Black Powder (4-8 Players) (Friday 7p-11p)*

CH9 The Devil Went Down To Georgia (GM: *Steve Hier & Mike Burton* Room: *Oscar Wilde*) The Battle of Brier Creek, May 3, 1779. The American War for Independence in the far south. The British are determined to bring Georgia back into the fold as a Royal Colony. Can the colonial militia stop them? Rules taught. *Black Powder (4-6 Players) (Friday 7p-11p)*

H10 The Green Gang takes on the Red Maria's (GM: *Mike Paine* Room: *Oscar Wilde*) Following a 1927 emergency in Hanghai, and the withdrawal of British regular forces, the European settlers had to rely on themselves. Residents formed the Hanghai Volunteer Corps (HVC). Due Hanghai's political status and economical power it is infested with very diverse criminal elements, political activists, spies and operatives you name it. Incidents involving firearms are frequent this is where the 'Red Maria' comes in. They can carry 50 HVC (several vehicles together) or Red Maria's are used to transport the notorious Green Gang from Hanghai Courts to Hanghai Prison. Conveyed through the city streets armored cars at the front and the rear is a convoy of vehicles transporting 50 gang members. Earlier attempts to transport gang members to jail have always ended with the convoy being ambushed and the gangsters being released by rescuers. Will that be the case this time? (loosely based on actual events) *Home Crafted (2-8 Players) (Friday 7p-11p)*

CH11 Battle of Sabine Crossroads - 1864 American Civil War (GM: *Phil Hammond - Northern Conspiracy* Room: *Oscar Wilde*) Lincoln put down the latest telegram from Nathaniel Banks, commander of the campaign now being conducted in the Red River Valley, with a snort. "We have the enemy where we want them Mr. President, victory will soon be ours. N. Banks". If anything Mr. Lincoln had learned during the long war it was when a general was feeding him a line of bull... Meanwhile, out in the Red River valley, Maj Gen Richard Taylor, grandson of Zachary Taylor, was reading his dispatches with some glee. It appeared the boys in blue were moving a supply train right up the valley toward a crossroad his cavalry was stationed at. Wagons loaded with ammunition, foodstuffs, and God knows what other goods his men could sorely use. And cattle too. Why he must write a thank you note to General Banks when he got done tomorrow for all that fresh steak and beans! Yea Ha! Let Major Dundee ride again! *ARRHHH!! Regimental Fire & Fury (with a twist) (4-7 Players) (Saturday 8a-12p)*

CH12 "I can smell trouble" (GM: *Leo Walsh* Room: *Oscar Wilde*) Early mountain men and their party have to deal with unfriendly Indians and other evil men to protect their possessions and their "charges". Easy to learn fast paced skirmish game. *High Noon (4-12 Players) (Saturday 8a-12p)*

H13 First battle of Ypres 1914 Preliminary operations (GM: *William Zona* Room: *Oscar Wilde*) After the failure of the Schieffen Plan the Germans and allies raced for the sea to try and turn the flank and secure the channel ports. The strategically and politically important town of Ypres and western Belgium became the center of an epic struggle that was to last the entire war. Advanced parties try to secure objectives for the approaching battle. *Black Powder - Modified (4-8 Players) (Saturday 8a-12p)*

CH14 Meet Me at the Mosque (GM: *Byron Champlin* Room: *Oscar Wilde*) In the early, chaotic days of the Indian Mutiny, a cache of ammunition was hurriedly hidden--and forgotten--in an abandoned mosque by East India Company troops to keep it out of the hands of the mutinous sepoys. Now, word has filtered back to the British that the mutineers have gotten wind of the hidden powder and have dispatched a column to retrieve it. It will be a race against time and the enemy as the British and Indian forces converge on this military prize! *The Devil's Wind (Modified Brother Against Brother) (4-7 Players) (Saturday 8a-12p)*

CH15 Napoleonic's 101 (GM: *Christopher Dondero* Room: *Oscar Wilde*) No historical battle will be offered this day. Players will earn glory or face defeat on their own merit & nothing else. In Napoleonic's 101 players "purchase" their forces before the battle begins. Sides are then randomly chosen. A coin is tossed & the winners will either pick their ground & deploy their forces to meet the enemy, or will allow the enemy to set up first & then deploy their forces against them. We have played this game dozens of times & I am always amazed at the variety of forces that will end up facing one another. *House Rules (4-8 Players) (Saturday 8a-12p)*

CH16 The Battle of Lake Erie (GM: *Thomas A. Compter* Room: *Oscar Wilde*) The Battle of Lake Erie, sometimes called the Battle of Put-in-Bay, (<http://tinyurl.com/qyxuwhw>) was fought on 10 September 1813, in Lake Erie off the coast of Ohio during the War of 1812. Nine vessels of the United States Navy defeated and captured six vessels of British Royal Navy. Although the naval engagement was small compared to Napoleonic struggles, it was one of the biggest naval battles of the War of 1812, and had disproportionate strategic import. The Americans controlled Lake Erie for the remainder of the war. This accounted for much of the Americans' successes on the Niagara peninsula in 1814 and removed the threat of a British attack on Ohio, Pennsylvania, or Western New York. It also allowed the Americans to recover Detroit and win the Battle of the Thames to break the Indian confederation of Tecumseh.

The court-martial of (British) Captain Barclay and his surviving officers determined that the Captain, his officers and men had "conducted themselves in the most gallant manner" and found that the defeat was the result of American superiority, an insufficient number of able seamen and the early fall of superior officers in the action.

This naval miniatures battle will be re-fought using the Tattered Sails and Shattered Gunwales rule set: (<http://www.comptenterprises.com/pirates/Sails.pdf>). *Tattered Sails and Shattered Gunwales (2-5 Players) (Saturday 8a-12p)*

CH17 Wiley John Pathan vs Tommy Adkins; Second Afghan War (1878) (GM: *Ed Mueller* – *Northern Conspiracy* Room: *Oscar Wilde*) Once again, there's trouble brewing in Dismal Province, Afghanistan. Hill Chief Ali Hassan Bin Sober, that troublesome fellow, has gathered the tribes to confront the Feringee dogs head on. On the other side, the ever bullish if only marginally aware Imperial District Commander, Maj. C. Langley Smoot, knows only one military imperative: no slight can come to the Honour of the Great White Queen! All else is mere detail. Surprised at the rising, the Imperials must break up the Pathan assaulting force before it can invest Forlorn Outpost. It's Wily John Pathan vs Tommy Adkins in a conventional head-on fight. Game played with "Old School" Ral Partha 25mm Colonial figures. *Modified Historical Battles by GASLIGHT Rules (4-6 Players) (Saturday 8a-12p)*

H18 Flames of War Tournament (GM: *William Shoemaker* Room: *Oscar Wilde*) 6th annual Carnage Flames of War tournament- Early war, 1525 points, 3 rounds. Please plan to arrive by 8:30 AM, first round starts at 9AM SHARP! Each round will be 2.5 hours. The tournament will be reported to Battlefront's rankings HQ. Prizes available! *Flames of War (12-24 Players) (Saturday 8a-5p)*

CH19 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 games 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 1p-5p)*

H20 Battle Of The Java Sea (GM: *Gregg Belevick* Room: *Oscar Wilde*) February 27, 1942. The Japanese have been unstoppable in their conquest of the Southwest Pacific. Now they are headed for Java, the centerpiece of Indonesia. The combined Allied forces sail to intercept them with everything they have. Come take the helm in the first major battle of the Pacific War. *Seekrieg (2-8 Players) (Saturday 1p-5p)*

H21 Check Your 6! Jet Age - Thud Ridge (GM: *Joshua McGary & Terry Terry* Room: *Oscar Wilde*) It's January 1967 at the United States Air Force is regularly bombing targets in North Vietnam. USAF F-105 Thunderchiefs are flying un-escorted missions on a regular basis with the only real threat being SAM's. The Vietnam People's Air Force decides to employ their brand new Mig-21's to try and force a change in USAF tactics. Using ground based radar vectoring a flight of 12 Mig-21's jumps 4 F-105's on their way north. Can the VPAF MIGs use the element of surprise to down the F-105's before they escape? Rules will be taught, please no young players under the age of 16. Jet age aerial combat using 1/285 aircraft. *Check Your 6! Jet Age (4-8 Players) (Saturday 1p-5p)*

Black Knight Comics



www.blackknightcomics.com
email: bkcomics@adelphia.net

Japanese Animation

Over 185 CD Soundtracks
Over 256 Videos and DVDs
Anime RPGs and CCGs
Anime T-shirts
Lots of Anime Merchandise

Mail Order:
10 Pinecrest Dr.
Essex Jct, VT 05452
802-878-6636

H22 First Battle of Ypres 1914 German advance to Ypres (GM: *Richard Claydon* Room: *Oscar Wilde*) After the failure of the Schlieffen Plan the Germans and Allies raced for the sea to try and turn the flank and secure the channel ports. The strategically and politically important town of Ypres in western Belgium became the center of an epic struggle that was to last the entire war. The final push if the Germans can get to Ypres and break the Allies nothing stands between them and Channel Ports that will knock Britain out of the war and turn the French flank. *Black Powder - Modified (4-8 Players) (Saturday 1p-5p)*

CH23 Freeman's Farm – September 19th, 1777 (GM: *AJ Wright* – *Norther Conspiracy* Room: *Oscar Wilde*) Re-fight the battle that was arguably the turning point of the American revolution using a new revolutionary type of computer moderated wargaming rules. Each player will command a brigade of troops in the battle and act as the brigadier. Unlike other computer-moderated rules, The Electronic Brigadier allows the players to enter data using tablets instead of having to wait to relay moves to a single GM on a laptop. Data is entered using a simple button-based interface that requires no computer expertise. Data entry and game play are fast and fun with the computer system allowing for faster game play and improved fog of war. Tabletop maneuvers are executed using traditional tabletop wargame procedures. Carnage 2014 will be the public unveiling of these new rules after a significant amount of private play testing. *The Electronic Brigadier (4-6 Players) (Saturday 1p-5p)*

H24 Gunfight in San Lebanon (GM: *Temis de la Pena* Room: *Oscar Wilde*) Marshal Rod has jailed the infamous Hardihar Kid and is holding him for the arrival of the US Marshal from Fort Smith. But numerous nefarious people want to free the kid and the vigilantes of the Citizen's Committee want to string him up from the nearest tree. Can your gang get the Kid out of Jail before the US Marshal arrives or the vigilantes do it? *Fistful of Lead (4-8 Players) (Saturday 1p-5p)*

CH25 Lee to the Rear! (GM: *Steve Hier & Mike Burton* Room: *Oscar Wilde*) May 6, 1864. The second day of the battle of the Wilderness. Hancock's Union troops are pushing back A P Hill's rebels when they come upon Lee's Headquarters in Tapp Field. Can they take out Bobby Lee and perhaps shorten the war? Can the Texans arrive in time to save him? *Regimental Fire & Fury (4-6 Players) (Saturday 1p-5p)*

H26 Occupy England, 871 (GM: *Michael Bailey* Room: *Oscar Wilde*) In 871, the Danes had occupied much of what is now eastern England. After the death of the English King, Aethelred, his brother Alfred took the throne, but was unable to challenge the Danes militarily on a large scale, so he concentrated on sending small bands to attack isolated Danish settlements. This game represents such an attack, with Ealdorman Odda hoping to surprise the Danes in their small village on the coast. *Have Fun Storming the Castle, Lads (2-8 Players) (Saturday 1p-5p)*

H27 "Find Poncho Villa!" (GM: *Leo Walsh* Room: *Oscar Wilde*) Lt George Patton leads his troop to kill or capture the Villistas leader before the enemy can receive modern weapons. Fast action in the American Southwest in the early 1900s. "High Noon" rules, easy to learn and fast paced skirmish game. *High Noon (4-12 Players) (Saturday 7p-11p)*

CH28 Battle of Spring Hill (GM: *Mike Griffin - Carnage* Room: *Oscar Wilde*) November 29th, 1864. Confederate Gen John Bell Hood attacks a Union force under Gen John M Schofield as he retreats through Spring Hill towards Franklin. Due to command failures the Confederates did very little damage to the Federals. The next day Hood pursued Schofield and attacked his fortifications in Franklin. This became known as Pickett's Charge of the West. What if the Confederate command failures had not happened? Could this have extended the War for the South? Come give it a try and see. Simple rules fun for all. *Home Crafted (4-8 Players) (Saturday 7p-11p)*

H29 Beer and Pretzels (GM: *Jennifer Paperman* Room: *Oscar Wilde*) The monks have been brewing beer and making pretzels for awhile now. The knights have shown up to collect them. But so have the Vikings. Who will go home empty-handed and who gets to party like it's 999? *Have Fun Stormin' the Castle, Lads (Play Mobil Edition) (2-6 Players) (Saturday 7p-11p)*

H30 Green Monster in the Green Mountains (GM: *Leo Gallant* Room: *Oscar Wilde*) Can The Red Sox end the curse. Or will the Evil Empire prevail. 2004 American league Series. Baseball miniatures, easy rules and fun to play. Pedro, Manny, And Big Papi vs.. Rivera, A-Rod, and Jeter. Played in a replica of Fenway Park. *Baseball miniatures-Home Crafted (2-6 Players) (Saturday 7p-11p)*

CH31 Relief of Fort Allen - War of 1812 (GM: *Mark Decouteau – Northern Conspiracy* Room: *Oscar Wilde*) It is July, 1813 and the War of 1812 is grinding on in the Niagara Frontier. British forces have surrounded American held Fort Allen and are trying to force the fort to capitulate without a formal siege. Americans from nearby Lewiston, NY have been dispatched with a supply convoy to relieve and reinforce this important bastion controlling the river road between Lewiston and Fort George. The objective of the game is pretty simple: The Americans want to keep the fort; the British want to take it. This is a skirmish level game with squads of soldiers fighting for control of the critical Fort Allen while a supply train of wagons and heavily laden mules move up the forest track to resupply the Fort *Brother Against Brother (4-6 Players) (Saturday 7p-11p)*

H32 The Green Gang takes on the Red Maria's (GM: *Mike Paine* Room: *Oscar Wilde*) Following a 1927 emergency in Hanghai, and the withdrawal of British regular forces, the European settlers had to rely on themselves. Residents formed the Hanghai Volunteer Corps (HVC). Due Hanghai's political status and economical power it is infested with very diverse criminal elements, political activists, spies and operatives you name it. Incidents involving firearms are frequent this is where the "Red Maria" comes in. They can carry 50 HVC (several vehicles together) or Red Maria's are used to transport the notorious Green Gang from Hanghai Courts to Hanghai Prison. Conveyed through the city streets armored cars at the front and the rear is a convoy of vehicles transporting 50 gang members. Earlier attempts to transport gang members to jail have always ended with the convoy being ambushed and the gangsters being released by rescuers. Will that be the case this time? (loosely based on actual events) *Home Crafted (2-8 Players) (Saturday 7p-11p)*

H33 The Road to Schmidt (GM: *Ralph Gero – Northern Conspiracy* Room: *Oscar Wilde*) It is late in WW2 and the American 78th Infantry Division has advanced from Belgium with the goal of capturing the strategically important German city of Schmidt. "The Road to Schmidt" pits a typical WW2 American infantry company against a powerful German Task Force. Each player will portray a platoon leader in command of an interesting mix of infantry and support weapons. Rules are Bolt Action with a tiny modification to speed play for multiple players. This scenario is based on actual experiences of my father, the commander of Company L, 311th Infantry Regiment, 78th Infantry Division. *Bolt Action (4-8 Players) (Saturday 7p-11p)*

H34 I Am A Leaf On The Wind (GM: *Gregg Belevick* Room: *Oscar Wilde*) Come and learn the best and the worst of your favorite WWII aircraft. FoF 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 (2 -12 Players) (Sunday 8a-12p)*

H35 Beer and Pretzels (GM: *Jennifer Paperman* Room: *Oscar Wilde*) The monks have been brewing beer and making pretzels for awhile now. The knights have shown up to collect them. But so have the Vikings. Who will go home empty-handed and who gets to party like it's 999? *Have Fun Stormin' the Castle, Lads (Play Mobil Edition) (2-6 Players) (Sunday 10a-2p)*



LIVE ACTION ROLE PLAYING GAMES

L1 Realms of Wonder (GM: *Tara Pregent* Room: *Ski Check*) 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, armoured 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 tourney and improve your swordsmanship; take up your bow and fire at the approaching army. For some, this will be your first time attending a live action role playing game, and that is all right. We will have 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](mailto: tara.jackson1@gmail.com). See below for specific slots. *Realms of Wonder (5-50 Players) (All Weekend)*

L2 MES Werewolf: the Forsaken (GM: *Jeremiah Desautels* Room: *Highlander*) Werewolf the Forsaken: the last fires of the Brethren War have died down, but the tension between the Pure and Forsaken are still volatile. The Council has called for a moot to be held in the local (PC) pack's territory. Peace is fragile and a spokesperson from the Pure has announced that he will be coming to the area. What does he want? Is it part of a trap? Luna watches silently and waits. For more information, visit www.mindseysociety.org/. *Mind's Eye Theatre (10-30 Players) (Friday 7p-11p)*

L3 Realms of Wonder (GM: *Tara Pregent* Room: *Ski Check*) Begins after dinner on Friday. For more information, email [tara.jackson1@gmail.com](mailto: tara.jackson1@gmail.com). See L1 for description. *Realms of Wonder (5-50 Players) (Friday 7p-11p)*

L4 Realms of Wonder (GM: *Tara Pregent* Room: *Ski Check*) For more information, email [tara.jackson1@gmail.com](mailto: tara.jackson1@gmail.com). See L1 for description. *Realms of Wonder (5-50 Players) (Saturday 8a-12p)*

L5 Murder on the Rails: A Steampunk Murder Mystery (GM: *Phoebe Buskey* Room: *Highlander*) You are traveling from Montreal to Boston via Vermont Central Railroad, circa 1895. When the train stops in White River Junction, it is discovered that one of the passengers, Aloysius J. Copperman, has been murdered. A rare manuscript and his personal journal are missing from his possessions. You are told that everybody will be moved to a nearby hotel for the duration of the investigation. You have a pressing reason to get to Boston as quickly as possible, so to speed up the process you decide to do a little investigating of your own... Do you have what it takes to solve the mystery? Wear your best steampunk costume and get your sleuth on! Mini-mysteries, puzzles, and cunning suspects make this LARP fun and challenging. *Untitled (5-30 Players) (Saturday 1p-5p)*

L6 Realms of Wonder (GM: *Tara Pregent* Room: *Ski Check*) For more information, email [tara.jackson1@gmail.com](mailto: tara.jackson1@gmail.com). See L1 for description. *Realms of Wonder (5-50 Players) (Saturday 1p-5p)*

L7 MES Vampire: the Requiem (GM: *Jeremiah Desautels* Room: *Highlander*) Vampire the Requiem: for too long, the Kindred of the city have grown complacent and arrogant in their control. Now strange symbols begin appearing in odd places within the city and a few Kindred have started disappearing. Why are they attacking the Kindred? Are they hunters? Belial's Brood? Has the Masquerade failed and what else seems to be hiding its dark secrets in the night? For more information, visit www.mindseysociety.org/. *Mind's Eye Theatre (10-30 Players) (Saturday 7p-11p)*

L8 Realms of Wonder (GM: *Tara Pregent* Room: *Ski Check*) For more information, email [tara.jackson1@gmail.com](mailto: tara.jackson1@gmail.com). See L1 for description. *Realms of Wonder (5-50 Players) (Saturday 7p-11p)*

ROLE PLAYING GAMES

A Fistful of Carnage

This year's Carnage theme is "Carnage on the Mountain." Many of our RPG GMs have crafted games inspired by the theme. The entries for these games begin with "W."

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 At the Gates of Hell (GM: *Alexander Jackl* Room: *Snowshed*) You and several others wake up in a dark room covered in blood. You don't know where you are, or how you got there. Even worse, you don't even know who you are. What happened? Come and play to find out. *none* (2-4 Players) (Friday 1p-5p)

R2 Character Creation & Defiance in Phlan (GM: *Al Spader* Room: *Snowshed*) Spend an hour creating your character then be prepared to test your new skills when... The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms – the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim – must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult. D&D Adventurers League - jetpackcomics.com *Dungeons & Dragons 5th Edition* (3-7 Players) (Friday 1p-5p)

R3 Character Creation & Defiance in Phlan (GM: *Jesse Robidas* Room: *Snowshed*) Spend a couple hours creating your character then be prepared to test your new skills when... The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms – the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim – must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult. D&D Adventurers League - jetpackcomics.com *Dungeons & Dragons 5th Edition* (3-7 Players) (Friday 1p-5p)

R4 Close to Home (GM: *Brad Younie, Carnivore Games* Room: *Snowshed*) The Foundation for Paranormal Investigation is used to going to strange locations to search for the bizarre. But now, the paranormal is coming to them. The team members begin seeing ghosts, UFOs, creatures, and other entities in their own homes and towns. The team's nerves begin to fray as the sightings become more frequent and more deadly. The team must work together to solve the mystery before it drives them insane – or worse! Beginners welcome, characters provided. *The Unexplained* (3-6 Players) (Friday 1p-5p)

R5 Dead Light (GM: *Andre Kruppa, Game Soapbox Productions* Room: *Suite*) No rules knowledge is required, but skilled role-playing is a must. A theatrical-style tabletop game using lights and sound, Dead Light is a 7th edition (Quick Start) Call of Cthulhu scenario for 3 to 6 players that was supplied to Kickstarter backers. It is intended for mature players only. (Please, if you are a backer and plan to play, do NOT read this scenario until after the event!) This session may be recorded for podcasting and/or video, and players may be asked to sign a release. A brutal storm is lashing land and sea. The howling wind and battering rain is too much for safe driving, with roads turning into rivers of mud, trees falling, and flooding threatening to wash away bridges. The race against the storm is rapidly becoming a disaster, and the need to seek shelter is plain. Once the storm abates, the roads will not be navigable for some time. The sense that something awful

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

lurks in the darkness can only be banished by light and warmth. *Call of Cthulhu 7th edition* (3-6 Players) (Friday 1p-5p)

WR6 Deadwood Draw: A Firefly Adventure (GM: *Chris Pierce* Room: *Snowshed*) The crew of the Mighty Hammerhead have gotten wind of a rare opportunity: Deadwood, a world controlled by the large Corone Mining Consortium is holding a quick draw competition. Grand Prize is 50,000 platinum in cold cash monies, more than enough to fix the ailing ol' Boy's many issues. An adventure that features revenge, murder, betrayal, greed and a whole lotta bullets, there's bound to be a whole barrel of badness... *Firefly RPG: Cortex Action* (3-6 Players) (Friday 1p-5p)

R7 Gaslight Gang VS. The Sky Pirates of Dover (GM: *Scott Legault* Room: *Snowshed*) Raids across the channel have become more frequent. It's once again up to our stalwart heroes and heroines to thwart this nefarious threat from the sky. Join Dr. Cogswell, Soun Yee, Katja Romanov, Iron Jim and both old and new members to fight for the freedom of Mother England. Adventure in turn of the century England where the world teeters on the brink of global strife, progress in technology and industry rapidly outpaces culture and the division betwixt wealth and poverty widens daily. Fight against oppression as a soldier, a scoundrel or a scholar. Wield mysterious powers as an arcanist, touch the minds of others as a lucid dreamer, or master Steampunk devices as an artificer. Game rules explained, 8 players, characters provided. *Brass & Steel: A Steampunk Adventure* (2-8 Players) (Friday 1p-5p)

R8 Going Down the Rabbit Hole (GM: *Steven Parenteau* Room: *Snowshed*) You've been hired to stop a group of bandits that have been raiding a major caravan trade route. Your scouts reported that the bandits are loaded with spoils that they recently plundered from a nearby village and caravan. Your group has already positioned itself in hiding place and is ready to strike. A TC Ancient Realms adventure - level 1-3. This is a new system of TC Realms. New characters can be created at the table. If you already have a TCAR character, contact Russ through Facebook to get your updates. *Dungeons & Dragons 3.5* (4-10 Players) (Friday 1p-5p)

WR9 Mystery of the Mountain Freaks (GM: *Dr. Nik, paNik Productions* Room: *Snowshed*) You and your pals are traveling through the Southwest - seeing the sights and exploring off the beaten path attractions when your van breaks down. Bender (Population 86), remotely located on the AZ / NM border in the southern section of Apache county, seems pleasant enough and the replacement parts will only take a couple days to arrive... This game has themes of dark comedic horror. *FATE* (3-7 Players) (Friday 1p-5p)

R10 Pathfinder AP #79: Mummy's Mask 1-The Half Dead City (GM: *PFS Judges* Room: *Bakery*) By Jim Groves, (Levels 1-2) An exciting new adventure in the pyramid-laden realm of Osirion, Land of Pharaohs! In the city of Wati, the church of Pharamasma holds a lottery allowing explorers to delve the tombs of the city's vast necropolis in search of the nation's lost glories. In the course of investigating the heroes encounter a group of rival adventurers. At the same time, the heroes learn that a dangerous artifact has been stolen from the tomb. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Friday 1p-5p)

R11 Pathfinder Society #5-02: The Wardstone Patrol (GM: *PFS Judges* Room: *Bakery*) By Alex Greenshields, (Levels 3-4/6-7) All-out war has erupted on the long-contested border between the crusader nation of Mendev and the demon-infested Worldwound. With the magical defenses that once held the demons at bay failing, defense of the region now falls to small patrols of mobile soldiers. With so much at stake, the Pathfinder Society has enlisted many of its agents to assist in the war effort. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 1p-5p)*

R12 Pathfinder Society #5-05: Quest for Dwarven Citadel-The Elven Entanglement (GM: *PFS Judges* Room: *Bakery*) By Ryan Costello, Jr, (Levels 7-8/10-11) Nearly every nation has contributed to the Mendevian Crusade, but few are willing to send additional aid to assist the Pathfinder Society directly. Owed a favor the elves cannot refuse, Pathfinders travel to Kyonin to secure a force of some of the finest demon-hunters in Avistan only to find that the hunters are missing in action. Can the Pathfinders extract the lost elves from the depths of Tanglebriar, or will they become the latest casualties of Treerazer's domain? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 1p-5p)*

R13 Pathfinder Society Intro 1: First Steps—Part I: In Service to Lore (GM: *PFS Judges* Room: *Bakery*) By Adam Daigle, (Level 1) A Pathfinder Society Scenario designed for 1st level characters. ... In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 1p-5p)*

R14 Pathfinder Society Special: Ruins of Bone Keep-Level 1: The Silent Grave (GM: *PFS Judges* Room: *Bakery*) By Jason Bulmahn, (Levels 3-7) An enemy of the Pathfinder Society recently found a hidden dungeon in a centuries-old siege fortress, but despite his best efforts to convert it into his base of operations, he failed. When a pair of Pathfinders encounters disaster while scouting out the entrance, the party must explore the first level of the dungeon to determine not just what attacked their comrades but also what dark power their nemesis nearly acquired. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 1p-5p)*

R15 Spirit of Retribution (GM: *Robert Lamm* Room: *Highlander*) Aystrom XIV: With the sword Pathfinder finally in their hands, the group is ready to locate the object of their quest. Whatever the runestone was designed to unlock, and wherever it may be, the sword's power can lead them to it. All they need to do is put their trust in the spirit of a villain who has spent the last several centuries trapped in the sword, abandoned in darkness with only his own thoughts to keep him company. *Pathfinder (4-8 Players) (Friday 1p-5p)*

R16 The Valley of Tombs (GM: *Ian Eller* Room: *Highlander*) For thousands of years, the Valley served as the resting place for tribal chiefs and god-emperors alike, for in it was a magic that promised great reward in the afterlife. But a calamity centuries ago cut off the valley from the greater world and its location was lost. Only a few years ago, the Valley was rediscovered and now hungry adventurers and crypt raiders have descended upon the valley in search of lost lore and buried treasure. But not everything rests in peace in the Valley of Tombs. Can your heroes overcome its insidious perils as well as rival tomb raiders, and still find fortune and fame? This adventure runs multiple slots. Each slot is a continuation of the last, but playing in earlier slots is not required for this hex crawl adventure. Pregenerated PCs provided. *Dungeons & Dragons 5th Edition, Basic+ (4-8 Players) (Friday 1p-5p)*

WR17 Time Shredding for Fun and Profit (GM: *Brandon Osorio, Dark Refuge Games* Room: *Highlander*) In a dark future, the resistance is fighting a losing battle against an oppressive interplanetary corporation. Seeing a chance to make it big on their own, one of the resistance members steals a Time Shredder device and begins collecting people from across time for a small mining operation in the wild west. With Gold, Guns and Cosmic Horrors, come join a game where

time and technology blur the lines of reality. Welcome to Time Shredders, an exciting RPG using a standard deck of playing cards. Come to www.darkrefuge.net to learn more about Time Shredders and the entire Dark Refuge Universe. *Time Shredders (2-8 Players) (Friday 1p-5p)*

R18 After Dark Before Dawn (GM: *Luke Richter* Room: *Snowshed*) The world of the drow is a razor's edge where nothing is guaranteed despite your pedigree. It is up to you and your Clutch to make it through the hazards of mere existence in such a crucible. Will you catch the favor of your House Matriarch; will disfavor cast you and your Clutch into the Warping Chambers; Will you merely breathe another day - another advent? After Dark Before Dawn is an experimental living game/living game system for Vermont where player input is the driving engine of plot evolution using the Pathfinder system of play where all players are drow, but not all drow are alike. *Pathfinder (3-6 Players) (Friday 7p-11p)*

R19 Death Wears White... (GM: *Robert Lamm* Room: *Escapade*) In Detroit's Brighton Hospital, a well-known and well-liked doctor has just been found dead. The staff and visitors present at the time of the murder gather, and the inevitable begins - find out who committed the evil deed before they can escape! Put away your dice and minis. Welcome to the world of Murder Mysteries. A world of dark affairs, somewhat twisted plots, mystery, uncertain motives and bulletproof alibis. A bloody crime has been committed, and the assassin is among the people present... maybe it's you! No experience necessary. *none (6-8 Players) (Friday 7p-11p)*

R20 Drums in the Marsh (GM: *Dave Ostrander* Room: *Snowshed*) For the past several nights, drums have been heard on the wind, coming from the Twilight Marsh. Each morning, more turn up missing from the nearby farms, leaving only muddy, clawed footprints heading towards the marsh. Can you help the find the lost and bring justice to the abductors? A four-hour adventure for levels 1-4 D&D Adventurers League - jetpackcomics.com *Dungeons & Dragons 5th Edition (3-7 Players) (Friday 7p-11p)*

R21 Friday Night Fiasco! (GM: *Matt MacKeigan* Room: *Snowshed*) Fiasco is a game inspired by films like Fargo, Burn After Reading, and Pineapple Express. Players will engineer and play out a stupid, disastrous situation that exists at the darkly comic intersection of greed, fear, and lust. The rules are light, and the drama high. It is like making your own Coen brothers movie, so come give it a try! Suggested for mature gamers due to the "R" rated themes of this game. *Fiasco (3-5 Players) (Friday 7p-11p)*

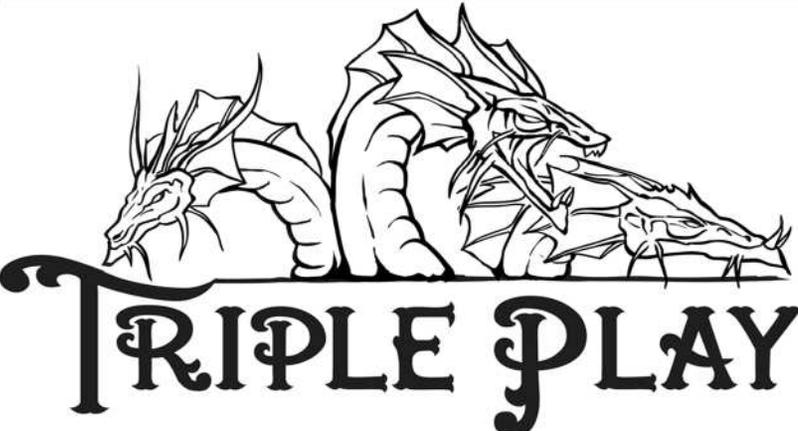
WR22 High Noon Over Regulus IV (GM: *James Carpio, Gygax Magazine* Room: *Snowshed*) The Crew of the USS Roanoke are sent to retrieve a Federation ambassador who has found himself in the middle of a miners dispute on one of the orbiting moons. The ambassador's last message gave Star Fleet the impression that some underhanded dealings were being made, but that was over 6 months ago and nothing has been heard since. High Noon over Regulus IV is part of the ongoing missions of the USS Roanoke continuing where "What Has Come Before" left off at Carnage 2013. Beginners welcome and a love of Star Trek a must. Set in the J. J. Abrams Star Trek Universe. *Star Trek CODA System (4-6 Players) (Friday 7p-11p)*

R23 Homecoming (GM: *Andre Kruppa, Game Soapbox Productions* Room: *Suite*) No rules knowledge is required, but skilled role-playing is a must. A theatrical-style tabletop game using lights and sound, Homecoming is a scenario for the forthcoming Lucid Dreams Role-Playing Engine. It is intended for mature players only. This a 4 to 5 hour game! This session may be recorded for podcasting and/or video, and players may be asked to sign a release. It is the Year of our Lord nine hundred and twenty-three. The Saxon Kingdom of Mercia swells, as the legacy of the Great King Alfred bears fruit. In recent years, the Danish warriors have been driven from the Five Boroughs of the Danelaw, this done under the leadership of the Great Lady Aethelflaed, God rest her soul, and King Edward, whose joint campaigns brought the pagans to their knees. These strife-filled days are hard for holders of new fiefs in the former Borough of Derby. The heathens of York refused to renew their oaths given to Aethelflaed when Edward was crowned, and so raids and skirmishes along the northern border are frequent and the times turbulent. Ruling

these lands of mixed Saxon and Danish blood is vexing. The folk fear the dark, sometimes disappearing in the night, being lost to raids or perhaps worse! The brooding peaks and shadowy dales, scattered with the remains of the ancient ones, are said to be home to giants, fairies, hags, shadow walkers, and ghosts. Your band of thegns and retainers, returning from a punitive raid to the north meant to quell the depredations of the pagans of York, is filled with a strange trepidation and foreboding. You often wonder what may lurk in the darkness of this ancient land. *Lucid Dreams* (4-6 Players) (Friday 7p-late)

WR24 Homesteading Hell (GM: *Mary Lindholm, Gygax Magazine Room: Snowshed*) You and your family and hired hands have prime land. Perfect for cattle, the land has a stream running through the center and plenty of grazing land, however, it is also perfect for the railroad. Casius Grundy has a mind to run you off the land and sell to the railroads. You and yours mean to stay even if it means a range war. Can you survive? *d20 Old West* (4-6 Players) (Friday 7p-11p)

R25 [OSR] Hunger Games Katniss Style (Da Bar Room Brawl) (GM: *James Doyle Room: Snowshed*) Welcome one, welcome all... Welcome to this year's Bar Room Brawl. This year's brawl is a special, two round event and being held in the oh so current "Hunger Games" style. Players advancing from one of the 2 first round events will compete in the final round Saturday night. Previous veteran brawl winners will possibly receive bonuses for competing... Players will draw districts and characters at random. May the odds be forever in Da Brawl's favor (hehehehehehe). This is a 1st edition AD&D Variant game. Rules will be explained. Characters will be provided. Prizes will be awarded in all rounds for "most gruesome death." All participants will receive an award for playing. Cash awards for every participant eliminated. *Advanced Dungeons & Dragons 1st edition variant* (6-14 Players) (Friday 7p-11p)



TRIPLE PLAY
COMICS CARDS GAMES

42 Opera House Square
Claremont, NH 03743

Phone: 603-287-8910 E-Mail: info@TriplePlayNH.com

FB: www.facebook.com/pages/Triple-Play-Games-Claremont-NH
Web: www.tripleplaynh.com

R26 [OSR] Hunger Games Katniss Style (Da Bar Room Brawl) (GM: *James Doyle Room: Snowshed*) Welcome one, welcome all... Welcome to this year's Bar Room Brawl. This year's brawl is a special "Hunger Games" style event. Players must have advanced by surviving one of the two first round events. Previous veteran brawl winners might receive bonuses for surviving this far... Players will keep districts from previous rounds, but may possibly redraw characters. May the odds be forever in Da Brawl's favor (hehehehehehe). This is a 1st edition AD&D variant game. Rules will be explained. Characters will be provided. Prizes will be awarded for "most gruesome death." Cash awards for every participant eliminated. The lone survivor of the Hunger Games will win a cash prize and receive a trophy as well. *Advanced Dungeons & Dragons 1st edition variant* (12-12 Players) (Saturday 7p-11p)

R27 [OSR] HYPERBOREA - Forgotten Fane of the Coiled Goddess (GM: *Jeff Talanian, North Wind Adventures Room: Snowshed*) Marooned on the Isle of the Serpent near the very rim of the world, your party seeks the fabled Feathered Crown of Nanasa, the Coiled Goddess. You have emerged from the tangles of a hostile jungle teeming with gargantuan beasts to discover a 150-foot-high step pyramid of purplish marble. This must be none other than the temple where the Coiled Goddess was worshiped, but this is no abandoned ruin; indeed, the place appears to be thriving. *Astonishing Swordsmen & Sorcerers of Hyperborea* (4-8 Players) (Friday 7p-11p)

WR28 [OSR] In Them Thar Hills - Part I (GM: *Oscar Rios, Golden Goblin Press Room: Snowshed*) Just after the Civil War, the town of Travisville, Kentucky was a dangerous place. It was a town where mountain men traded pelts, settlers heading west stocked up on supplies, mercenaries, prospectors, and Indian fighters all bellies up to the bar. But everyone in Travisville could agree on one thing, Professor Sam Donovan was good people. Sure, he might be a snake oil salesman but he wasn't a con-man; his tonics, potions, and salves really worked. You could see him a mile coming with his blue felt ostrich plumed hat. Then one day a rough group of gunmen ride into town with money to spend, and one of them is wearing Sam's signature hat... What begins with a friendly conversation soon turns into a hunt for a missing man into the blue mountains of Kentucky and ends at the edge of horror and madness. *Call of Cthulhu* (4-7 Players) (Friday 7p-11p)

WR29 Overland Stage, 1863 (GM: *Dr. Nik, paNik Productions Room: Snowshed*) The year is 1863. Civil war rages in the east, but in the west the country is wild, filled with hostile unconquered natives, great bears, mountain lions, bandits, traders, trappers, and pilgrims. People live by the law of the gun, and with the recent Smith & Wesson cartridge revolver and Winchester Henry lever action rifle (along with the already popular and mass produced Spencer Rifle), death is dealt at greater and greater speed. The party, with reasons of their own, is travelling west to California on the Overland Coach, starting in Kansas City and ending in San Francisco. This adventure uses *Savage Worlds: Realms of Cthulhu* setting with Double Gritty rules. Historical characters provided. *Savage Worlds* (3-8 Players) (Friday 7p-11p)

R30 Pathfinder Module: Risen From the Sands (GM: *PFS Judges Room: Bakery*) By Rob McCreary, (Levels 2-4) The deserts of Osirion—land of pharaohs and ancient tombs—hide not just untold wonders, but also unspeakable dangers. When the vast sand dunes part to reveal the ancient pyramid of the legendary Pharaoh of Sphinxes, glory seekers from across many nations race toward it. A band of bold adventurers are the first to arrive, and stand poised to claim what's risen from the sands—but they're unaware of the doom that lurks inside. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Friday 7p-11p)

R31 Pathfinder Society #5-07: Quest for Dwarven Citadel-Port Godless (GM: *PFS Judges Room: Bakery*) By Ben McFarland, (Levels 5-6/8-9) Few are as adept at fighting demons as the Riftwardens. Many are already committed to the Fifth Crusade in Mendev and are unable to assist the Pathfinders directly in the society's upcoming expedition into the Worldwound, but if the Pathfinders assist the Riftwardens elsewhere, perhaps a small number of the mages might be free to return the favor. Unfortunately, this means entering the godless nation Rahadoum, where several Riftwardens have recently disappeared. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Friday 7p-11p)

R32 Pathfinder Society #5-08: The Confirmation (GM: *PFS Judges* Room: *Bakery*) By Kyle Baird, (Levels 1-2) Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation. Although Confirmation is typically an individual affair, the society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 7p-11p)*

R33 Pathfinder Society #5-13: Weapon in the Rift (GM: *PFS Judges* Room: *Bakery*) By Nathan King, (Levels 5-6/8-9) Dire need begets great innovation, and Ghalcor, a cleric of Iomedae, created a revolutionary new weapon to fight the demons that poured out of the Worldwound at the end of the First Mendevian Crusade. As the Fifth Mendevian Crusade rages on, Ghalcor's secret weapon could be the factor that turns the tide, so the Pathfinder Society has agreed to find a way past the indiscriminate safeguards to secure the device for the crusaders—a task complicated by their pushing past enemy lines. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 7p-11p)*

R34 Pathfinder Society Special: Ruins of Bone Keep-Level 2: Maze of the Mind Slave (GM: *PFS Judges* Room: *Bakery*) By Jason Bulmahn, (Levels 3-7) A group of Pathfinders recently delved into the ruins of Bonekeep, a siege fortress destroyed centuries ago. There they discovered not only terrifying threats but also extraordinary treasures. Warded by the magic of a senior Pathfinder, the party must explore as much of Bonekeep as they can before the spell dissipates, lest they too are enslaved by the enchanted maze that looks hauntingly more familiar with each discovery. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 7p-11p)*

WR35 Sandrock, AZ: The Legend of Ronnie Long (GM: *Chris Pierce* Room: *Snowshed*) End of the school year. Hearts are broken. Friendships strengthened. One last party in a ghost town outside of the city. But Sandrock is dirty ground. Soiled. An old evil, sadistic and unyielding will rise. Soon, the sand will run red again. And they all pray, that blood stains wash away... *Director's Cut: Survival Horror (3-7 Players) (Friday 7p-11p)*

WR36 Serenity - Reaver's Dance (GM: *Tom Mechler* Room: *Snowshed*) It was supposed to be a simple job. Deal with a petty warlord on a backwater planet and get paid in cash. Apparently, there are no simple little jobs. Play as Mal, Zoe, Jayne and the rest of Serenity's crew as they try to prevent one more gorrain job from going sideways. We'll use Fate rules to keep it simple, fun and fast moving. *FATE (3-6 Players) (Friday 7p-11p)*

R37 Shadroc's Last Stand (GM: *Robin Lea, Peryton Publishing* Room: *Snowshed*) The necromancer Shadroc has tormented you for most of your careers, but not anymore. Realizing he's no longer in control, he turned and fled. He slipped past you in Dyvers, led you into an ambush in Nulb, framed you in Gradsul, and you've all agreed never to speak of what happened in Westkeep. Now you've got him cornered. He's hiding out in a hellish mountain valley pocked with noxious geothermal vents, and he has nowhere else to go. That's a good thing, right? *Dungeons & Dragons 5th Edition (3-6 Players) (Friday 7p-11p)*

R38 Tales Trees Tell (GM: *Al Spader* Room: *Snowshed*) Despite the shaky alliance that exists with the elves of the Quivering Forest, they do not suffer trespass in their realm lightly, especially from common folk from nearby Phlan. A woodworker's recent blunder into the forest might set off a diplomatic incident. Can you help find him and mollify the aggravated elves? A four-hour adventure for levels 1-4 D&D Adventurers League - jetpackcomics.com *Dungeons & Dragons 5th Edition (3-7 Players) (Friday 7p-11p)*

R39 The Hellsmouth (GM: *Scott Legault* Room: *Snowshed*) Hey, this is New York! Haven't you ever thought it was strange that in a city where a square foot can be worth millions, why there's

an entire island out there in the East River, over 12 ACRES just sitting there vacant. They say it's a bird sanctuary. How many bird sanctuaries have the harbor patrol wave you away with guns? And what about the strange histories? Infectious disease quarantine, mental health asylum, then that river boat, the Slocum; sinking on the shore in the early 1900s, over 1000 people drowning and washing up on the rocks. Strange. And you know what that means. Get your cameras and hiking gear, we'll sneak in with the tide. 6 players, characters provided, mature themes. It is possible this game will run late. *Call of Cthulhu 6th edition (4-6 Players) (Friday 7p-11p)*

WR40 The Mysterious Canyon (GM: *Sean Murphy* Room: *Escapade*) Hardened criminals all, your rough gang of men and women is feared by good, law-abiding citizens throughout the Old West. Bank heists, train robberies, stage coach hold-ups.... you do them all with a brutal efficiency that has put on your face on wanted posters throughout the territories. But as you are about to discover, there are greater terrors in them than hills than the sound of a posse riding close on your trail. Pre-generated characters will be provided. Mature themes. *Call of Cthulhu (2-4 Players) (Friday 7p-11p)*

R41 The Purge: Fist Full of Freedom (GM: *Chris Pierce* Room: *Snowshed*) It's 2022. Unemployment is at 1%. Crime is at an all time low. Violence is unheard of...Except for March 22 at 7 pm to March 23 at 7 am, when all crime is legal. Only those rich enough to lock down their homes are truly safe. But now, YOU are locked outside. It's time to run. It's time to fight. You just need to survive. God Bless the New United States, a nation reborn. *Director's Cut: Survival Horror (3-8 Players) (Friday 7p-11p)*

R42 The Valley of Tombs (GM: *Ian Eller* Room: *Snowshed*) For thousands of years, the Valley served as the resting place for tribal chiefs and god-emperors alike, for in it was a magic that promised great reward in the afterlife. But a calamity centuries ago cut off the valley from the greater world and its location was lost. Only a few years ago, the Valley was rediscovered and now hungry adventurers and crypt raiders have descended upon the valley in search of lost lore and buried treasure. But not everything rests in peace in the Valley of Tombs. Can your heroes overcome its insidious perils as well as rival tomb raiders, and still find fortune and fame? This adventure runs multiple slots. Each slot is a continuation of the last, but playing in earlier slots is not required for this hex crawl adventure. Pre-generated PCs provided. *Dungeons & Dragons 5th Edition, Basic+ (4-8 Players) (Friday 7p-11p)*

R43 The World's Worst Dungeon Crawl (GM: *Daniel Williams* Room: *Snowshed*) GAMERS! Are you BADASS enough for the World's Worst Dungeon Crawl, straight from the twisted mind of the Dungeon Bastard Bill Cavalier himself? Have you ever been slogging through a dungeon, hip-deep in kobold spleens, and said to yourself, "Man, what is the DM thinking? Nothing can be worse than this!" - YOU WERE WRONG! Test your might, your mettle, and your sanity against the WORLD'S WORST DUNGEON CRAWL! Panic has gripped the Halfling kingdom of Turnipton! Beloved Princess Bumblebottom has been kidnapped by the ruthless minotaur Maxwell B'Dassitude. Imprisoned beneath the ruins of Castle Skullhammer, her life and the future of the kingdom hang in peril. King Orono Bumblebottom has given a 24-hour reprieve to you, the lowly prisoners of his dungeon, to rescue the princess from the FLAMING DEATHPITS OF THE MINOTAUR MAGE. *Bill Cavalier's Badass Hack for Fantasy Roleplaying (4-6 Players) (Friday 7p-11p)*

R44 What Happened to Genton? (GM: *Luc Poulin* Room: *Snowshed*) No Genton spices or other exotic items? You are hired to speak with the mayor to find out why they stopped sending goods. A TC Ancient Realms adventure - level 1-3 - by Luc Poulin, David Fromerth & Zachary Tilton. This is a new system of TC Realms. New characters can be created at the table. If you already have a TCAR character, contact Russ through Facebook to get your updates. *Dungeons & Dragons 3.5 (4-10 Players) (Friday 7p-11p)*

R45 Pathfinder Module: We Be Goblins! (GM: *PFS Judges* Room: *Bakery*) By Richard Pett, (Level 1-2) The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure— fireworks! In order to prove themselves as the Licktoads' bravest goblins, the PCs must

complete a series of dangerous dares. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors.... Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 11:30p-?)*

WR46 [OSR] A Fist Full of Domars (GM: *David Crowell* Room: *Snowshed*) A lost colony starship drifting helplessly through the endless void of space after a catastrophic accident almost completely destroyed life aboard. Slowly, the survivors clawed their way back. Now new societies of new life forms are wrestling for control of the ship. Some bear strange mutations physical and mental, the legacy of radiation released in the Catastrophe, others have learned to use the ship's weaponry and equipment. In what was once a food production deck, two factions now wage a slow, smoldering range war. One side is human, the other decidedly not so... It will just take a small spark to set off open conflagration. Now that spark has been lit. The balance between the two sides rests on a knife edge. The time has come to choose a side. The balance of the scale of fate may be tipped by a Fistful of Domars. Metamorphosis Alpha is the classic game of science fiction and fantasy adventure aboard a lost starship first published by James M Ward in 1976. *Metamorphosis Alpha (2-6 Players) (Saturday 8a-12p)*

R47 After Dark Before Dawn (GM: *Luke Richter* Room: *Snowshed*) The world of the drow is a razor's edge where nothing is guaranteed despite your pedigree. It is up to you and your Clutch to make it through the hazards of mere existence in such a crucible. Will you catch the favor of your House Matriarch; will disfavor cast you and your Clutch into the Warping Chambers; Will you merely breathe another day - another advent? After Dark Before Dawn is an experimental living game/living game system for Vermont where player input is the driving engine of plot evolution using the Pathfinder system of play where all players are drow, but not all drow are alike. *Pathfinder (3-6 Players) (Saturday 8a-12p)*

R48 [OSR] Bloodlines (GM: *Chad Bouchard, Golden Goblin Press* Room: *Snowshed*) The investigators find themselves researching an ancient family, once prosperous, but now in decline. Their investigation leads them to a track of undeveloped swampland, a sinister developer, and a reclusive Indian tribe. The fetid swamps of Louisiana hide many things, like family secrets and deadly predators. *Call of Cthulhu 6th edition (3-7 Players) (Saturday 8a-12p)*

R49 Character Creation & Defiance in Phlan (GM: *Dave Ostrander* Room: *Snowshed*) Spend a couple hours creating your character then be prepared to test your new skills when... The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms – the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim – must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult. D&D Adventurers League - jetpackcomics.com *Dungeons & Dragons 5th Edition (3-7 Players) (Saturday 8a-12p)*

R50 [OSR] Dungeon Crawl Classics: Terror Beneath the Purple Planet (GM: *Tim Callahan* Room: *Snowshed*) In Goodman Games' "Peril on the Purple Planet," dungeon crawling adventurers find themselves on an alien planet filled with warring factions and bizarre technology. But what lies in the tombs and caverns BENEATH the Purple Planet? Join one of the writers of the Purple Planet campaign book to find out, as your PCs are tested and many dice rolled in pursuit of gold and glory! No experience with Dungeon Crawl Classics needed. Pregenerated characters will be provided. *Dungeon Crawl Classics (3-8 Players) (Saturday 8a-12p)*

R51 Fate of the Norns: Ragnarok (GM: *Andrew Valkauskas, Pendelhaven* Room: *Snowshed*) The sun and the moon have been devoured by two celestial wolves. Fimbulwinter has descended upon the realms of Yggdrasil. Asgard the city of the gods is under siege. Midgard, the realm of man, has descended into war as pretender kings war for the throne. The Norns have woven you into the tapestry of fate and your blood sings as the battle-fury takes hold! Will you have the resolve required to become the hammer of the gods? Come and take your place in legends forged by epic deeds!

Fate of the Norns: Ragnarok uses the RGS game system. Instead of dice, you will use Viking rune stones to resolve all interactions and combat. *Runic Game System (2-5 Players) (Saturday 8a-12p)*

R52 Jonny Quest - The Adventure of the Druid's Curse (GM: *Tom Mechler* Room: *Snowshed*) Help make the best Saturday morning cartoon ever come to life. The Quest team heads to England to help a colleague of Dr. Quest at an archaeological dig. He is searching for the legendary Head of the Morrigan but recent events have him worried that sinister forces have taken an interest in the ancient relic. Play as Jonny, Hadji, Race and the rest of the Quest team as they try to get to the bottom of this mystery. Fate core rules. Get in the mood with this video: <http://tinyurl.com/mutmfh2> *FATE (3-5 Players) (Saturday 8a-12p)*

R53 [OSR] Murderworld! (GM: *Matt MacKeigan* Room: *Snowshed*) Somebody wants the Fantastic Four out of the way, permanently, and they are paying top dollar to get it done. The team will have to set their differences aside and come together once again to figure out which one of their host of foes, old or new, is behind this before they get drawn into: Murderworld! Come play in this classic old-school Marvel Super Heroes adventure from 1984. Saturday mornings used to be all about cartoons, and it can be that way again! *Marvel Super Heroes (2-5 Players) (Saturday 8a-12p)*

WR54 Mystery of the Mountain Freaks (GM: *Dr. Nik, paNik Productions* Room: *Snowshed*) The year is 1863. Civil war rages in the east, but in the west the country is wild, filled with hostile unconquered natives, great bears, mountain lions, bandits, traders, trappers, and pilgrims. People live by the law of the gun, and with the recent Smith & Wesson cartridge revolver and Winchester Henry lever action rifle (along with the already popular and mass produced Spencer Rifle), death is dealt at greater and greater speed. The party, with reasons of their own, is travelling west to California on the Overland Coach, starting in Kansas City and ending in San Francisco. This adventure uses Savage Worlds: Realms of Cthulhu setting with Double Gritty rules. Historical characters provided. *FATE (3-7 Players) (Saturday 8a-12p)*

R55 Pathfinder Society #5-10: Quest for Dwarven Citadel-Where Mammoths Dare Not Tread (GM: *PFS Judges* Room: *Bakery*) By Jerall Toi, (Tiers 7-11) Despite several promising developments on the front lines, it's increasingly clear to the Pathfinder Society that fighting its way across the entire Worldwound would prove far more costly than approaching the Sky Citadel Jormurdun from the west. The PCs must travel to the Realm of the Mammoth Lords to win over the locals and secure a beachhead—all without falling prey to the area's powerful megafauna, savage demons, and relentless barbarian tribes. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Saturday 8a-12p)*

R56 Pathfinder Society #5-99 The Paths We Choose (Changing of Factions) (GM: *PFS Judges* Room: *Bakery*) (Levels 3-4) The failure of Mendev's wardstones set in motion not only a new crusade but also catalyzed a change in the Pathfinder Society's various factions. As the Pathfinders prepare to march on the Sky Citadel Jormurdun, members of the various factions scramble to consolidate their gains and neutralize their enemies. "The Paths We Choose" is a special event designed to highlight the changes in each faction over the course of Season 5, The Year of the Demon. This adventure kicks off Season 6, The Year of the Sky Key. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *(Multiple Players) (Saturday 8a-12p)*

R57 Pathfinder Society #5-99 The Paths We Choose (Changing of Factions) (GM: *PFS Judges* Room: *Bakery*) (Levels 3-4) The failure of Mendev's wardstones set in motion not only a new crusade but also catalyzed a change in the Pathfinder Society's various factions. As the Pathfinders prepare to march on the Sky Citadel Jormurdun, members of the various factions scramble to consolidate their gains and neutralize their enemies. "The Paths We Choose" is a special event designed to highlight the changes in each faction over the course of Season 5, The Year of the Demon. This adventure kicks off Season 6, The Year of the Sky Key. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *(Multiple Players) (Saturday 8a-12p)*

R58 Pathfinder Society #5-99 The Paths We Choose (Changing of Factions) (GM: *PFS Judges* Room: *Bakery*) (Levels 6-7) The failure of Mendev's wardstones set in motion not only a new crusade but also catalyzed a change in the Pathfinder Society's various factions. As the Pathfinders prepare to march on the Sky Citadel Jormurdun, members of the various factions scramble to consolidate their gains and neutralize their enemies. "The Paths We Choose" is a special event designed to highlight the changes in each faction over the course of Season 5, The Year of the Demon. This adventure kicks off Season 6, The Year of the Sky Key. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. **(Multiple Players) (Saturday 8a-12p)**

R59 Pathfinder Society Intro 1: First Steps—Part I: In Service to Lore (GM: *PFS Judges* Room: *Bakery*) By Adam Daigle, (Levels 1-2) A Pathfinder Society Scenario designed for 1st level characters. ... In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. **Pathfinder (Multiple Players) (Saturday 8a-12p)**

R60 [OSR] Riding the Northbound (GM: *Sean Foster, Golden Goblin Press* Room: *Snowshed*) A group of hobos, tramps, and bums undertake a journey to celebrate the recent marriage of a fellow hobo to a wealthy exotic widow. He's promised hot food, quality hooch, showers, clothing, new shoes, and warm beds for weekend celebration at his new home, a mansion in upstate New York. However, riding the rails in November is tough going and if something seem too good to be true it usually it usually is. *Call of Cthulhu 6th edition (3-7 Players) (Saturday 8a-12p)*

R61 The Courting Fire (GM: *Al Spader* Room: *Snowshed*) An exiled cultist and his kobold minions are spotted searching long-forgotten ruins in the Dragonspire Mountains. Rumors say he looks for a precious gift to give to a fearsome dragon that dwells there. What he hopes to attain with his gift is unknown, but can't be good for the citizens of Phlan. A four-hour adventure for levels 1-4 D&D Adventurers League - jetpackcomics.com *Dungeons & Dragons 5th Edition (3-7 Players) (Saturday 8a-12p)*

R62 The Sleeping Giant, Part 1 (GM: *Luc Poulin* Room: *Snowshed*) You are hired by a gnome tinkerer to help him build some contraption. Significant role playing. A TC Ancient Realms adventure - level 1 - 6. If you already have a TC Fantasy character, contact Russ through Facebook to get your updates. *Dungeons & Dragons 3.5 (4-10 Players) (Saturday 8a-12p)*

WR63 Will You Be Mine? (GM: *Mary Lindholm, Gygax Magazine* Room: *Snowshed*) You started out panning in rivers and streams and you and the crew stumbled upon a mine. You rushed back to the land office to see if it was registered and were told it is haunted. It's been told men have gone in only to be torn apart by creatures with sharp gnashing teeth. Undeterred and spurred on by the thought of riches you register the mine, buy up supplies and head back up to camp ready to come back a millionaire. *Owl Hoot Trail (4-6 Players) (Saturday 8a-12p)*

R64 After Dark Before Dawn (GM: *Luke Richter* Room: *Snowshed*) The world of the drow is a razor's edge where nothing is guaranteed despite your pedigree. It is up to you and your Clutch to make it through the hazards of mere existence in such a crucible. Will you catch the favor of your House Matriarch; will disfavor cast you and your Clutch into the Warring Chambers; Will you merely breathe another day - another advent? After Dark Before Dawn is an experimental living game/living game system for Vermont where player input is the driving engine of plot evolution using the Pathfinder system of play where all players are drow, but not all drow are alike. *Pathfinder (3-6 Players) (Saturday 1p-5p)*

R65 [OSR] Astonishing Swordsmen & Sorcerers of Hyperborea: The Mystery of Kraggoth Manor (GM: *Tim Callahan* Room: *Snowshed*) The mountain ape shaman standing atop the ruined tower stirs the rancid stew in his sickening cauldron and casts a wicked spell as the PCs approach Kraggoth Manor. And things get worse from there. This Astonishing Swordsmen & Sorcerers of Hyperborea adventure will test the party to its limits, but great rewards await those willing to

descend into the depth of the manor house itself. No experience necessary. Pregenerated characters will be provided. *Astonishing Swordsmen & Sorcerers of Hyperborea (3-8 Players) (Saturday 1p-5p)*

R66 Dead Light (GM: *Andre Kruppa, Game Soapbox Productions* Room: *Suite*) No rules knowledge is required, but skilled role-playing is a must. A theatrical-style tabletop game using lights and sound, Dead Light is a 7th edition (Quick Start) Call of Cthulhu scenario for 3 to 6 players that was supplied to Kickstarter backers. It is intended for mature players only. (Please, if you are a backer and plan to play, do NOT read this scenario until after the event!) This session may be recorded for podcasting and/or video, and players may be asked to sign a release.

A brutal storm is lashing land and sea. The howling wind and battering rain is too much for safe driving, with roads turning into rivers of mud, trees falling, and flooding threatening to wash away bridges. The race against the storm is rapidly becoming a disaster, and the need to seek shelter is plain. Once the storm abates, the roads will be not be navigable for some time. The sense that something awful lurks in the darkness can only be banished by light and warmth. *Call of Cthulhu 7th edition (3-6 Players) (Saturday 1p-5p)*

R67 Dungeons & Dragons 4E for Kids (GM: *Fiona Gail* Room: *Snowshed*) 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 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! *Dungeons & Dragons 4th Edition (2-6 Players) (Saturday 1p-5p)*

R68 Fate of the Norns: Ragnarok (GM: *Andrew Valkauskas, Pendelhaven* Room: *Snowshed*) The sun and the moon have been devoured by two celestial wolves. Fimbulwinter has descended upon the realms of Yggdrasil. Asgard the city of the gods is under siege. Midgard, the realm of man, has descended into war as pretender kings war for the throne. The Norns have woven you into the tapestry of fate and your blood sings as the battle-fury takes hold! Will you have the resolve required to become the hammer of the gods? Come and take your place in legends forged by epic deeds!

Fate of the Norns: Ragnarok uses the RGS game system. Instead of dice, you will use Viking rune stones to resolve all interactions and combat. *Runic Game System (2-5 Players) (Saturday 1p-5p)*

R69 [OSR] Hunger Games Katniss Style (Da Bar Room Brawl) (GM: *James Doyle* Room: *Snowshed*) Welcome one, welcome all... Welcome to this year's Bar Room Brawl. This year's brawl is a special, two round event and being held in the oh so current "Hunger Games" style. Players advancing from one of the 2 first round events will compete in the final round Saturday night. Previous veteran brawl winners will possibly receive bonuses for competing... Players will draw districts and characters at random. May the odds be forever in Da Brawl's favor (hehehehehehe). This is a 1st edition AD&D Variant game. Rules will be explained. Characters will be provided. Prizes will be awarded in all rounds for "most gruesome death." All participants will receive an award for playing. Cash awards for every participant eliminated. *Advanced Dungeons & Dragons 1st edition variant (6-14 Players) (Saturday 1p-5p)*

R70 [OSR] Lost Isle of Tanaroa (GM: *Dr. Nik, paNik Productions* Room: *Snowshed*) One of the Prime Wizards of Glantri has a daughter, Leiliah, who is coming of age. The wizard council would make a powerful ally to the Grand Duchy of Karameikos should a marriage be secured. In order to secure an audience & consideration, a notable gift must be presented to the Princess. In her youthful exuberance, she has requested a live dinosaur for her family's menagerie. You are tasked to travel with the Duke's son, capture one of the great beasts, and return home to present the Princess her prize. This will surely give you leverage in arranging a marriage. 1st Edition AD&D characters and adventure provided. *OSRIC (4-8 Players) (Saturday 1p-5p)*

R71 Noodle Wars! (GM: *TJ Howell* Room: *Snowshed*) Few things get spicier than the noodles on Wu's (unlicensed) traveling cart. So when that cart gets vandalized, his daughter sent to a clinic, and to top it off the secret Wu family recipe might be at risk, there's sure to be hilarity and action for all involved. Come enjoy a dish spiced with Triads, angry trolls, conniving rival vendors, and of course a special secret ingredient! *Shadowrun (3-6 Players) (Saturday 1p-5p)*

R72 Pathfinder Society #5-08: The Confirmation (GM: *PFS Judges* Room: *Bakery*) By Kyle Baird, (Levels 1-2) Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation. Although Confirmation is typically an individual affair, the

society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn.

Pathfinder (Multiple Players) (Saturday 1p-5p)

R73 Pathfinder Society #5-20: Quest for Dwarven Citadel-The Sealed Gate (GM: *PFS Judges* Room: *Bakery*) By Kyle Baird, (Levels 3-7/10-11) Following its efforts to set up a base camp in the Realm of the Mammoth Lords, the Pathfinder Society seemed ready to mobilize its forces when Marcos Farabellus received troubling news... The PCs must investigate the ruined camp, track down the perpetrators, and recover a powerful relic to prevent this tragedy from ruining the entire expedition. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. **(Multiple Players) (Saturday 1p-5p)**

R74 Pathfinder Society #5-25: Quest for Dwarven Citadel-Vengeance at Sundered Crag (GM: *PFS Judges* Room: *Bakery*) By Paris Crenshaw, (Levels 7-8/10-11) Two foes of the Pathfinder Society race toward the dwarven Sky Citadel Jormurdun, aiming to snatch away the Pathfinders' prize. The Society dispatches its best agents to intercept the duo. Can the PCs prevent their enemies from ruining the expedition and put an end to the threat posed by these villains? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Saturday 1p-5p)*

R75 Pathfinder Society #6-01: Trial by Machine (GM: *PFS Judges* Room: *Bakery*) (Levels 1-2/4-5) More than a millennium has passed since the "machine mage" Karamoss's failed siege of Absalom, and for years the Pathfinder Society has used upper reaches of his subterranean siege tower as a training ground for initiates. During a routine drill, the once-dormant dungeon springs to life, and it will take all the PCs' resourcefulness and skill to make it out alive. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Saturday 1p-5p)*

R76 Pathfinder Society Special: Ruins of Bone Keep-Level 1: The Silent Grave (GM: *PFS Judges* Room: *Bakery*) By Jason Bulmahn, (Levels 3-7) An enemy of the Pathfinder Society recently found a hidden dungeon in a centuries-old siege fortress, but despite his best efforts to convert it into his base of operations, he failed. When a pair of Pathfinders encounters disaster while scouting out the entrance, the party must explore the first level of the dungeon to determine not just what attacked their comrades but also what dark power their nemesis nearly acquired. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Saturday 1p-5p)*

R77 Secrets of Sokol Keep (GM: *Jesse Robidas* Room: *Snowshed*) Decades have passed since Sokol Keep was reclaimed, and a small garrison placed there along with a beacon to help guide ships. Now, that beacon has gone dark, and the garrison has disappeared. In Phlan, rumors circulate that something ancient was discovered in the grounds beneath the keep, dating to before the clerics of Tyr built the small fortress. Uncover the secrets of Sokol Keep! D&D Adventurers League – jetpackcomics.com *Dungeons & Dragons 5th Edition (3-7 Players) (Saturday 1p-5p)*

WR78 Special Delivery (GM: *Edwin Nagy* Room: *Escapade*) You were hired to transport a steamer trunk from the end of the rail spur across a pass to the ranch house on the far side. A simple horse-back trek of a week, tops. You expected maybe some coyotes, or at worst an outlaw or two - but what in tarnation is that?! Western horror using FATE Core. Characters provided, or made or modified on the spot. For players 18 or older. *FATE (3-6 Players) (Saturday 1p-5p)*

WR79 Stetsons Are Cool (GM: *Robin Lea, Peryton Publishing* Room: *Snowshed*) After the war criminal Magnus Greef's escape almost caused a catastrophic double nexus collapse, further development of Zygm beam technology was banned and all signs of its use carefully monitored. You've been sent to a primitive settlement in the wastelands of nineteenth century America because a new Zygm projection has been detected, and the dusty rat-hole of Scurf's Hollow is its only stable endpoint. *Doctor Who: Adventures in Time and Space (2-6 Players) (Saturday 1p-5p)*

WR80 The Men in Black (GM: *James Carpio, Gygas Magazine* Room: *Snowshed*) The townsfolk of Teller Pass were surprised when the good folks at Hellstrome decided to take interest in their town. For

weeks they have been poke'n and prod'n the hillsides looking for something. Recently a mysterious group of men in black dusters have appeared to join in the search. The townsfolk are getting nervous and have decided to hire your posse to find out what the heck is going on. *Deadlands Reloaded (4-5 Players) (Saturday 1p-5p)*

WR81 The Mystery of Rory Gulch (GM: *Brad Younie, Carnivore Games* Room: *Snowshed*) Your wagon train pulls into a lonely frontier town looking for supplies and rest. Instead, you find a mystery. The town is haunted and people are disappearing. Even the local Indians are having the same problem. Trapped in the town, you must solve the mystery before you all become victims of the mystery of Rory Gulch. Beginners welcome. Characters provided. *The Unexplained (3-6 Players) (Saturday 1p-5p)*

R82 The Scroll Thief (GM: *Dave Ostrander* Room: *Snowshed*) Scholars Square is a relatively quiet corner of Phlan, but a series of odd thefts have the headmasters of various schools in the area concerned. The headmasters' pleas for help have gone unanswered by the Black Fist, and the Lord Sage of Phlan decides to reach out to you and your kind to bring those responsible to justice. A four-hour adventure for levels 1-4 D&D Adventurers League – jetpackcomics.com *Dungeons & Dragons 5th Edition (3-7 Players) (Saturday 1p-5p)*

R83 The Valley of Tombs (GM: *Ian Eller* Room: *Snowshed*) For thousands of years, the Valley served as the resting place for tribal chiefs and god-emperors alike, for in it was a magic that promised great reward in the afterlife. But a calamity centuries ago cut off the valley from the greater world and its location was lost. Only a few years ago, the Valley was rediscovered and now hungry adventurers and crypt raiders have descended upon the valley in search of buried treasure. But not everything rests in peace in the Valley of Tombs. Can your heroes overcome its insidious perils, and still find fortune and fame? This adventure runs multiple slots. Each slot is a continuation of the last, but playing in earlier slots is not required for this adventure. Pregenerated PCs provided. *Dungeons & Dragons 5th Edition, Basic+ (4-8 Players) (Saturday 1p-5p)*

WR84 Time to Make a Name... (GM: *Mark Coutu* Room: *Escapade*) The world around you seems to be shrinking by the moment, but you know it is not because of lack of space, but the increase in population. As the numbers go up, the land and resources go down, so many have started to explore the far reaches of the west in the hopes of finding land and resources. It just so happens that a recent mine was discovered, but even greedy prospectors are weary of entering the gold rich depths, for they swear they hear dark sounds and murmurs in the darkness. A new player friendly atmosphere, this game will be run with pre-generated 5th level characters, with supplements to help explain character abilities. *Pathfinder (2-8 Players) (Saturday 1p-5p)*

R85 [OSR] To the Rescue (GM: *Paul Siegel* Room: *Snowshed*) King Nuno the VI has sent word far and wide seeking brave adventurers to help in his time of need. The evil sorcerer Zeroun has escaped from his prison at Fort Gall, and Sir Lucan, the noble knight responsible for imprisoning Zeroun the first time around, has gone missing. Evil is afoot, and your aid is desperately needed. This is a mid-level Classic D&D adventure using the rules as I have run them since 1981 - Moldvay Basic plus a dash of white box OD&D. Expect fast and light combat, lots of exploration, NPC interaction, and perhaps even a little dungeon delving. *Original Dungeons & Dragons (4-8 Players) (Saturday 1p-5p)*

WR86 A Strange Shootout in Silver Springs (GM: *Robin Lea, Peryton Publishing* Room: *Snowshed*) Gunfights aren't common in this out-of-the-way Ozark Mountain settlement, but that ritzy new resort establishment up on the hill has attracted some strange customers. The fact that a bunch of folks were shooting it out last week is odd enough, but some of the bodies were even odder. They say one of them had some kind of stubby horns or something, and reflective plates fixed right in over his eyes, if he even had eyes. And that other one - well, the constable whisked his body off right away and won't talk about it, but old Skip Simpson from down by the bluff says it was bent up all wrong, and it smelled like tar. *Qalidar: Resistance (2-6 Players) (Saturday 7p-11p)*

R87 Dues of the Dead (GM: *Jesse Robidas* Room: *Snowshed*) For years, the Most Solemn

Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance. A four-hour adventure for levels 1-4. D&D Adventurers League – jtpackcomics.com *Dungeons & Dragons 5th Edition (3-7 Players) (Saturday 7p-11p)*

R88 Fate of the Norns: Ragnarok (GM: *Andrew Valkauskas, Pendelhaven* Room: *Snowshed*) The sun and the moon have been devoured by two celestial wolves. Fimbulwinter has descended upon the realms of Yggdrasil. Asgard the city of the gods is under siege. Midgard, the realm of man, has descended into war as pretender kings war for the throne. The Norns have woven you into the tapestry of fate and your blood sings as the battle-fury takes hold! Will you have the resolve required to become the hammer of the gods? Come and take your place in legends forged by epic deeds! Fate of the Norns: Ragnarok uses the RGS game system. Instead of dice, you will use Viking rune stones to resolve all interactions and combat. *Runic Game System (2-5 Players) (Saturday 7p-11p)*

R89 Homecoming (GM: *Andre Kruppa, Game Soapbox Productions* Room: *Suite*) No rules knowledge is required, but skilled role-playing is a must. A theatrical-style tabletop game using lights and sound, Homecoming is a scenario for the forthcoming Lucid Dreams Role-Playing Engine. It is intended for mature players only. This a 4 to 5 hour game! This session may be recorded for podcasting and/or video, and players may be asked to sign a release.

It is the Year of our Lord nine hundred and twenty-three. The Saxon Kingdom of Mercia swells, as the legacy of the Great King Alfred bears fruit. In recent years, the Danish warriors have been driven from the Five Boroughs of the Danelaw, this done under the leadership of the Great Lady Aethelflaed, God rest her soul, and King Edward, whose joint campaigns brought the pagans to their knees. These strife-filled days are hard for holders of new fiefs in the former Borough of Derby. The heathens of York refused to renew their oaths given to Aethelflaed when Edward was crowned, and so raids and skirmishes along the northern border are frequent and the times turbulent. Ruling these lands of mixed Saxon and Danish blood is vexing. The folk fear the dark, sometimes disappearing in the night, being lost to raids or perhaps worse! The brooding peaks and shadowy dales, scattered with the remains of the ancient ones, are said to be home to giants, fairies, hags, shadow walkers, and ghosts. Your band of thegns and retainers, returning from a punitive raid to the north meant to quell the depredations of the pagans of York, is filled with a strange trepidation and foreboding. You often wonder what may lurk in the darkness of this ancient land. *Lucid Dreams (4-6 Players) (Saturday 7p-11p)*

R90 [OSR] HYPERBOREA - Beneath the Comet (GM: *Jeff Talanian, North Wind Adventures* Room: *Snowshed*) For weeks the Comet has blazed in the sky above Hyperborea, inspiring widespread superstitious dread and fear of some star-borne contagion. Under the light of this harbinger from the Black Gulf, the PCs have come to Bogrest, following a magical treasure map that reveals great wealth buried in the Lonely Heath north of the village. Finding that treasure will be no simple matter, however, for Hyperborea is a weirder and deadlier place than ever beneath the Comet. *Astonishing Swordsmen & Sorcerers of Hyperborea (4-8 Players) (Saturday 7p-11p)*

WR91 [OSR] In Them Thar Hills - Part II (GM: *Oscar Rios, Golden Goblin Press* Room: *Snowshed*) The search for the missing Professor Sam Donovan leads to deeper mysteries, deadly peril, horrifying truths, and offers from beyond the stars. Choices will be made, blood will be spilled, and the answers are more frightening than the questions. The conclusion to In Them Thar Hills - Part I. **(4-7 Players) (Saturday 7p-11p)**

WR92 Overland Stage, 1863 (GM: *Dr. Nik, paNik Productions* Room: *Snowshed*) The year is 1863. Civil war rages in the east, but in the west the country is wild, filled with hostile unconquered natives, great bears, mountain lions, bandits, traders, trappers, and pilgrims. People live by the law of the gun, and with the recent Smith & Wesson cartridge revolver and Winchester Henry lever action rifle (along with the already popular and mass produced Spencer Rifle), death is dealt at greater and greater speed. The party, with reasons of their own, is travelling west to California on the Overland Coach, starting in Kansas City and ending in San Francisco. This adventure uses Savage Worlds: Realms of Cthulhu setting with Double Gritty rules. Historical characters provided. *Savage Worlds (4-8 Players) (Saturday 7p-11p)*

R93 Pathfinder Society #6-00: Dwarven Sky Citadel-Legacy of the Stone Lords (GM: *PFS Judges* Room: *Bakery*) (Levels 1-2) At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within. If they succeed, the Pathfinders may discover that the greatest prize is not the mountain fortress itself but the treasure that lies at its heart. The adventure concludes Season 5, Year of the Demon. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Saturday 7p-11p)*

R94 Pathfinder Society #6-00: Dwarven Sky Citadel-Legacy of the Stone Lords (GM: *PFS Judges* Room: *Bakery*) (Levels 3-4) At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within. If they succeed, the Pathfinders may discover that the greatest prize is not the mountain fortress itself but the treasure that lies at its heart. The adventure concludes Season 5, Year of the Demon. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Saturday 7p-11p)*

R95 Pathfinder Society #6-00: Dwarven Sky Citadel-Legacy of the Stone Lords (GM: *PFS Judges* Room: *Bakery*) (Levels 5-6) At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within. If they succeed, the Pathfinders may discover that the greatest prize is not the mountain fortress itself but the treasure that lies at its heart. The adventure concludes Season 5, Year of the Demon. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Saturday 7p-11p)*

R96 Pathfinder Society #6-00: Dwarven Sky Citadel-Legacy of the Stone Lords (GM: *PFS Judges* Room: *Bakery*) (Levels 8-9) At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within. If they succeed, the Pathfinders may discover that the greatest prize is not the mountain fortress itself but the treasure that lies at its heart. The adventure concludes Season 5, Year of the Demon. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Saturday 7p-11p)*

R97 Pathfinder Society #6-00: Dwarven Sky Citadel-Legacy of the Stone Lords (GM: *PFS Judges* Room: *Bakery*) (Levels 10-11) At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within. If they succeed, the Pathfinders may discover that the greatest prize is not the mountain fortress itself but the treasure that lies at its heart. The adventure concludes Season 5, Year of the Demon. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Saturday 7p-11p)*

R98 Retaking the Spire (GM: *Sal Clarino* Room: *Snowshed*) The uppermost spire of Hive city Sanctimonia has fallen into the hands of the followers of the ruinous powers! The Imperium has sent a team of Throne agents to ascertain the situation and their finds are most dire. A force from the Black Legion chapter of the Chaos Space marines is holding the upper floors reinforced by PDF traitor units. In response, the Agents have requested the nearest chapter of Space marines sent to help. A Deathwatch squad was in the sector and was dispatched immediately. Now, in a race against time, two teams must make their way to the summit. One through stealth one with nothing but brute force! A Dark Heresy & Deathwatch game for 6-14 players. One group playing as the Deathwatch the other as the Throne agents. Both teams will make their way to the top along different paths using skills and prowess to complete the mission. The teams will need to coordinate to accomplish their mission, but the players will be separated by team and limited only to a “player’s vox” device. Two Gm’s. Two tables. One mission. For the Emperor! *Dark Heresy, Deathwatch (6-14 Players) (Saturday 7p-11p)*

R99 Rolling 7 the Hard Way! (GM: *Steven Parenteau* Room: *Snowshed*) Black's journal has led you to the community of Steel Harbor looking for a man named Isakoff. You call it a community because you don't know who would want to live there. Steel Harbor, although part of the confederation, considers itself a free city where anyone can be bought for a price. Pirate ships in disguise fill the harbor and no one is who they seem. A TC Ancient Realms adventure - level 1-3. This is a new system of TC Realms. New characters can be created at the table. If you already have a TCAR character, contact Russ through Facebook to get your updates. *Dungeons & Dragons 3.5 (4-10 Players) (Saturday 7p-11p)*

R100 SG21: Return to Chiricahua National Monument Area (GM: *Neil Churchill* Room: *Snowshed*) More problems at the small alien base that was found at the Chiricahua National Monument Area in Arizona. A young USAF lieutenant decided to save the world by himself (OK, he had a small team). To his credit, it seemed to work (maybe). Now SG21 needs to really save the world. *d20 (4-8 Players) (Saturday 7p-11p)*

R101 Shadows Over the Moon Sea (GM: *Al Spader* Room: *Snowshed*) Life on the Moonsea isn't easy. Bandits, pirates, and cruel lords dominate the land, threatening those who make an honest living there. Now, a new scourge is prowling the waters: A ghost ship has been striking small coastal villages, leaving its victims whispering about the "eye of the dracolich." Join the adventure and learn the truth behind this threat! D&D Adventurers League – jetpackcomics.com *Dungeons & Dragons 5th Edition (3-7 Players) (Saturday 7p-11p)*

R102 The Night Stalker (GM: *Brad Younie, Carnivore Games* Room: *Snowshed*) Something is stalking the streets of Boston, and it's not human. Bodies are being found, torn to shreds and partially devoured, with no known animal to blame it on. The Boston Police Forensics Lab brings in your chapter of the Foundation for Paranormal Investigation to assist in the search for the creature. But your investigation gets deadly as the clues lead the team to a legend of gothic horror, and the creature begins hunting you. Beginners welcome, characters provided. *The Unexplained (3-6 Players) (Saturday 7p-11p)*

R103 The Valley of Tombs (GM: *Ian Eller* Room: *Escapade*) For thousands of years, the Valley served as the resting place for tribal chiefs and god-emperors alike, for in it was a magic that promised great reward in the afterlife. But a calamity centuries ago cut off the valley from the greater world and its location was lost. Only a few years ago, the Valley was rediscovered and now hungry adventurers and crypt raiders have descended upon the valley in search of lost lore and buried treasure. But not everything rests in peace in the Valley of Tombs. Can your heroes overcome its insidious perils as well as rival tomb raiders, and still find fortune and fame? This adventure runs multiple slots. Each slot is a continuation of the last, but playing in earlier slots is not required for this hex crawl adventure. Pre-generated PCs provided. *Dungeons & Dragons 5th Edition, Basic+ (4-8 Players) (Saturday 7p-11p)*

WR104 Time Shredders: Of Guns and Gold (GM: *Brandon Osorio, Dark Refuge Games* Room: *Escapade*) Gold, craved by many species for its value, is one of the primary ingredients in ultra-tech faster than light engines like the fabled Wormhole drive. When a Time Shredding Pirate King steals the plans for an upgraded engine, he thinks it will be easy to loot the gold he needs from the past. As part of his crew, you will target a railroad company just outside of Cheyenne, trying to steal the gold while dodging temporal police, and aliens intent on their own high stakes train robbery. Welcome to Time Shredders, an exciting RPG using a standard deck of playing cards. Come to www.darkrefuge.net to learn more about Time Shredders and the entire Dark Refuge Universe. *Time Shredders (2-8 Players) (Saturday 7p-11p)*

R105 Pathfinder Module: We Be Goblins Too! (GM: *PFS Judges* Room: *Bakery*) By Richard Pett, (Levels 2-4) The Licktoads, once the great and fierce goblin tribe in Brinestump Marsh, were defeated by human adventurers! All that remains of the tribe are its four goblin "heroes". Homeless and bored, they left their swampy homeland to join the neighboring goblin tribe, the Birdcrunchers. Before the goblins can join, they'll need to endure a series of dangerous and humiliating tests.

Can the four heroes of the now-dead Licktoad tribe save the Birdcrunchers and, in so doing, become their new leaders? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Saturday 11:30p-?)*

R106 Dues of the Dead (GM: *Jesse Robidas* Room: *Snowshed*) For years, the Most Solemn Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance. A four-hour adventure for levels 1-4. D&D Adventurers League – jetpackcomics.com *Dungeons & Dragons 5th Edition (3-7 Players) (Sunday 8a-12p)*

R107 [OSR] Goblin on Bourbon Street (GM: *Sean Foster, Golden Goblin Press* Room: *Snowshed*) When four people turn up dead of an apparent wild attack in the French Quarter of New Orleans the police are quickly to close this case. However, things just don't add up and nobody really seems to care. It's clear, to you at least, that something dark and dangerous is at work here. If you don't get to the bottom of this mystery no one else will. Welcome to the City that Care Forgot. *Call of Cthulhu 6th edition (3-7 Players) (Sunday 8a-12p)*

R108 Pathfinder AP #67: Reign of Winter 1-The Snows of Summer Part 1 (GM: *PFS Judges* Room: *Bakery*) By Neil Spicer, (Levels 1-2) Part 1 of 2: Please SIGN UP FOR BOTH PARTS TOGETHER. Every 100 years, the Witch Queen Baba Yaga returns to the nation of Irrisen to place a new daughter on the throne, but this time, something has gone wrong. The heroes venture into the wood and discover a magical portal to the frozen land of Irrisen, whose supernatural winter will soon engulf all of Golarion unless they can discover the fate of the otherworldly witch Baba Yaga. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Sunday 8a-12p)*

R109 Pathfinder Module: Crypt of the Everflame Part 1 (GM: *PFS Judges* Room: *Bakery*) By Jason Bulmahn, (Levels 1-2) Part 1 of 2: Please SIGN UP FOR BOTH PARTS TOGETHER. The young heroes of the town of Kassen are ready for their coming-of-age ceremony. Yet when they arrive there, they find only the corpses of their fellow townsfolk, dead bandits, and mysterious animated skeletons. The novice heroes must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Sunday 8a-12p)*

R110 Pathfinder Society #5-22: Scars of the Third Crusade (GM: *PFS Judges* Room: *Bakery*) By Jason Brick, (Levels 1-2/4-5) The fiery inquisitions that raged through Mendev during the Third Mendevian Crusade may have been damped but never truly extinguished. Fanatics have reignited the witch-hunts in eastern Mendev, and in doing so they have captured and accused allies of the Pathfinder Society. Unless the PCs intercede and put a stop to this mob justice, their allies' deaths will spark a new wave of internecine executions throughout the crusader nation. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Sunday 8a-12p)*

R111 Pathfinder Society #6-02: The Silver Mount Collection (GM: *PFS Judges* Room: *Bakery*) (Levels 3-4/6-7) The esteemed Blakros family—famous for their museum in Absalom—receives a large shipment of artifacts from Numeria but fears that the ever-vigilant Technic League will attack to reclaim its "stolen" property. When they request the help of Pathfinders to help guard the collection, the PCs discover that the Technic League is the least of their worries. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Sunday 8a-12p)*

R112 Pathfinder Society Special: Ruins of Bone Keep-Level 2: Maze of the Mind Slave (GM: *PFS Judges* Room: *Bakery*) By Jason Bulmahn, (Levels 3-7) A group of Pathfinders recently delved into the ruins of Bonekeep, a siege fortress destroyed centuries ago. There they discovered not only terrifying threats but also extraordinary treasures. Warded by the magic of a senior Pathfinder, the party must explore as much of Bonekeep as they can before the spell dissipates, lest they too are

enslaved by the enchanted maze that looks hauntingly more familiar with each discovery. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Sunday 8a-12p)*

WR113 [OSR] Sunset at Sandy Gulch (GM: *Oscar Rios*, *Golden Goblin Press* Room: *Snowshed*) When Crazy-Eye Pete, a notorious and bloodthirsty desperado, has just robbed the stagecoach! Pete's gang of violent killers has made off with the company payroll and a few hostages. A posse is hastily formed to ride off after them to recover the payroll, rescue the hostages, and bring in Crazy-Eye Pete and his gang - Dead or Alive. When last seen they were heading towards Sandy Gulch, strange stretch of desert with a sinister reputation. It's a place few people enter and even fewer return. *Call of Cthulhu (4-7 Players) (Sunday 8a-12p)*

R114 [OSR] The Lonely Point Lighthouse (GM: *Chad Bouchard*, *Golden Goblin Press* Room: *Snowshed*) The investigators are hired to debunk rumors of a haunting in New London, Connecticut. The last two keepers at the lighthouse on the tiny offshore island of Lonely Point both quit after hearing strange sounds inside the lighthouse. Before that, the reclusive, but well-respected, Fitch family lived there for twenty years without incident. The investigators are dropped off on Lonely Point with supplies for three days. Can they unravel the mystery as a violent nor'easter rages along the Connecticut coastline? *Call of Cthulhu 6th edition (3-7 Players) (Sunday 8a-12p)*

R115 The Scroll Thief (GM: *Dave Ostrander* Room: *Snowshed*) Scholars Square is a relatively quiet corner of Phlan, but a series of odd thefts have the headmasters of various schools in the area concerned. The headmasters' pleas for help have gone unanswered by the Black Fist, and the Lord Sage of Phlan decides to reach out to you and your kind to bring those responsible to justice. A four-hour adventure for levels 1-4 D&D Adventurers League – jetpackcomics.com *Dungeons & Dragons 5th Edition (3-7 Players) (Sunday 8a-12p)*

R116 Wishing Well (GM: *Robert Lamm* Room: *Snowshed*) Aystrom XV: Antinus, the spirit trapped in the sword Pathfinder, has issued an ultimatum. He will not help the party if in its quest, indeed he threatens to bring hell upon them, until they free him from the sword. Doing so requires nothing less than the power of a wish. As it just so happens, Antinus knows where one can be found, somewhere at the bottom of a sinkhole infested with who-knows-what. *Pathfinder (4-8 Players) (Sunday 8a-12p)*

R117 [OSR] A Dwarven Fiasco (GM: *Edwin Nagy* Room: *Snowshed*) The dwarves of Cleft have lost their mojo. More seriously, their cliff-face monastery has been taken over by a stellar horror. A group of adventurers that has been riding the fences in the area has decided to help out - and hopefully grab some sweet loot in the process. Level 6-8 pregens provided. *Swords & Wizardry Complete (4-6 Players) (Sunday 10a onward)*

R118 Create Your Own World Through Storytelling (GM: *Justin Berman* Room: *Snowshed*) Want to explore an epic history of your own creation, hundreds or thousands of years long, all in a few hours? Want to leap a thousand years into the future and see how an institution shaped society? Want to jump back to the childhood of the king you just saw exiled and find out what made him such a hated ruler? You have vast power to create... and to destroy. Build beautiful, tranquil jewels of civilization and then consume them with nuclear fire. In Microscope RPG, you won't play the game in chronological order. You can defy the limits of time and space, jumping backward or forward to explore the parts of the history that interest you. Zoom out to watch the majestic tide of history wash across empires, then zoom in and explore the lives of the people who endured it. Kids only!! 11-14 yrs in age!!! No experience necessary! *Microscope (Multiple Players) (Sunday 10a onward)*

WR119 For Whom the Bell Tolls... (GM: *James Carpio*, *Gygax Magazine* Room: *Snowshed*) After a long ride into the desert, your posse has found refuge in the small mining town of Silver City, Utah. An escaped criminal has lead you and your crew on a tiresome trek and now it is time to rest up, replenish supplies, and start fresh the next morning. What strikes

you as odd is that most of the townsfolk have looked at you with fear in their eyes and most have asked you to leave and stay in the next town over. It's when the innkeeper hands you extra ammo and tells you to barricade your doors that sets off alarms. *Owl Hoot Trail (4-5 Players) (Sunday 10a onward)*

R120 Lady Blackbird (GM: *Matt MacKeigan* Room: *Snowshed*) Lady Blackbird is on the run from an arranged marriage to Count Carlowe. She hired a smuggler skyship, The Owl, to take her from her palace on the Imperial world of Ilysium to the far reaches of the Remnants, so she could be with her once secret lover: the pirate king Uriah Flint. However, just before reaching the halfway point of Haven, The Owl was pursued and captured by the Imperial cruiser Hand of Sorrow, under charges of flying a false flag. Even now, Lady Blackbird, her bodyguard, and the crew of The Owl are detained in the brig, while the Imperial commander runs the smuggler ship's registry over the wireless. It's only a matter of time before they discover the outstanding warrants and learn that The Owl is owned by none other than the infamous outcast, Cyrus Vance. How will Lady Blackbird and the others escape the Hand of Sorrow? What dangers lie in their path? Lady Blackbird is a story driven game with quick play rules. Just bring your imagination and a sense of adventure! *Lady Blackbird (2-6 Players) (Sunday 10a onward)*

WR121 [OSR] Never Cry Crawdad (GM: *Daniel Williams* Room: *Snowshed*) Thousands of years in the future, humanity has finally destroyed itself in nuclear fire. But in this post-apocalyptic hellscape, intelligent life survives - nay, thrives! The creeks are alive with the industry (sticks!), the art (muddy things!), and the rich culture (digging! eating! scooting around randomly!) of the mighty crawdad empires of New Earth. But hark! trouble has come to the creekbeds of Villagetown! Can you find out the source behind the sinister sinkholes? Will you learn the fate of your fellow crawdads who have disappeared? Is there food? Wait, what were we doing? Was it eating? Find out the answers to these questions and more and learn why you Never Cry Crawdad! *Creeks & Crawdads (4-6 Players) (Sunday 10a onward)*

R122 The Saga of Scaetha Viking Taker of Ships (GM: *David Crowell* Room: *Snowshed*) It's the End of the World! For three years Fimbulwinter has covered the land in endless dark and snow. Sun, Moon and Stars are gone from the sky. The Nine Worlds of Ygdrasil the great World Ash stand poised on the brink of the final battle between Gods and Jotuns. Men gather to the banners of those they see as strong enough to lead them to victory. In the remote outpost of Evingard a new leader has raised his standard. Scaetha he is called and his standard of a white worm on a black field is drawing more to his cause daily. Rootless drifters, seasoned warriors, the old, the halt, the lame. All seem to find a place of welcome. Tales are spreading of great wonders performed by Scaetha swallower of ships, devoured of men. Who is this man and are the wonders claimed for him true? You have journeyed to Evingard to find out. *Fate of the Norns: Ragnarok (2-6 Players) (Sunday 10a onward)*

WR123 Time Shredders: Axing a Question (GM: *Brandon Osorio*, *Dark Refuge Games* Room: *Snowshed*) In the great wilds of the west, there were once the heroes of a native tribe who claimed they had been taken by the Sky-beings on a hunt across the stars. They tracked an ancient evil who could walk in the bodies of men. Join their chase across the plains and forests and deserts to a small oil town, where a cosmic horror has taken root and black gold and greed have poisoned the minds of men. Welcome to Time Shredders, an exciting RPG using a standard deck of playing cards. Come to www.darkrefuge.net to learn more about Time Shredders and the entire Dark Refuge Universe. *Time Shredders (2-8 Players) (Sunday 10a onward)*

R124 Chains of Heaven (GM: *Alexander Jackl* Room: *Snowshed*) There have been some horrible deaths on the Research Station on Venus. You have been sent by the authorities to investigate. Things are, of course, never what they seem... horror and mystery on the hellish surface of Venus in the late 21st century. Characters provided. *Call of Cthulhu 6th edition (4-6 Players) (Sunday 1p-5p)*

R125 [OSR] HYPERBOREA - Ghost Ship of the Desert Dunes (GM: *Jeff Talanian, North Wind Adventures* Room: *Northstar*) Somewhere 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, piercing the desert's hostile heart. There the Vikings unearthed a lost mine brimming with green diamonds, but as the Serpent prepared for departure, the river went dry and the ship was swallowed by the dunes. Forkbeard and company were never to be seen again, but tales of a shimmering Viking ghost ship gliding over the dunes persist to this day. At present, an elderly magician has devised "irrefutable means" to locate the wreck and reap its treasure trove, but he requires able-bodied assistance. *Astonishing Swordsmen & Sorcerers of Hyperborea* (4-8 Players) (Sunday 1p-5p)

R126 [OSR] Lost Isle of Tanaroa (GM: *Dr. Nik, paNik Productions* Room: *Snowshed*) One of the Prime Wizards of Glantri has a daughter, Leiliah, who is coming of age. The wizard council would make a powerful ally to the Grand Duchy of Karameikos should a marriage be secured. In order to secure an audience & consideration, a notable gift must be presented to the Princess. In her youthful exuberance, she has requested a live dinosaur for her family's menagerie. You are tasked to travel with the Duke's son, capture one of the great beasts, and return home to present the Princess her prize. This will surely give you leverage in arranging a marriage. 1st Edition AD&D characters and adventure provided. *OSRIC* (4-10 Players) (Sunday 1p-5p)

WR127 [OSR] Marvel Super Heroes: The Weird, Weird West (GM: *Tim Callahan* Room: *Snowshed*) The Avengers of 1985 have found themselves time-tossed to Dodge City, circa 1871, where a gang of super-villains from 1968 have arrived to exploit the era for profit. Based on the classic module by Ray Winninger, each player will use TSR's Marvel Super Heroes Advanced Set system to run an Avenger and save the past...and the future! FASERIP! No experience necessary. Pregenerated 80's-era superhero provided. *Marvel Super Heroes* (3-8 Players) (Sunday 1p-5p)

R128 Pathfinder AP #67: Reign of Winter 1-The Snows of Summer Part 2 (GM: *PFS Judges* Room: *Bakery*) By Neil Spicer, (Levels 1-2) Part 2 of 2: Please SIGN UP FOR BOTH PARTS TOGETHER. See Sunday Morning 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)

R129 Pathfinder AP #80: Mummy's Mask 2-Empty Graves (GM: *PFS Judges* Room: *Bakery*) By Crystal Frasier, (Levels 4-6) Following the opening of its necropolis, the city of Wati is overrun by hordes of the undead. The heroes must once more brave the abandoned streets and dusty tombs of Wati's necropolis in search of the powerful artifact called the Mask of the Forgotten Pharaoh, as well as the necromancer who is using it to create the undead uprising. Can the heroes defeat the evil necromancer and return the deceased to their graves, or will Wati truly become a city of the dead? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Sunday 1p-5p)

R130 Pathfinder Module: Crypt of the Everflame Part 2 (GM: *PFS Judges* Room: *Bakery*) By Jason Bulmahn, (Levels 1-2) Part 2 of 2: Please SIGN UP FOR BOTH PARTS TOGETHER. See Sunday morning 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)

R131 Pathfinder Society #5-24: Assault on the Wound (GM: *PFS Judges* Room: *Bakery*) By Thurston Hillman, (Levels 3-4/6-7) The Pathfinder Society embarks on its expedition to the lost Sky Citadel Jormurdun with a small army of allies in tow, but they are not the only ones seeking the dwarven fortress. Two of the Society's nemeses have rallied the fiends of Frostmire to crush the Pathfinders, hoping to buy the villains enough time to secure Jormurdun first. If the campaign is to succeed, the Society's forces will need bold leadership. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Sunday 1p-5p)

R132 Pathfinder Society #6-03: The Technic Siege (GM: *PFS Judges* Room: *Bakery*) (Levels 5-6/8-9) When the Pathfinder Society acquires a copy of A Thread of Silver, a written survey of some of Numeria's most closely guarded sites, the Technic League dispatches its own agents to the Pathfinder lodge in Nantambu to recover the text and make an example of those who would investigate Numeria's otherworldly secrets. Can the PCs prevent the League from stealing this valuable tome and destroying the Society's foothold in the Mwangi Expanse? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Sunday 1p-5p)

R133 The Horror of Dunn Rock (GM: *Brad Younie, Carnivore Games* Room: *Snowshed*) Dunn Rock is a small, rocky island off the north shore of Massachusetts. The lighthouse on the island has been in operation most of a hundred years. Now the keepers of the lighthouse are threatening to quit because of strange events that take place there. They're terrified, and say that if nothing is done about it, they will leave, and the town can't find anyone else willing to take their place. So, they called your team of paranormal investigators to go to the lighthouse and find out what is going on. But what begins as a normal haunting turns deadly, and you find you may be trapped on Dunn Rock for eternity! *The Unexplained* (3-6 Players) (Sunday 1p-5p)

R134 The Valley of Tombs (GM: *Ian Eller* Room: *Snowshed*) For thousands of years, the Valley served as the resting place for tribal chiefs and god-emperors alike, for in it was a magic that promised great reward in the afterlife. But a calamity centuries ago cut off the valley from the greater world and its location was lost. Only a few years ago, the Valley was rediscovered and now hungry adventurers and crypt raiders have descended upon the valley in search of lost lore and buried treasure. But not everything rests in peace in the Valley of Tombs. Can your heroes overcome its insidious perils as well as rival tomb raiders, and still find fortune and fame? This adventure runs multiple slots. Each slot is a continuation of the last, but playing in earlier slots is not required for this hex crawl adventure. Pregenerated PCs provided. *Dungeons & Dragons 5th Edition, Basic+* (4-8 Players) (Sunday 1p-5p)

WR135 Transformers: Ironhide's Regulators (GM: *Chris Pierce* Room: *Snowshed*) When the Autobots discover a new threat being created by the Decepticons in Texas, It will require the nastiest, baddest toughest humans and Autobots that Prime can muster, led by the roughest Autobot of them all: Ironhide. A Transformers-style gunfight of epic proportions awaits. Mount up, Regulators! *Cortex Plus* (3-6 Players) (Sunday 1p-5p)

SPECIAL EVENTS:

S1 Gygax Magazine Pub Quiz! (GM: *James Carpio & Mary Lindholm, Gygax Magazine* Room: *Ovations Restaurant*) Join Gygax Magazine Editors James Carpio and Mary Lindholm for another round of pop culture, gaming, comics, and nerdy trivia. This event in its third year, and is back once again! Can you and your team of adventurers survive the dungeons of Carnage? Battle monsters and each other using your sharp wit as a weapon. Much treasure to be had for those who can survive! Based on the Cube of Death rules by Studio 187. (6-9 teams Players) (Saturday 11:30p-?)

2014 T-Shirt

S, M, L, XL, (\$20) XXL & 3XL (\$22) (Ladies' V-neck cut) S, M, L, XL, XXL (\$20)





Complete form and mail to:
 Carnage Gaming
 64 County Road - Hartland
 Windsor, VT 05089

PRE-REGISTRATION FORM

Please pre-register for events. (Must be postmarked by October 31)

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

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

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

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

For the Entire Weekend (FRI, SAT, SUN): \$55 _____

For the Entire Weekend as One of a group of Five or more people: \$45 _____

All five pre-reg forms and payment must be enclosed in one envelope

Single Day: \$30 _____

T-Shirt: \$20 (+\$2 for xxl or 3xl) _____

Circle size: s m l xl xxl 3xl

(ladies' cut) s m l xl xxl

Total Amount Enclosed: _____

Please make check or money order payable to Carnage Gaming

64 County Road - Hartland
 Windsor, VT 05089

