

CARNAGE ROYALE 19



Killington Grand Resort
Killington, VT
November 4-6 2016
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.

CARNAGE ROYALE 19

Killington Grand Resort
Killington, VT
November 4-6, 2016

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	Josh McGary	Gaylord Newcity
Robert Rousse	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/



Welcome

Join us in Killington, Vermont for the 19th 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 28 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.

You can register online for Carnage Royale this year, and pay via PayPal.

<http://registration.carnagecon.com>

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.

Food and Drink at Killington Resort in 2016

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.

For full details of food options at Killington at the convention this year, the link <http://tinyurl.com/killingtoncats> will take you to the Carnage web site news post explaining available options.

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.

Carnage Gaming Harassment Policy

Carnage Gaming is dedicated to providing a harassment-free convention experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age or religion. We do not tolerate harassment of convention attendees in any form. Convention attendees violating these rules may be sanctioned or expelled from the convention, without a refund, at the discretion of the Carnage Gaming staff. Repeat offenders may be banned from future conventions at the discretion of the Carnage Gaming staff. Our anti-harassment policy can be found at: <http://www.carnagecon.com/carnage-gaming-harassment-policy/>

2016 Features

Extra Life Event

We are happy to announce that Extra Life is coming to Carnage Royale! Extra Life is a gaming marathon where all the money raised goes directly to support Children's Miracle Network Hospitals. All weekend long there will be special programming events – cool games, a casino LARP and a silent auction. We hope you will donate whatever you are able to this great cause. Sign up to join the Extra Carnage team at <http://www.extra-life.org/index.cfm?fuseaction=donorDrive.team&teamID=28960>. Then ask the people in your life to support you as you play 24-hours of games at Casino Royale (bathroom and food breaks allowed!). Or just raise money anyway that works best for you - we just want everyone to have fun and raise money for a great cause. If you want to get involved, contact Sean Murphy at murphys49@yahoo.com.

Wargame Room

Come play your favorite historical board game. OCS, CWB, A3R, and plenty more will be offered. Email Chuck at cdavis@vermontel.net to find out what games are being played or to get your game on the "opponents wanted" list. Also check the folder in the **consimworld.com** convention area. Please visit the Promote Your Game Forum:

Games for Kids Only

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.

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-2016-pfs>. Walk-ins will be accommodated once pre-registered attendees are seated.

Dungeons & Dragons Adventurers League (AL) Information

To help us make sure we have enough tables and DMs for all the events scheduled, please register for Adventurers League (AL) games with BOTH the Carnage registration process AND on Warhorn at <https://warhorn.net/events/southern-nh-adventurers-league>. Walk-ins of course are always welcome once pre-registered attendees are seated.

CARNAGE DESIGN PROTOTYPE GATHERING

Carnage is pleased to present the 2nd Annual Design Prototype Gathering. This is a special event to give board game designers a chance to show off some of their latest prototype games. We have a nice offering of new and established designers willing to share their games. They will be presenting their games during the day Saturday in the Escapade room in the main hotel. So please drop by and play some of the new games being shown off. The games which will be offered:

Friday 7pm-11pm

Frontier Planet (Orson Bradford) Frontier Planet is a sci-fi colony management game which pits the players against each other and the environment, using a mix of cooperative and competitive play.

Ultimate Evil and Terror the Card Game Demo (John LeMaire) In S.U.E.T. the Card Game you play the role of an evil genius competing to be accepted into the Society of Ultimate Evil and Terror. To get into this nefarious organization you must be the first to collect your components and construct a doomsday device with which to blackmail the world!

Uncle Phil's Will Demo (Veronica Hamilton) Uncle Phil's Will is a card game in development and we are looking for feedback. The backstory of the game is your rich Uncle who loves game shows, cat and pop culture "fine" art, and MONEY has died and your goal is to be the relative who walks away with the most cash.

Saturday 8am-12pm

Behütensburg (Jeannie Compter) In 13th century Bayern, family ties were strong, but for some, the lust for power was stronger. Players will assemble a "court" of Barons & Knights with their Ladies, then a King and Queen, and finally adding a castle.

Good Knight! (Lance McColgan) Good Knight! is a combination bidding, worker-placement, and dice rolling game in which you assume the role of a knight-errant seeking to gain honor for your patron family. Hone your skills, complete perilous quests, and duel your fellow knights to prove yourself more honorable than your opponents. Are you able to be... a Good Knight?

The Lucky Penny Diner (Stephen Davies) Players are the wait staff in a diner competing to get the most tips (victory points) from guests. Tips are awarded based on the food served and the time the guests have been waiting. **(Saturday 8a-12p)**

Westmonster Kennel Club (Matt Golec) In Westmonster Kennel Club, you play as a monster 'handler' in the world's most prestigious monster show. First, you'll gather your monsters into your kennel while minimizing the number of wounds they take from each other. Then, you'll compete in three inter-monster-species events, with the handler who gains the most points named 'Best in Show' and the winner of Westmonster Kennel Club! **(Saturday 8a-12p)**

Saturday 1pm-5pm

No Honor Among Thieves (Adam Watts) No Honor Among Thieves is a competitive/cooperative game for three to six players, inspired by heist movies and fantasy literature. Work alone or together to steal from the rich and powerful of the kingdom, and watch your friends closely.

Expancity (Alex Cutler-Freese) Welcome to Expancity, the city-building game where players both collaborate and compete to build a thriving metropolis block by block!

Event Descriptions

[T] Tournament
[D] Design Prototype

[S] Carnage Royale Spy Theme
[X] Extra Life event

Board Games

B1 Diplomacy Tournament (GM: *Dave Meletzky* Room: *Northstar*) Play one game or play every game in the tournament. Join the fun in this classic game of war, intrigue, and, of course, diplomacy. (Many Players) (All Weekend)

B2 13 Dead End Drive (GM: *Andrew Harmon* Room: *Snowshed*) Auntie Agatha has sadly just kicked the bucket, and all of her dearly beloved have gathered together to hear the old darlin's last will and testament. Unfortunately some of the friends and family have decided their share of the pie just isn't big enough.... Join in the fun and see if you can survive to cash in big or maybe the Detective will save the day! *13 Dead End Drive (board game)* (2-12 Players) (Friday 1p-5p)

B3 Airlines Europe (GM: *Robert Dijkman Dulkes* Room: *Snowshed*) Invest your money wisely in the right Airline. Stack out your hubs and routes. Come try out this light stock game, set in the jet setting world of European Airlines! (2-4 Players) (Friday 1p-5p)

B4 At the Gates of Loyang (GM: *Brent Cote* Room: *Snowshed*) Loyang, 2000 years ago. Rural farmers would prosper growing and selling produce. Advance as far as you can up the track, buying status. Plant fields, harvest crops, attract customers, and get help from other villagers to earn money and become the most prosperous farmer. (2-4 Players) (Friday 1p-5p)

B5 Dead of Winter (GM: *Stephen Tracy* Room: *Snowshed*) Players are survivors of the zombie apocalypse, and winter has arrived. As members of The Colony, players work together to accomplish objectives. But each player also has a secret objective, which to win the game they must complete. This game is driven by a heavily-thematic story which frequently involves dramatic decision making, and voting for various outcomes, deciding what is best for the colony or what is best for themselves. *A Crossroads Game* (2-5 Players) (Friday 1p-5p)

B6 Endeavor (GM: *Sarah Cooper* Room: *Snowshed*) Endeavor has been around for a while, but that doesn't diminish it's greatness! It's a worker placement game themed around colonial expansion. Start new trade routes, build buildings that gain you abilities, manage your tracks of various powers and sometimes war with your fellow players over colonies. (3-4 Players) (Friday 1p-5p)

B7 Five Tribes (GM: *Brad Blitstein* Room: *Snowshed*) 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. Will you fulfill the prophecy? Invoke the old Djinn and move the Tribes into position at the right time, and the Sultanate may become yours! (2-4 Players) (Friday 1p-5p)

B8 Flash Point: Fire Rescue (GM: *Thomas 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. <http://boardgamegeek.com/boardgame/100901/flash-point-fire-rescue> *Flash Point: Fire Rescue* (1-6 Players) (Friday 1p-5p)

B9 Game of Thrones: 13th Annual (GM: *Carlo Gozzi* Room: *Snowshed*) The 13th 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)

B10 Junk Art (GM: *Eric Caron* Room: *Snowshed*) In Junk Art, players are presented with junk from which they must create art. Thus the name. Junk Art contains more than ten game modes, along with more than sixty big colorful wooden components. In one version of the game, players pile all of the wooden parts in the center of the table, then are dealt a number of cards, with each card depicting one of these parts. (2-6 Players) (Friday 1p-5p)

B11 Kill Dr. Lucky (GM: *Patrick Tierney* Room: *Snowshed*) In this notorious game, an inversion of Clue, you hate Doctor Lucky. Maybe he left you out of his will. Maybe he killed your pet rock. Whatever the reason, you want him dead. 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. (3-7 Players) (Friday 1p-5p)

B12 Kingsburg (GM: *Margot Schips* Room: *Snowshed*) Players adopt the role of a governor and vie for resources to build up their province military power to defend their homes and above all the influence of the King. Over five years players rely on various advisors to the King for resources. Influence the king's court and build the most prosperous realm. Thwart your opponents in this innovative dice-based bidding game. (2-5 Players) (Friday 1p-5p)

B13 Kromaster Arena (GM: *Black Knight Comics* Room: *Snowshed*) Kromaster Arena is a PvP-orientated board game that plays like a Miniature game. All players begin with the same number of points which they use to build a team of characters whose various talents must fuse to form a versatile and powerful fighting force - only those with the perfect strategy will prevail. Intense combat in which all participants have equal chances of victory. Starting out with an identical budget of points, all combatants seek to assemble that perfect team of fighters - a fearsome unit with limitless versatility. A team of characters to guide All players create their own characters and equip them with spells, weapons and items adapted to their requirements. This process is repeated until players have built a full team of fighters. *Figures will be provided, but feel free to bring your own team if you have one* (2-4 Players) (Friday 1p-5p)

[X] **B14 Letters from Whitechapel** (GM: *Justin Berman* Room: *Snowshed*) In Letters from Whitechapel, one player plays Jack the Ripper, and his goal is to take five victims before being caught. The other players are police detectives who must cooperate to catch Jack the Ripper before the end of the game. The game board represents the Whitechapel area at the time of Jack the Ripper and is marked with 199 numbered circles linked together by dotted lines. During play, Jack the Ripper and the Policemen move along the dotted lines that represent Whitechapel's streets. Jack the Ripper moves stealthily between numbered circles, while policemen move on their patrols between crossings. Catch Jack before he strikes again! This is an Extra Life Special Event. (3-4 Players) (Friday 1p-5p)

B15 Lord of the Fries (GM: *Eric Johnson* Room: *Snowshed*) Welcome to Friedey's, the Fast Food Restaurant of the Damned. Our whole staff is dead, and we're really short on brains. But we'll do our best to fill your order! Even a horde of nearly mindless zombies can assemble combo meals. Sort of. And now you're one of us. Combine frighteningly generic ingredients like Cow Meat, Sauce, and Drink. Play from eight different menus, including Ratherbee's Steakhouse, the classic Friedey's

Restaurant, and the new McPubihan's. Build orders like Bovine Spongiform Yum, Yum, Yum!, Penne for Your Tots, Synaptic Relay Deteriorator, and Sheep wit' da Fishes. But be quick – the customer is waiting! Whoever fills the best orders gets the most points, and the zombie with the most points becomes . . . The Lord of the Fries! Game will be played multiple times over the course of the slot. **(3-8 Players) (Friday 1p-5p)**

B16 MERCS: Recon (GM: *Nick McIntosh* Room: *Snowshed*) Players are MERCS infiltrating an opposing MegaCon location. The MERCS team must fight through the tight corridors of the structure, capture and interrogate worker-citizen, find mission objectives, and breach and secure the package. Recon utilizes MERCS well known dynamic, high-quality miniatures, an engaging fog-of-war mechanic with variable agent movement, escalating security forces, and a tension-filled end game through a unique breach and clear mechanic. **(1-5 Players) (Friday 1p-5p)**

B17 Monty Python Fluxx (GM: *Rachel Keast* Room: *Snowshed*) MI-5 may seem important but where would Britain be without the Ministry of Silly Walks. Fluxx is the game of constantly changing rules and goals. This Fluxx variation will let you show off your talents for memorizing wacky skits and silly songs. Polish up your most outrageous French accent and join us for some crazy fun. Other Fluxx varieties will be available. Friendly for ages 8 – 108. Children under 10 must be dropped off and picked up by a parent or guardian. Game will be played multiple times over the course of the slot. **(2-20 Players) (Friday 1p-5p)**

B18 Munchkin Cthulhu (GM: *Serenity Love* Room: *Snowshed*) Kill the monsters, steal the treasure, stab your buddy and GO MAD! **(2-6 Players) (Friday 1p-5p)**

B19 Puerto Rico (GM: *Michele Denault-Reynolds* Room: *Snowshed*) In Puerto Rico players assume the roles of colonial governors on the island of Puerto Rico. The aim of the game is to amass victory points by shipping goods to Europe or by constructing buildings. Each player uses a separate small board with spaces for city buildings, plantations, and resources. Shared between the players are three ships, a trading house, and a supply of resources and doubloons. **(2-4 Players) (Friday 1p-5p)**

[T] B20 Splendor Tournament (GM: *Kevin Day* Room: *Snowshed*) You are a Renaissance gem merchant trying to achieve the most prestige. And if you're wealthy enough, you might receive a visit from a noble, thus further increasing your prestige. Prizes awarded. **(4-16 Players) (Friday 1p-5p)**

B21 Super Dungeon Explore (GM: *Robert Holden* Room: *Snowshed*) Super dungeon play to win \$5 suggested donation win an unopened copy of Super Dungeon Explore Forgotten King. Proceeds go to making strides against breast cancer. Will run more than once if time allows. **(2-5 Players) (Friday 1p-5p)**

[S] B22 The Resistance (GM: *Kevin Randino* Room: *Snowshed*) The Resistance is a party game of social deduction. It is designed for five to ten players, lasts about 30 minutes, and has no player elimination. Players are either Resistance Operatives or Imperial Spies. For three to five rounds, they must depend on each other to carry out missions against the Empire. Game will be played multiple times during this slot. **(5-10 Players) (Friday 1p-5p)**

B23 Unknown (GM: *Black Knight Comics* Room: *Snowshed*) Unknown is a fully cooperative dungeon crawler where the players explore, gather resources, fight enemies and environmental hazards, and attempt to complete missions to start rebuilding civilization, all while trying not to starve. You are among a group of survivors, those that were smart enough to hide underground when the war came to your city. While there are many people here, only a few of you have volunteered to venture out past the relative safety of your makeshift camp in the tunnels. No one knows what is out there, but supplies are running out, and you need to find more if everyone is going to continue surviving. Staying alive isn't enough though, you need to start rebuilding, or at least making things a little more secure. Your team must explore the nearby tunnels in order to keep the base camp supplied with food and complete the missions set out for you. **(1-6 Players) (Friday 1p-5p)**

B24 Zombicide (GM: *Sheldon Alexander* Room: *Snowshed*) 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! **(1-6 Players) (Friday 1p-5p)**

B25 A Game of Thrones: The Board Game/Dance with Dragons Expansion (GM: *Jeff Mayo* Room: *Escapade*) Based on the popular 2nd edition board game, Dance with Dragons is specific to the events of the 5th book in the series. Stannis holds The Wall, House Bolton controls Winterfell, while the Lannisters have taken King's Landing. With 42 alternate House cards that feature the characters relevant to this period of Westeros history. A Dance with Dragons is a special expert-level six-player alternate scenario that immediately thrusts players into a grim struggle for survival. Claim the Iron Throne through calculating skill, perhaps a few alliances and brutal warfare. For the night is dark, and full of terrors. **(4-6 Players) (Friday 7p-11p)**

B26 Bloc by Bloc: The Insurrection Game (GM: *Kevin Wagner* Room: *Oscar Wilde*) In this semi-cooperative strategy game inspired by recent urban uprisings around the world, players join a movement that is struggling to liberate a randomly generated city that changes every game. Each player controls a faction of revolutionaries fighting back against the authorities. The factions must cooperate to defeat their common enemy while carefully balancing individual secret agendas. Build barricades, clash with riot cops, loot shopping centers, defend liberated zones, and occupy the city before time runs out and the military arrive! **(2-4 Players) (Friday 7p-11p)**

B27 Clash of Cultures (GM: *Eric Paperman* Room: *Escapade*) Come try this 4x civilization building game. Lead your culture from ancient technology thru to the era of gunpowder. Can you stand against the other cultures? **(2-4 Players) (Friday 7p-11p)**

B28 Concordia (GM: *Bethany Creaser* Room: *Oscar Wilde*) Concordia is a peaceful strategy game of economic development in Roman times where players must rely on their strategic abilities. Be sure to watch your rivals to determine which goals they are pursuing and where you can outpace them! In the game, colonists are sent out from Rome to settle down in cities that produce bricks, food, tools, wine, and cloth. Each player starts with an identical set of playing cards and acquires more cards during the game. Concordia is a strategy game that requires advance planning and consideration of your opponent's moves. The player with the most VPs from the gods wins the game. **(2-5 Players) (Friday 7p-11p)**

B29 Cthulhu Wars (GM: *Douglas Gray* Room: *Oscar Wilde*) Cthulhu Wars is a strategy board game in which the players take the part of alien races and gods taken from the Cthulhu mythos created by H. P. Lovecraft. The game takes place on a map of Earth. Each player takes the part of one of four factions included in the base game. At the start of a turn, players Gather Power, then, during a series of Action Rounds, they spend this Power to accomplish various tasks, such as recruiting Cultists, moving units, engaging in battle, summoning monsters, building Gates, casting spells, and Awakening their Great Old One. **(3-6 Players) (Friday 7p-11p)**

B30 Cults Across America (GM: *Kenneth Marin* Room: *Oscar Wilde*) Call of Cthulhu meets Fortress America? Rampage across America and the Dreamlands with your cultist armies, summon Old Ones, and control the Pope, the President, the Director of the CDC and others to help your cause. **(2-5 Players) (Friday 7p-11p)**

B31 Defenders of the Realm (GM: *Will Minsinger* Room: *Oscar Wilde*) Our Liege is in desperate hour! From what grievous cause have these accursed races arisen? Orcs, Dragons, Demons and the Dead make haste towards Monarch City. The King and Countryside of Monarch City is in need of valiant Heroes! Defenders is a cooperative game in which players will try protect the realm for the monsters and villains that threaten to destroy the land. **(2-4 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 Dune (GM: *Dean Chung* Room: *Escapade*) 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 leader of 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 faction to victory. Experience this multiplayer gaming classic that seamlessly blends simple mechanics with rich theme. New players welcome. **(3-6 Players) (Friday 7p-11p)**

B33 Dungeon Fighter (GM: *Patrick Tierney* Room: *Oscar Wilde*) 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? **(2-6 Players) (Friday 7p-11p)**

B34 Encounters: Bravest Warrior (GM: *Brian Alter* Room: *Oscar Wilde*) Become the Bravest Warriors and battle your way through a myriad of encounters to Victory! Encounters is a new dice and card game mechanic from Catalyst Game Labs where players try beating the cards individually, but with a good dollop of player interaction. **(2-8 Players) (Friday 7p-11p)**

B35 Firefly: The Game (GM: *Rachel Keast* Room: *Oscar Wilde*) The Crown Jewels of England are on the move. A display of Earth that Was artifacts will feature these treasures, if they make it to their destination. It will take hard work and cunning to pull off this heist. Who will score the shiniest loot ever? Come captain your ship through the whole damn verse. Do your jobs and get paid while avoiding the hazards of the black. Based on the Firefly television series. Primarily a pickup and deliver game with minimal player to player interaction. This game includes both rim expansions and the pirate and bounty hunter pack. Recommended for age 16+. Moderate violence and adult themes. **(2-4 Players) (Friday 7p-11p)**

[D] B36 Frontier Planet (GM: *Orson Bradford* Room: *Oscar Wilde*) Frontier Planet is a game under development and needs some intrepid play testers to try out the prototype. A fledgling colony struggles to survive on an alien world, facing deadly hazards and dangerous events. Players occupy the top ranks of colonial leadership, and must work together to set priorities, allocate resources, and build technology, in order for the colony to survive. If you enjoy collaborative puzzle games like Pandemic and Ghost Stories, and are excited to take part in a game that's under construction, please join in and give some feedback to help guide its development. It is a cooperative tabletop game for 1 - 5 players, with an expected playtime of 1.5 hours including setup and post game discussion. **(1-5 Players) (Friday 7p-11p)**

B37 Holy Roman Empire: The Thirty-Years War (GM: *Thomas Compter* Room: *Gateway*) Holy Roman Empire is a political and military game of the 17th Century struggle for empire that plunged Europe into one of its longest and most destructive wars. Four to six players control the major dynasties of the era, fielding armies, navies, and engaging in diplomatic intrigue, bribery decide who will wear the crown of the Holy Roman Empire. The year is 1619. Matthias, Emperor of Germany, has gone to his grave. A year-old rebellion in the imperial province of Bohemia had

divided the empire along religious and political lines. Bohemian rebels have elected a minor German prince, Frederick, elector Palatine, as their king. Protestant princelings rally to Frederick, elevating his status to that of a rival to Em-peror Ferdinand II, Archduke of Austria, for the imperial throne. As mercenary armies are raised against Ferdinand, the Catholic King of Spain and Duke of Bavaria rally to his side. France and Sweden turn their attention to Germany in eager anticipation of the dismemberment of their great rival, the Holy Roman Empire. *Holy Roman Empire: The Thirty-Years War* **(3-6 Players) (Friday 7p-11p)**

B38 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 meeple. 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. *none* **(2-3 Players) (Friday 7p-11p)**

B39 Manhattan Project (GM: *Robert Owen Williams* Room: *Oscar Wilde*) Minion games is donating a play to win copy of the Card Game Manhattan Project - Chain Reaction which is a quick game based on their board game Manhattan Project which simulates designing atomic bombs. We will have time in the slot to play both the card game and the board game. *Manhattan Project* **(2-5 Players) (Friday 7p-11p)**

B40 Memoir 44 (GM: *Matt Golec* Room: *Escapade*) In 1942, Rommel's Afrika Korps advanced to the outskirts of British-held Tobruk. The Lybian city had withstood a lengthy siege the previous year, but Rommel has brought a vast war machine to bear this time. Will the fortified defenses, barbed wire and minefields be enough to save Tobruk again, or will the German Panzers follow history by capturing the city? *Memoir 44 Operation Overlord: The Capture of Tobruk* **(5-8 Players) (Friday 7p-11p)**

B41 Power Grid (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 better power plants. Don't worry if things don't work out this quarter; there are always government subsidies. **(2-5 Players) (Friday 7p-11p)**

B42 Republic of Rome (GM: *Michele Denault-Reynolds* Room: *Oscar Wilde*) Friends, Romans.... ever want to be a Roman Senator? Players take on the the roles of heads of prestiges Roman families. They will compete for senate seats, military officials, and state offices. It is cut throat business. Trying to get ahead, while holding the empire together. **(2-6 Players) (Friday 7p-11p)**

[S] B43 Specter Ops (GM: *Ryan Lockwood* Room: *Oscar Wilde*) A great game of Secret Agent vs Secret Agent Hunters. One player is tasked with infiltrating a secure facility to complete three objectives and escape while the rest of the players are tasked with hunting the Agent down.....and eliminating them with extreme prejudice! Choose from awesome characters such as a cybernetic werewolf, a deadly sniper, a pre-cog and of course, a ninja. **(3-5 Players) (Friday 7p-11p)**

[D] B44 Ultimate Evil and Terror the Card Game Demo (GM: *John LeMaire* Room: *Oscar Wilde*) In S.U.E.T. the Card Game you play the role of an evil genius competing to be accepted into the Society of Ultimate Evil and Terror. To get into this nefarious organization you must be the first to collect your components and construct a doomsday device with which to blackmail the world! **(2-5 Players) (Friday 7p-11p)**

[D] B45 Uncle Phil's Will Demo (GM: *Veronica Hamilton* Room: *Oscar Wilde*) Uncle Phil's Will is a card game in development and we are looking for feedback. The backstory of the game is your rich Uncle who loves game shows, cat and pop culture "fine" art, and MONEY has died and your goal is to be the relative who walks away with the most cash. **(3-6 Players) (Friday 7p-11p)**

B46 Village (GM: *Jeannie Compter* Room: *Oscar Wilde*) Life in the village is hard – but life here also allows the inhabitants to grow and prosper as they please. One villager might want to become a friar. Another might feel ambitious and strive for a career in public office. A third one might want to seek his luck in distant lands. Each player will take the reins of a family and have them find fame and glory in many different ways. There is one thing you must not forget, however: Time will not stop for anyone and with time people will vanish. Those who will find themselves immortalized in the village chronicles will bring honor to their family and be one step closer to victory. *Village* **(2-4 Players) (Friday 7p-11p)**

B47 World Domination (GM: *Christopher Dondero* Room: *Oscar Wilde*) The Friday night classic returns to Carnage. No need for detailed game descriptions. The WD addicts will be back & we will see you on the Mountain! *House Rules* **(6-18 Players) (Friday 7p-11p)**

B48 Secret Hitler (GM: *Eric Caron* Room: *Oscar Wilde*) Secret Hitler is a dramatic game of political intrigue and betrayal set in 1930s Germany. Each player is randomly and secretly assigned to be a liberal or a fascist, and one player is Secret Hitler. The fascists coordinate to sow distrust and install their cold-blooded leader; the liberals must find and stop the Secret Hitler before it's too late. The liberal team always has a majority. **(5-10 Players) (Friday Overnight)**

[T] B49 Arcadia Quest Tournament (GM: *Kori Joyce* Room: *Oscar Wilde*) In Arcadia Quest, players lead guilds of intrepid heroes on an epic campaign to dethrone the vampire lord and reclaim the mighty Arcadia for their own. But only one guild may lead in the end, so players must battle against each other as well as against the monstrous occupying forces. Arcadia Quest is a campaign-based game for 2 to 4 players, where each player controls a guild of three unique heroes, facing off against the other players and the various monsters controlled by the game. Players need to accomplish a series of quests in order to win each scenario and choose where to go next in the campaign. This is a casual tournament where players will play thru a modified 3 scenario campaign. There will then be one final free for all scenario. Prizes awarded if there are at least 8 players. <https://boardgamegeek.com/boardgame/155068/arcadia-quest> **(4-12 Players) (Saturday 8a-12p)**

[D] B50 Behütunzburg (GM: *Jeannie Compter* Room: *Oscar Wilde*) In 13th century Bayern, family ties were strong, but for some, the lust for power was stronger. Players will assemble a "court" of Barons & Knights with their Ladies, then a King and Queen, and finally adding a castle. Each of these elements are worth a certain number of victory points. Knights can be sent on quests for treasure, and rogues can be sent to steal treasure and kidnap ladies. **(2-4 Players) (Saturday 8a-12p)**

B51 Betrayal at House On the Hill (GM: *Kenneth Marin* Room: *Escapade*) This house is definitely haunted, and one of us is going to go mad and try to kill the rest of us! It's kill or be killed in this tile-building, explore as you go horror fest. **(2-5 Players) (Saturday 8a-12p)**

B52 Boxcars (GM: *Temis De La Pena* Room: *Oscar Wilde*) Become an English Rail Baron and create a mighty rail empire. Cut off your opponents access to cities and regions then make them pay big bucks to use your tracks. First player to make 200,000 and return his home city wins. Beginners are welcome **(3-6 Players) (Saturday 8a-12p)**

B53 Darkest Night (GM: *Stephen Tracy* Room: *Oscar Wilde*) A great shadow has fallen over the kingdom as the undead rally under the control of the powerful Necromancer. The king's army is broken, the land will soon be overrun. The last of the kingdom's strength has taken refuge in the

hallowed ground of the Monastery, where the Necromancer's legion have not yet dared to tread. As his grip over the land tightens, his minions prepare for the cataclysmic assault on this last refuge. Yet a few brave souls seek a way to fight back....Heroes have been called forth to unravel the mysteries of holy relics and their resting places. Gather your strength, knowledge and courage as you uncover the kingdoms ancient secrets in hopes of vanquishing the darkness once and for all. The team of heroes must cooperate, fighting a guerilla war to take back the kingdom. As well as obtaining clues to location of sacred relics, which hold the key to defeating the Necromancer. **(1-4 Players) (Saturday 8a-12p)**

B54 Elysium (GM: *Randy Szabadics* Room: *Oscar Wilde*) Mythic Greece. You are an upstart demigod, that wants to earn the favor of the Olympians and become a figure of legend yourself. Gather heroes and powerful artifacts, please the gods and bear their power to write your own epic tale. Elysium is a game of set collecting and combinations in which players recruit cards representing heroes, items, powers and gods **(2-3 Players) (Saturday 8a-12p)**

B55 Family-friendly Agricola (GM: *Sarah Cooper* Room: *Oscar Wilde*) This is a classic of the board game world, one of the great resource management games. Centered around a farming theme, players will plow fields and sow grain, raise animals for points or food and expand and renovate their home by gathering raw materials and converting them. Please note this is a kid-friendly running of the game so things may get a bit silly and some rules may be bent at the discretion of parents/GM. The game says 12+, but parents can use their judgement, as a gamer kid could probably handle it from 8. It will run the full block of time, probably 2-3 hours. *none* **(2-5 Players) (Saturday 8a-12p)**

[X] B56 Game of Thrones Board Game (GM: *Brennan Martin* Room: *Oscar Wilde*) King Robert Baratheon is dead, and the lands of Westeros brace for battle. In the second edition of 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. In short, think Diplomacy + GoT theme + some extra mechanics + the special "Big Map" coming together to make a great game. This is



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an Extra Life Special Event. *A Game of Thrones: The Board Game Second Edition* (4-6 Players) (Saturday 8a-12p)

[D] B57 Good Knight! (GM: *Lance McColgan* Room: *Oscar Wilde*) Good Knight! is a combination bidding, worker-placement, and dice rolling game in which you assume the role of a knight-errant seeking to gain honor for your patron family. Hone your skills, complete perilous quests, and duel your fellow knights to prove yourself more honorable than your opponents. Are you able to be... a Good Knight? (2-5 Players) (Saturday 8a-12p)

B58 Lord of the Rings: The Card Game (Fantasy Flight) (GM: *Dean Chung* Room: *Escapade*) Assemble your own band of Middle-earth heroes and embark on perilous quests to thwart the evil influence of the Dark Lord Sauron. In the Lord of the Rings: the Card Game, players work together to defeat the adventure-driven scenario controlled by the 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. (2-8 Players) (Saturday 8a-12p)

B59 Munchkin Bites (GM: *Serenity Love* Room: *Escapade*) The Munchkins are now vampires . . . and werewolves . . . and changelings. Bash through the haunted house and slay the monsters. The OTHER monsters. You can't slay your fellow munchkins, but you can curse them, send foes at them, and take their stuff. Of course . . . (2-6 Players) (Saturday 8a-12p)

B60 Planet Steam (GM: *Cassie Bobar* Room: *Oscar Wilde*) A new planet is ready for exploitation! Stake property claims, build mining tanks and harvest resources, then cash out. But watch the market prices! (2-4 Players) (Saturday 8a-12p)

B61 Power Grid (GM: *Daniel Beard* Room: *Escapade*) 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 better power plants. Don't worry if things don't work out this quarter; there are always government subsidies. (3-6 Players) (Saturday 8a-12p)

B62 Scythe (GM: *Douglas Gray* Room: *Oscar Wilde*) Scythe is a 4X board game set in an alternate-history 1920s period. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. In Scythe, each player represents a character from one of five factions of Eastern Europe who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs. (2-4 Players) (Saturday 8a-12p)

B63 Sentinels of the Multiverse (GM: *Margot Schips* Room: *Escapade*) A mad scientist holds the world hostage with his terrifying inventions. An alien warlord from a far away galaxy brings his limitless army of bizarre minions to conquer the planet. A giant rampaging robot cuts a swath of destruction across the coast, destroying major population centers. And who will stand in their way? You! The players comprise a team of heroes, all with impressive powers and abilities to defeat the forces of evil. Answer the call to protect the multiverse in this cooperative, fixed-deck card game with a comic book flavor. (2-5 Players) (Saturday 8a-12p)

B64 Stone Age (GM: *Shawntel Cote* Room: *Oscar Wilde*) Players compete for food in this pre-historic time of resource gathering & worker placement. Collect wood, break stone and wash gold from the river, hang out in the love shack and roll dice with the stinky cup. (2-4 Players) (Saturday 8a-12p)

B65 Terra Mystica: Fire and Ice (GM: *Robert Owen Williams* Room: *Oscar Wilde*) The Fire and Ice Expansion adds several new races to Terra Mystica: Dragon riders, Acolytes, Yetis, Ice

Maidens, Shapeshifters, and River Walkers. Variable turn order and new endgame goals are also new additions. Of course all the fun of the original game remains: terraforming land to your races preferred terrain, gaining magic power and building structures to expand your territory. *Terra Mystica* (2-5 Players) (Saturday 8a-12p)

[D] B66 The Lucky Penny Diner (GM: *Stephen Davies* Room: *Oscar Wilde*) Players are the wait staff in a diner competing to get the most tips (victory points) from guests. Tips are awarded based on the food served and the time the guests have been waiting. *Card Drafting, Hand Management* (2-4 Players) (Saturday 8a-12p)

B67 Triumph & Tragedy (GM: *Michael Hyland* Room: *Gateway*) This will be a 3 player game of Triumph and Tragedy. The game could take 6 hours to play so keep that in mind when signing up. It will exceed the time slot. (1-2 Players) (Saturday 8a-12p)

B68 Unknown (GM: *Black Knight Comics* Room: *Northstar*) Unknown is a fully cooperative dungeon crawler where the players explore, gather resources, fight enemies and environmental hazards, and attempt to complete missions to start rebuilding civilization, all while trying not to starve. You are among a group of survivors, those that were smart enough to hide underground when the war came to your city. While there are many people here, only a few of you have volunteered to venture out past the relative safety of your makeshift camp in the tunnels. No one knows what is out there, but supplies are running out, and you need to find more if everyone is going to continue surviving. Staying alive isn't enough though, you need to start rebuilding, or at least making things a little more secure. Your team must explore the nearby tunnels in order to keep the base camp supplied with food and complete the missions set out for you. PLEASE NOTE: The late start is due to this gaming being run in the Vendor room. (1-6 Players) (Saturday 9a-12p)

[D] B69 Westmonster Kennel Club (GM: *Matt Golec* Room: *Oscar Wilde*) In Westmonster Kennel Club, you play as a monster 'handler' in the world's most prestigious monster show. First, you'll gather your monsters into your kennel while minimizing the number of wounds they take from each other. Then, you'll compete in three inter-monster-species events, with the handler who gains the most points named 'Best in Show' and the winner of Westmonster Kennel Club! (2-5 Players) (Saturday 8a-12p)

B70 Agricola (GM: *Cassie Bobar* Room: *Oscar Wilde*) You start with only a wooden hovel and your loving spouse. Can you build a thriving farm and family? *Will be using Farmers of the Moor expansion.* (2-4 Players) (Saturday 1p-5p)

B71 Alhambra (GM: *Jen Mayo* Room: *Oscar Wilde*) At the foot of the Sierra Nevada mountains, one of the most exciting and interesting projects of the Spanish Middle Ages begins: the construction of the ALHAMBRA. Employ the best master builders in the whole of Europe and Arabia to aid you, making sure that you always have enough of the right currency to pay them proper wages. We can play with all six expansions, or a combination of some, depending on the experience level of the players. (2-6 Players) (Saturday 1p-5p)

B72 Bang! (GM: *Kevin Randino* Room: *Oscar Wilde*) The card game BANG! recreates an old-fashioned spaghetti western shoot-out, with each player randomly receiving a Character card to determine special abilities, and a secret Role card to determine their goal. (4-7 Players) (Saturday 1p-5p)

B73 Battlestar Galactica: 7th Annual (GM: *Carlo Gozzi* Room: *Oscar Wilde*) Battlestar Galactica is an exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely-acclaimed Sci Fi Channel series, BSG puts players in the role of one of 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! **(3-7 Players) (Saturday 1p-5p)**

B74 Betrayal at House on the Hill (GM: *Daniel 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? Note: The expansion Widow's Walk is set to be released in October. GM's intent is to use the expansion, if possible. **(2-6 Players) (Saturday 1p-5p)**

B75 Dead of Winter (GM: *Rachel Winer* Room: *Oscar Wilde*) In a post-apocalyptic world overrun with zombies, you control a group of characters in a small colony of survivors. Can you cooperate with other players to ensure the continued survival of the colony, or will everyone be too busy pursuing their own hidden agendas to fight off the scourges of hunger, cold, and zombies? New players welcome. May include content from the recent expansion, The Long Night. **(2-5 Players) (Saturday 1p-5p)**

B76 Dominant Species (GM: *Alex Clay* Room: *Oscar Wilde*) 90000 BC - A great ice age is fast approaching. Another titanic struggle for global supremacy has unwittingly commenced between the varying animal species. Each player takes the role of one of six major animal classes. Through wily action pawn placement, players will strive to spread their species and become dominant on various terrains as the new ice age quickly approaches. **(1-6 Players) (Saturday 1p-5p)**

[D] B77 Expancity (GM: *Alex Cutler-Freese* Room: *Oscar Wilde*) Expancity (Designed Alex Cutler-Freese) Welcome to Expancity, the city-building game where players both collaborate and compete to build a thriving metropolis block by block! Lay down residential and commercial tiles and then claim them with your stackable building blocks to break ground on towers that will rise high above the playing field. Score extra points by building near common city buildings like banks, schools, and parks. You can also get a leg up on the opposition by working on secretly-held contract cards that offer players unique and challenging tasks to complete for bonus points. Cities expand both horizontally and vertically as the game progresses, and no two cities will ever be alike! Handles 2 – 4 players with a game length of approximately 1 to 1.5 hours. **(2-4 Players) (Saturday 1p-5p)**

B78 Galaxy Trucker (GM: *Sheldon Alexander* Room: *Oscar Wilde*) There's a call for scrap metal, but you don't have a ship to deliver with. What do you do? Build one with your excess scrap. Can it make the trip? You better hope so.... **(2-4 Players) (Saturday 1p-5p)**

B79 Kromaster Arena (GM: *Black Knight Comics* Room: *Northstar*) Kromaster Arena is a PvP-orientated board game that plays like a Miniature game. All players begin with the same number of points which they use to build a team of characters whose various talents must fuse to form a versatile and powerful fighting force - only those with the perfect strategy will prevail. Intense combat in which all participants have equal chances of victory. Starting out with an identical budget of points, all combatants seek to assemble that perfect team of fighters - a fearsome unit with limitless versatility. A team of characters to guide All players create their own characters and equip them with spells, weapons and items adapted to their requirements. This process is repeated until players have built a full team of fighters. *Figures will be provided, but feel free to bring your own team if you have one* **(2-4 Players) (Saturday 1p-5p)**

B80 Megaman: The Board Game (GM: *Nick McIntosh* Room: *Oscar Wilde*) Mega Man: The Board Game, created and licensed by Jasco Games, brings all the excitement and fun found in the classic video game series to the tabletop. **(2-8 Players) (Saturday 1p-5p)**

[D] B81 No Honor Among Thieves (GM: *Adam Watts* Room: *Oscar Wilde*) No Honor Among Thieves is a medium-complexity competitive/cooperative game for 3-5 players. Each player is a criminal mastermind with a crew of miscreants under their control, competing with other gangs to prove who's the richest and cleverest thief in a city of rogues. Working alone is difficult, but working together with other players leaves you open to treachery by your so-called allies--or gives you the chance to betray them, and take it all for yourself. An unspoken code of honor exists among the thieves of this city, but that won't last past the first betrayal, and once that uneasy trust is gone the game becomes more dangerous as players gain access to underhanded abilities that couldn't be used while the thieves' code of honor was intact. **(3-5 Players) (Saturday 1p-5p)**

[T] B82 Pandemic: Survival Tournament (GM: *Douglas Gray* Room: *Snowshed*) Pandemic Survival is an "extreme" version of Pandemic where 6 to 12 teams of 2 will face each other in an epic battle to save the world. Their goal: to be the first team to find all four cures, or to be the last team still alive at the end of the game. **(10-24 Players) (Saturday 1p-5p)**

B83 Roads & Boats (GM: *Oliver Dienz* Room: *Oscar Wilde*) The quintessential game of resource management, logistics and civilization building. Start with a few donkeys, geese, some boards and build up your economy to produce trucks, steamboats, currency and shares. Make sure production inputs are in the right place at the right time and protect the products from the other players by loading them on your transporters as quickly as possible. Whoever builds the most efficient network of production and transport will go away as the winner. **(2-5 Players) (Saturday 1p-5p)**

B84 Scythe (GM: *Robert Dijkman Dulkes* Room: *Oscar Wilde*) Scythe is a 4X board game set in an alternate-history 1920s period. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. In Scythe, each player represents a character from one of five factions of Eastern Europa who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs. **(2-4 Players) (Saturday 1p-5p)**

B85 Sentinels of the Multiverse (GM: *Michael Fitzpatrick* Room: *Oscar Wilde*) Come Heroes and face down a villain (or two) in this fast pace and fun co-operative card game!! *Sentinels of the Multiverse* **(2-5 Players) (Saturday 1p-5p)**

B86 Spartacus (GM: *Jason DiGiulio* Room: *Oscar Wilde*) Relive the glories of Rome in this exciting match that pits the great houses of Capua against one another for fame and renown. As the leader of one of the great houses you must assemble your gladiatorial stable, make and break alliances and capture the glory you so richly deserve. Knives in the back and blood in the sand are a small price to pay to earn the attention of mighty Rome. *Spartacus with The Serpents and the Wolf and The Shadow of Death expansions* **(3-6 Players) (Saturday 1p-5p)**

B87 T.I.M.E. Stories (GM: *John LeMaire* Room: *Oscar Wilde*) The T.I.M.E Agency protects humanity by preventing temporal faults and paradoxes from threatening the fabric of our universe. As temporal agents, you and your team will be sent into the bodies of beings from different worlds or realities to successfully complete the missions given to you. Failure is impossible, as you will be able to go back in time as many times as required. T.I.M.E Stories is a narrative game, a game of "decksplosion". Each player is free to give their character as deep a "role" as they want, in order to live through a story, as much in the game as around the table. But it's also a board game with rules which allow for reflection and optimization. **(2-4 Players) (Saturday 1p-5p)**

B88 Troyes (GM: *Shawntel Cote* Room: *Oscar Wilde*) In Troyes, recreate four centuries of history of this famous French city. Use your military, religious and civil influence to make your family the most prestigious and obtain the most victory points for the win! Troyes is a dice rolling game, where the dice will allow you take actions. **(3-4 Players) (Saturday 1p-5p)**

[D] B89 Vigilante (GM: *Jason Greeno* Room: *Oscar Wilde*) Overview: Your city is being threatened by ruthless and corrupt organizations who seek to profit off the backs of your friends and neighbors. It's time for someone to stand up and fight back. The odds are stacked against you and your fellow justice seekers, but maybe, with the right strategy, equipment and training you can chase the Minions out of your city. Objective: Create a hero and go on patrol to take down the corrupt organizations and their minions that threaten your city. Beat the clock, against schemes that empower the Villain, uncovering their identity and stopping them once and for all. **(1-4 Players) (Saturday 1p-5p)**

B90 Zombicide Extravaganza (GM: *Kristin Gozzi* Room: *Oscar Wilde*) 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! That is what they say anyways..... Come join Kristin for this Zombie Extravaganza! More players, more Zombies, and way more fun! **(3-12 Players) (Saturday 1p-5p)**

B91 Above and Below (GM: *Brad Woodward* Room: *Oscar Wilde*) Your last village was ransacked by barbarians. You barely had time to pick up the baby and your favorite fishing pole before they started the burning and pillaging. You wandered over a cruel desert, braved frozen peaks, and even paddled a log across a rough sea, kicking at the sharks whenever they got too close, the baby strapped tightly to your back. But finally you have found the perfect place to rebuild. Wait what is that crack in the earth? Underground caverns? Hmmm... these might come in handy when the Barbarians invade again. Send your villagers down below to explore an perhaps even build part of your new village, not only Above...but also Below. **(2-4 Players) (Saturday 7p-11p)**

B92 Arkham Horror (GM: *Michele Denault-Reynolds* Room: *Escapade*) Arkham Horror is a cooperative adventure game themed around H.P Lovecraft's Cthulhu Mythos. Players choose from 16 Investigators and take to the streets of Arkham. Before the game, one of the eight Ancient Ones is chosen and it's up to the Investigators to prevent it from breaking into our world. During the course of the game, players will upgrade their characters by acquiring skills, allies, items, weapons, and spells. It's up to the players to clean out the streets of Arkham by fighting many different types of monsters, but their main goal is to close portals to other dimensions that are opening up around town. With too many portals open the Ancient One awakens and the players only have one last chance to save the world. Defeat the Ancient One in combat! **(1-6 Players) (Saturday 7p-11p)**

B93 Axis and Allies Double Blind (GM: *Bob Yates* Room: *Escapade*) The Axis and Allies system with a double blind twist, recreates the fog of war. Players chose their strategy and units which remain largely unknown by the other side...but watch out for reconnaissance aircraft! This isn't your fathers A&A! *Axis and Allies (2004 - modified)* **(2-5 Players) (Saturday 7p-11p)**

B94 Boss Monster 1 + 2 (GM: *Kevin Randino* Room: *Oscar Wilde*) Inspired by a love of classic video games, Boss Monster: The Dungeon Building Card Game pits 2-6 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. **(2-6 Players) (Saturday 7p-11p)**

B95 Britannia (GM: *Kenneth Marin* Room: *Oscar Wilde*) Everybody knows that Britain hasn't been invaded since 1066 AD, but prior to that it saw waves of assaults from the Romans to the Angles to the Saxons to William the Conqueror. Control the various factions in this wargame spanning 1000 years of history. *Avalon Hill* **(2-4 Players) (Saturday 7p-11p)**

B96 Castles of Burgundy (GM: *Bethany Creaser* Room: *Oscar Wilde*) The game is set in the Burgundy region of High Medieval France. 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. The game is played in five phases, each consisting of five rounds. Each phase begins with the game board stocked with settlement tiles and goods tiles. At the beginning of each round all players roll their two dice, and the player who is currently first in turn order rolls a goods placement die. During each round players take their turns in the current turn order. The game ends when the last player finishes his turn of the fifth round of the fifth phase. **(2-4 Players) (Saturday 7p-11p)**

B97 Cuba Libre: Castro's Insurgency, 1957-1958 (GM: *Kevin Wagner* Room: *Gateway*) In this strategy game, players take on roles in 1950s Cuba on all sides of the uprising against US-backed dictator Fulgencio Batista. Fidel Castro's "26 July Movement" must expand from its bases in the Sierra Maestra mountains to fight its way to Havana. Meanwhile, anti-communist student groups, urban guerrillas, and expatriates try to de-stabilize the Batista regime from inside and out, while trying not to pave the way for a new dictatorship under Castro. Batista's Government must maintain steam to counter the twin insurgency, while managing two benefactors: its fragile US Alliance and its corrupting Syndicate skim. And in the midst of the turmoil, Meyer Lansky and his Syndicate bosses will jockey to keep their Cuban gangster paradise alive. *COIN series* **(2-4 Players) (Saturday 7p-11p)**

B98 Cutthroat Caverns (GM: *Lance McColgan* Room: *Oscar Wilde*) You and your companions have finally made it to the end of the dungeon and found the greatest treasure of all time: the Sacred Item of Unimaginable Marvel! Unfortunately, only the most prestigious among you gets to keep this priceless artifact. In Cutthroat Caverns, you and your "allies" must work together to destroy the monsters blocking the exit in order to survive, but must also be careful in just how helpful you are. Only the one who scores the final blow on a monster gets to keep the prestige for the kill -- prestige you need to walk away with the treasure. Can you successfully balance teamwork and betrayal as you struggle to survive the treachery of Cutthroat Caverns? **(3-6 Players) (Saturday 7p-11p)**

[T] B99 Dominion Tournament (GM: *Michael Tutt & Ray Hickey* Room: *Snowshed*) Join us in the 7th 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. **(4-32 Players) (Saturday 7p-11p)**

B100 Encounters: Bravest Warriors (GM: *Brian Alter* Room: *Oscar Wilde*) Become the Bravest Warriors and battle your way through a myriad of encounters to Victory! Encounters is a new dice and card game mechanic from Catalyst Game Labs where players try beating the cards individually, but with a good dollop of player interaction **(2-8 Players) (Saturday 7p-11p)**

B101 Expanded Eclipse (GM: *Christopher Dondero* Room: *Oscar Wilde*) Expanded eclipse is simply put Eclipse on steroids. Taking advantage of the HUGE amount of fan made material out there, Expanded Eclipse has proven a fan favorite for eclipse enthusiasts! Up to 12 players can now vie for galactic dominance! Prior game knowledge is helpful but not required. *Modified game rules* **(6-12 Players) (Saturday 7p-11p)**

[X] B102 Game of Thrones Board Game - Experienced Players (GM: *Brennan Martin* Room: *Oscar Wilde*) King Robert Baratheon is dead, and the lands of Westeros brace for battle. In the second edition of 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. In short, think Diplomacy + GoT theme + some extra mechanics + the special "Big Map" coming together to make a great game. If 6 players achieved, will run the "A Dance with Dragons" alternative set up, if 4 players "A Feast for Crows" alternative set up. This is an Extra Life Special Event. *A Game of Thrones: The Board Game Second Edition* **(4-6 Players) (Saturday 7p-11p)**

B103 Hyperborea (GM: *Eric Paperman* Room: *Oscar Wilde*) The mythical realm of Hyperborea was ruled by an ancient civilization that used magical crystals as their main source of energy. Greed for the crystals caused the people to dig to deep to fast. They had built a Magical barrier to protect themselves, but on day they went to deep and unimaginable magical power was unleashed. Hyperborea was destroyed in a single day. Only the barrier held allowing some life to continue. Six realms rose up outside the barrier. Peace was maintained but always teetered on the brink... until the day the magic barrier fell and the lands of Hyperborea were opened once again to the six realms. Hyperborea is a civ building game. The players will take on the role of leader of one of the six realms. The new land beyond the barrier now stands open to them. **(2-6 Players) (Saturday 7p-11p)**

B104 Lords of Waterdeep, Scoundrels of Skullport Expansion (GM: *Margot Schips* Room: *Oscar Wilde*) Scoundrels of Skullport is a double expansion to the popular Lords of Waterdeep. In the base game players are powerful lords trying to control the city of Waterdeep by gaining control of its treasures and resources through trickery, negotiation or force. The Skullport expansion adds a new resource to the game: Corruption. The Undermountain expansion features bigger quests and more ways to get adventures. Scoundrels of Skullport also includes new Lords, new Buildings, new Intrigue Cards, and accommodates up to six players. **(2-6 Players) (Saturday 7p-11p)**

B105 Mare Nostrum: Empires (GM: *Will Minsinger* Room: *Oscar Wilde*) To be the greatest civilization on earth (or in the Mediterranean anyways.) Mare Nostrum: Empires is the new version of the old classic civ building game Mare Nostrum. Players will take one of the great ancient civilizations, Greece, Rome, Carthage, Egypt, Babylon or even Atlantis and try to make them the preminent culture. They will need to build great wonders and recruit powerful heroes, thru trade, cunning and military might. Can you conquer the ancient world? **(3-6 Players) (Saturday 7p-11p)**

B106 Pandemic: Reign of Cthulhu (GM: *Nick McIntosh* Room: *Oscar Wilde*) In Pandemic: Reign of Cthulhu, you'll experience the classic Pandemic gameplay with an horrific twist that'll have you face ten Old Ones, each threatening the world with their unique powers. As players take on the roles of investigators attempting to seal a series of portals before monsters of unspeakable horror pour into our world there is, of course, a high risk of the investigators losing their own minds. **(2-4 Players) (Saturday 7p-11p)**

B107 Super Dungeon Explore charity play to win (GM: *Robert Holden* Room: *Oscar Wilde*) As part of our Making Strides Fundraising I will be offering this very special super dungeon explore play to win. We will play my copy and the winner will get an unopened copy of Super Dungeon Explore Forgotten King! \$5 suggested donation! **(2-5 Players) (Saturday 7p-11p)**

B108 The Others: 7 Sins (GM: *Eric Caron* Room: *Oscar Wilde*) In The Others: 7 Sins, the world stands on the brink of apocalypse, as the fanatics of the Hell Club have summoned the 7 Deadly Sins to lay waste to our reality. Slowly the Others have crept into our lives, corrupting society from within. The city of Haven is the key to their invasion, but it will not go down without a fight, thanks to the actions of the paranormal organization known as F.A.I.T.H. (Federal Authority for the Interdiction of Transdimensional Horrors). Each session of The Others is played with one player controlling the forces of a single Sin, against the other players who control a team of 7 FAITH heroes. The heroes cooperate to survive the Sin's attacks and accomplish the missions set before them, while the Sin attempts to thwart the heroes in all ways (preferably by destroying them). **(2-5 Players) (Saturday 7p-11p)**

B109 Vast: The Crystal Caverns (GM: *Alex Clay* Room: *Oscar Wilde*) The crystal cavern has lain dormant for too long. The dragon, sleeping inside, begins waking as goblin tribes fill its halls. A lone knight seeks glory in its depths and a cursed thief attempts to escape his torment. The cave itself shifts and grows in the darkness. In this asymmetric game, each player must use their own unique play style to achieve their objectives and win. **(1-5 Players) (Saturday 7p-11p)**

B110 Viva la Revolucion! The Cuban Revolution Board Game (GM: *Jim Shields* Room: *Oscar Wilde*) US relations with Cuba are prominent in the news these days, but what's the history of this volatile relationship? We've designed a board game that allows players to take a side and re-experience the Cuban Revolution. Join Fidel Castro and Che Guevara as they launch a rebellion to liberate Cuba from a military dictatorship. Or play as President Fulgencio Batista, a US ally attempting to maintain social and economic stability on this strategically located Caribbean island. Each side wields a variety of tools: military, propaganda and espionage, in their attempt to gain control of Cuba. *Civil war style battle game* **(2-4 Players) (Saturday 7p-11p)**

B111 Galaxy Truckers (GM: *Cassie Bobar* Room: *Oscar Wilde*) There's a call for scrap metal, but you don't have a ship to deliver with. What do you do? But one with the scrap and pray it makes the trip! Silly, think fast game to end your day with. **(3-4 Players) (Saturday Overnight)**

B112 Betrayal at House on the Hill (GM: *Michael Fitzpatrick* Room: *Oscar Wilde*) Do you have what it takes to face the haunted house? One of you will betray the others at some point in the game. Will you survive the horror unleashed? New or veteran players welcome!!! *Betrayal on the House of the Hill* **(3-6 Players) (Sunday 8a-12p)**

B113 Biblios Dice (GM: *Lance McColgan* Room: *Escapade*) In Biblios Dice, you play the role of a medieval monk seeking to maintain the most prestigious abbey of all. To do this, you must gather the necessary resources to create valuable manuscripts, all while managing the abbey's finances, of course. Compete with other players by rolling dice, making strategic choices, and even bluffing (??!) to obtain the resources you need to create the most renowned manuscripts of the era. New initiates are welcome! **(2-5 Players) (Sunday 8a-12p)**

B114 Bloodborne: The Card Game (GM: *Douglas Gray* Room: *Oscar Wilde*) Bloodborne: The Card Game is based on the Chalice Dungeons in the video game Bloodborne — the ever-changing labyrinths and tombs carved out by the Great Ones beneath the fallen city of Yharnam, where horrifying creatures reside. Players compete to kill monsters and take their blood. In general, Bloodborne is a game about risk management with a bit of group think, inventory management/ upgrades, and tactical play. You start with a hand of basic weapons, which you get to upgrade to improve your fighting combos and capabilities. **(3-5 Players) (Sunday 8a-12p)**

B115 Encounters: Bravest Warriors (GM: *Brian Alter* Room: *Escapade*) Become the Bravest Warriors and battle your way through a myriad of encounters to Victory! Encounters is a new dice and

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card game mechanic from Catalyst Game Labs where players try beating the cards individually, but with a good dollop of player interaction **(2-8 Players) (Sunday 8a-12p)**

B116 Founding Fathers (GM: *Adam Rodgers* Room: *Oscar Wilde*) Founding Fathers is a game that invites you to bring the constitutional convention back to life. Using a card driven system players assume the role of one of the delegates with a plan to create a new government. Game lasts 2 hours with teaching rules. *Founding Fathers* **(3-5 Players) (Sunday 8a-12p)**

B117 Imhotep (GM: *Brad Woodward* Room: *Oscar Wilde*) You are a great builder in ancient Egypt. You control a stone quarry and the pharaohs are looking to expand their greatness with new Pyramids, burial chambers and obelisks. Will you be able to garner the Pharaohs favor over the other builders in Cairo? **(2-4 Players) (Sunday 8a-12p)**

B118 India Rails (GM: *Brent Cote* Room: *Escapade*) Chugga-chugga choo-choo. Crayons never went out of style in this Empire Builder Rail game. Players build track on an erasable board to connect to resources and deliver those commodities to cities that demand them. Of course, only one player can build any particular section, so the expense of the track will change dramatically. Earn 250 million and win! *Empire builder* **(2-4 Players) (Sunday 8a-12p)**

B119 Kromaster Arena (GM: *Black Knight Comics* Room: *Northstar*) Kromaster Arena is a PvP-orientated board game that plays like a Miniature game. All players begin with the same number of points which they use to build a team of characters whose various talents must fuse to form a versatile and powerful fighting force - only those with the perfect strategy will prevail. Intense combat in which all participants have equal chances of victory. Starting out with an identical budget of points, all combatants seek to assemble that perfect team of fighters - a fearsome unit with limitless versatility. A team of characters to guide All players create their own characters and equip them with spells, weapons and items adapted to their requirements. This process is repeated until players have built a full team of fighters. PLEASE NOTE the late start time is due to this game being run in the vendors room. *Figures will be provided, but feel free to bring your own team if you have one* **(2-4 Players) (Sunday 9a-12p)**

B120 Sentinels of the Multiverse (GM: *Andrew Harmon* Room: *Escapade*) Attention all heroes and anti-heroes alike! The multiverse needs you - can you save Ruins of Atlantis from being overrun by the nasty villain's evil hordes of heinous henchmen? Come and duke it out for sweet victory (and maybe a bit of fun, too!) *Sentinels of the Multiverse* **(2-5 Players) (Sunday 8a-12p)**

B121 Unknown (GM: *Black Knight Comics* Room: *Northstar*) Unknown is a fully cooperative dungeon crawler where the players explore, gather resources, fight enemies and environmental hazards, and attempt to complete missions to start rebuilding civilization, all while trying not to starve. You are among a group of survivors, those that were smart enough to hide underground when the war came to your city. While there are many people here, only a few of you have volunteered to venture out past the relative safety of your makeshift camp in the tunnels. No one knows what is out there, but supplies are running out, and you need to find more if everyone is going to continue surviving. Staying alive isn't enough though, you need to start rebuilding, or at least making things a little more secure. Your team must explore the nearby tunnels in order to keep the base camp supplied with food and complete the missions set out for you. PLEASE NOTE the late start time is due to this game being run in the vendors room. **(1-6 Players) (Sunday 9a-12p)**

B122 Axis & Allies WWI 1914 (GM: *Jeff Mayo* Room: *Oscar Wilde*) WWI 1914 gives players command of the mighty armies of eight major powers. The Central Powers of Germany, the Austro-Hungarian Empire, and the Ottoman Empire are aligned against the great alliance of France, the British Empire, the Russian Empire, Italy and the United States on a new game board extending from Washington, DC to Bombay, India. Command the mighty armies of your nation in brutal trench warfare and decide the fate of the free world. *Axis & Allies* **(2-7 Players) (Sunday 10a-5p)**

B123 Between Two Cities (GM: *Daniel Beard* Room: *Oscar Wilde*) This is a City design game with a twist, and a shot of Mixto. You are working to construct two cities with the help of the players on the other side of the cities from you. And then you are evaluated on the two cities that you have constructed. And the kicker is that your score is the lesser of the two cities.

GM's intent is to do three games, using random seating after the first learning game. The final winner will be determined based on the total of the three games. **(3-7 Players) (Sunday 10a-2p)**

[T] B124 Coup Tournament (GM: *Alex Clay* Room: *Oscar Wilde*) In the not-so-distant future, the world is governed by a 'royal' class of the hyper-wealthy. Out of the desperation of the lowest classes rose 'The Resistance', which created enough discord and intrigue to allow you your chance at the top. In these shifting sands of manipulation, bribery and bluffing, you must rise to the top and eliminate your competition. In the card game Coup, each player hold influence over two roles, allowing you to use their powers. However you may lie as to which roles you hold in order to get ahead, but be careful lest another player call your bluff! This event will be a tournament played over several rounds, depending on the number of players. Coup is an easy game to learn and quick to play, beginners welcome! There will be prizes awarded to the best players at the end of the event. **(4-18 Players) (Sunday 10a-2p)**

B125 Easy like Sunday Morning (GM: *Rachel Keast* Room: *Oscar Wilde*) After a long weekend of intense gaming, give your poor brain a break. Come and unwind with some easy, fun games. I will offer Sushi Go, Hanabi, Exploding Kittens (SFW) and Wonky. All these games are fun and easy to learn. Come down with your coffee and join us for some laid back Sunday morning entertainment. Friendly for ages 8+. Children under 10 must be accompanied by a parent or guardian. **(2-20 Players) (Sunday 10a-2p)**

B126 Monarch (GM: *Shawntel Cote* Room: *Oscar Wilde*) In Monarch you play as an heir to the throne. Your mother, the Queen, has lived out her years and will soon pass on the crown. Out perform your siblings to demonstrate your ingenuity and strength. Only the player with the most majestic court will be named heir. Will you be the next to reign? **(3-4 Players) (Sunday 10a-2p)**

B127 Quartermaster General (GM: *TEMIS DE LA PENA* Room: *Oscar Wilde*) Most World War II are big, complicated and take a long time to play. Not Quartermaster General re-fight the War in 2 hours. The game is easy to learn but always challenging. Beginners are welcome. **(3-6 Players) (Sunday 10a-2p)**

B128 Suburbia (GM: *Rachel Winer* Room: *Oscar Wilde*) If you liked Sim City but thought it needed more of a tile placement mechanic, this may be the game for you. In Suburbia, you will develop your small town into a major metropolis by building residential, commercial, civic, and industrial areas, as well as special points of interest that provide benefits and take advantage of the resources in your opponents' towns. Manage your city's growth to boost your income so you can buy bigger and better buildings, but keep an eye on your reputation; no one wants to live in a city full of freeways and landfills! In the end, the player with the most populous city wins. **(1-4 Players) (Sunday 10a-2p)**

B129 Terror in Meeple City (GM: *Brynne Spaeth* Room: *Oscar Wilde*) Prepare to Rampage through the streets of Meeple City as a gigantic, famished, scaly-skinned monster! Your goal: Dig your claws and dirty paws into the asphalt, destroy buildings, and devour innocent meeples – in short: sow terror while having fun. The monster who has caused the most damage after the carnage finally ends wins the game. **(1-4 Players) (Sunday 10a-2p)**

B130 Camel Up (GM: *Jen Mayo* Room: *Oscar Wilde*) In Camel Up, players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid. The earlier you place your bet, the more you can win — should you guess correctly, of course. Camels don't run neatly, however, sometimes landing on top of another one and being carried toward the finish line. Who's going to run when? That all depends on how the dice come out of the pyramid dice shaker, which releases one die at a time when players pause from their bets long enough to see who's actually moving! **(3-8 Players) (Sunday 1p-5p)**

B131 Gwent (GM: *Nyssa Schmidt* Room: *Oscar Wilde*) A fast-paced combat card game that was originally developed for play within The Witcher 3. This game within a game became so popular that

CD Projekt printed the physical cards! Gwent masters and new players alike are welcome to come duel face-to-face! This game plays quick so it makes for a perfect last game on Sunday before you head out! **(2-4 Players) (Sunday 1p-5p)**

B132 Hawaii (GM: *Brent Cote* Room: *Oscar Wilde*) Sun. Surf. Fishing. Fruit. What could be better? Building a better village, of course. Players compete to score the most points by buying improvements to their realm. Placate the gods to give you a hand. **(2-5 Players) (Sunday 1p-5p)**

B133 Mice and Mystics: Heart of Glorm (GM: *Gordon Spaeth* Room: *Oscar Wilde*) Prince Collin and his friends defeated Vanestra and thought evil had been banished from the castle forever. But deep within those scorched and shadow-haunted halls, something is moving that should not be. A malicious presence has taken root, and it has hatched a scheme that will ensnare the Prince and his friends and will forever change the course of history for the mouse-town of Barksburg. **(1-4 Players) (Sunday 1p-5p)**

B134 Tammany Hall (GM: *Brad Blitstein* Room: *Oscar Wilde*) New York city the late 1800's. Politics is life or death. Can you influence the immigrants landing at the Citty Garden? Can you organize them into a powerful voting block? Are you willing to slander your opponents to gain the upper hand? Do you really have what it takes to take control of the seat on New York power, Tammany Hall? **(2-5 Players) (Sunday 1p-5p)**

B135 Ticket to Ride: 10th Anniversary Edition (GM: *Randy Szabadics* Room: *Oscar Wilde*) Come play this classic train game with the beautiful 10th Anniversary edition. **(2-4 Players) (Sunday 1p-5p)**

B136 Worlds Fair 1893 (GM: *Kristin Gozzi* Room: *Oscar Wilde*) 1893 Chicago Worlds Fair. The future is now. Players will take on the role of organizers of this international exhibition. They will attempt to gain influence at each of the exhibitions. The organizer that puts on the best shows, and gains the most respect, will be declared the blue ribbon winner of the fair. And don't forget to ride the Ferris Wheel! **(2-4 Players) (Sunday 1p-5p)**

Card Games

[T] **C1 Magic Elder Dragon Highlander (Commander) Tournament** (GM: *Ray Hickey* Room: *Snowshed*) Making a triumphant return to its Friday night slot...Elder Dragon Highlander! Appoint your general, rally your troops, (only one of each) and report to the battlefield. This is a casual multi player tournament using the Commander deck building rules. If you want to reserve your general please email us EDHgeneral@carnage.com with your requests. Please be sure to put a few choices in as on occasion your general may have accepted an offer from another army. Prizes will be distributed accordingly. **(4-24 Players) (Friday 7p-11p)**

C2 Cards Against Humanity (GM: *Eric Johnson* Room: *Roundabout*) Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card. 18+ unless I receive permission from a parent or guardian. **(2-20 Players) (Friday Overnight)**

[T] **C3 Carnage Classic: Baseball Highlights 2045** (GM: *Rodney Sheldon* Room: *Snowshed*) The crack of the bat, the thump of the ball hitting the catchers glove...ahh the national pastime! Of course in 2045 there is also the whirrr of the robots gears and the low hum of the cyborgs bionic arm. Come try out this fast fun game of the future of baseball. Cyborgs and robots join the naturals (humans with extraordinary baseball talent) in the new League. You will be given a team to manage. You will set your lineup and take on your opponents. In between series you be able to sign

free agents to replace your rookie players. The game will be taught and is easy to learn. Then the players will play a short season and finally the playoffs...culminating in the CARNAGE CLASSIC for all the marbles. In this game Tinkers to Evers to Chance takes on a whole new meaning. Prizes will be awarded. **(4-16 Players) (Saturday 8a-12p)**

C4 Ashes: Rise of the Phoenixborn (GM: *Kori Joyce* Room: *Snowshed*) Come learn to play this fun and exciting card game. In Ashes: Rise of the Phoenixborn, a two-player expandable card game, players take on the roles of Phoenixborns, demi-gods and protectors of this world. These characters are the great saviors of their civilizations Before they came into existence, the humans were plagued by monsters like chimeras that took away their lands and forced them to live in walled-off cities. When the Phoenixborns came, they fought off the chimeras and freed the lands for humans to take over once again. Decks will be provided. If you have your own, please feel free to bring it along. **(2-6 Players) (Saturday 1p-5p)**

[T] **C5 Game of Thrones LCG: 2nd Edition Tournament** (GM: *Ben Higgins* Room: *Snowshed*) Are you ready for the Game of Thrones? Can you ascend to the Iron Throne? This is a standard Game of Thrones: 2nd Edition LCG Tournament. All deck building and tournament rules will apply. There will be prizes for this tournament. They include a set of power tokens awarded to the best finisher for each of the 8 Houses (factions) of Westeros. As well as alternate art cards and play mats. Any questions please email us at info@carnage.com **(4-36 Players) (Saturday 1p-5p)**

C6 Weiss Schwarz (GM: *Black Knight Comics* Room: *Northstar*) Weiss Schwarz is the hottest multi-genre, universe-colliding collectible card game from Japan! Dozens of anime and video game worlds come together for epic crossover duels with all of your favorite characters! With the cute character of the Weiß (White) side and the action-adventure characters from the Schwarz (Black) side, you can build the crossover team of your dreams! **(2-4 Players) (Saturday 1p-5p)**

C7 Drunk Quest (GM: *Kevin Day* Room: *Oscar Wilde*) A social card game with drinking involved. Be the first player to Level 6 by defeating monsters in drunk combat! But watch out for other players who will make you drink more while they try to defeat their own monsters. Please note you must be 21 years old to play. **(3-8 Players) (Saturday 7p-11p)**

C8 Cards Against Humanity (GM: *Eric Johnson* Room: *Roundabout*) Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card. 18+ unless I receive permission from a parent or guardian. **(2-20 Players) (Saturday Overnight)**

[T] **C9 Netrunner Tournament** (GM: *Ben Higgins* Room: *Snowshed*) Build your best runner and Corp decks to compete in this standard Netrunner Tournament. All deckbuilding and tournament rules will apply. Prizes will be awarded. **(4-24 Players) (Sunday 10a-2p)**

Miniatures - Historical

MH1 Carnage on the Bayou (GM: *Steve Hier & Mike Burton* Room: *Snowshed 7*) Pleasant Hill, Louisiana April 9, 1864. The Red River Campaign is in jeopardy. Yesterday the heavily outnumbered Confederate army caught the Union force strung out along the road and dealt it a major defeat. After a grueling 14 mile night retreat the Union forces are deployed around Pleasant Hill. The Union is looking to reverse yesterday's defeat and continue its advance up the Red River. The Confederates are looking to finish the job they started yesterday and destroy the Union army. *Regimental Fire and Fury* **(4-6 Players) (Friday 1p-5p)**

MH2 Mayhem over the Med - WW2 Air Combat (GM: *Phil Hammond* Room: *Snowshed 3 & 4*) Convoys were the life blood for both sides during the North Africa Campaign in 1941-42. This battle depicts the typical(?) run in that occurs when one side tries to sink the others bread line.

Not your usual mix though when you have Bf-109s versus Martlets! Plus a dash of Italian for spice!
Axis & Allies Bandits High/Angels 20 (4-8 Players) (Friday 1p-5p)

MH3 Welcome to the NAM (GM: *Richard Haskins* Room: *Snowshed 5*) Demo game using Flames of War Vietnam (Brown Water Navy) 3rd Edition *Flames of War Rules and the Brown Water Navy Supplement (2-4 Players) (Friday 1p-5p)*

MH4 Air Combat over the Trenches (WWI CY-6) (GM: *Terry Terry* Room: *Oscar Wilde 14*) Join in air combat as -Fokker Triplanes, Sopwith Camels, Albatrosses, and SPADs weave their deadly dance of death over the trenches during the Great War. The rules are simple; shoot down the enemy and live to fight another day. (The rules are a WWI modification of Check Your Six.) No players under 16 please. Beginners welcome, rules will be taught. (Scale 1/144) *Check Your Six (CY-6) modified (4-8 Players) (Friday 7p-11p)*

MH5 An Introduction to Flames of War (GM: *Jamie Struck* Room: *Oscar Wilde 5*) Have you ever wanted to try flames of war, the 15mm scale company level war game? Here is your chance. We will walk players through a late war scenario set on the western front, with US Sherman's and infantry facing off against a German kampfguppe. Join me for a fun, low-key evening of WWII gaming. Younger players (10 and up) are welcome! *Flames of War (WWII) (2-6 Players) (Friday 7p-11p)*

MH6 Big Papi's Last Ring (GM: *Leo Gallant* Room: *Oscar Wilde 400*) Re-live big Papi's MVP run . The Red Sox ride his bat to claim their third world series title in 10 years defeating the Cardinals in 2013. With heavy hearts and the Boston's marathon bombing as inspiration they rally to win after being down 2-1. Baseball miniatures, easy rules, fun to play. Any knowledge of the game is welcome to try. *Home Crafted (2-6 Players) (Friday 7p-11p)*

MH7 Bloodbath! The Green Gang Takes on the Red Marias (GM: *Mike Paine* Room: *Oscar Wilde 300*) 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 (3-6 Players) (Friday 7p-11p)*

MH8 Bomb Alley – Falklands 1982 – The Battle of San Carlos Bay (GM: *Andy Roy* Room: *Oscar Wilde 4*) On May 21st 1982, the British launched Operation Sutton, the landings at San Carlos on East Falkland. The British goal was to put ashore a large enough force to recapture the Falkland Islands from Argentina. The Argentine response was swift. Wave after wave of attack aircraft from the Argentine mainland swept into San Carlos Bay, bombing and strafing the British surface fleet and landing craft. Flying at sea level and 450+ knots, the pilots of the Fuerza Aérea Argentina and Commando de Aviación Naval Argentina struck the British fleet, in an almost suicidal display of piloting skill and courage. In addition to braving AAA fire and SAMs from the surface vessels, the Argentines were challenged by the British NAS Squadrons 800 and 801, flying the deadly Sea Harrier. Any hope for a successful landing rested in the Royal Navy's ability to halt the marauding Argentine aircraft. Join us for a large game of Check Your 6 Jet Age, in which pilots of the Fuerza Aérea Argentina (FAA) and Commando de Aviación Naval Argentina (COAN) attempt to disrupt the British landings at San Carlos Bay. Opposing them shall be NAS Harriers and escort ships of the British Royal Navy. All needed supplies will be provided. Game experience will be extremely helpful, but not necessary. The game's rules and mechanics will be taught. We ask that players be age 16+ please. *Check Your 6 - Jet Age (3-8 Players) (Friday 7p-11p)*

MH9 Carnage at the Farm (GM: *Steve Hier & Mike Burton* Room: *Oscar Wilde 12*) Battle of Freeman's Farm, Sept 19, 1777. General Burgoyne has pushed south from Canada to link up with General Howe at Albany and end the rebellion by separating New England from the rest of the colonies thereby "cutting the head off the snake". After a promising start the campaign has literally and figuratively gone south. The continental army is blocking his advance at Saratoga. Burgoyne devises a plan of attack to turn the rebel's left flank. While General Gates is content to stay behind his formidable entrenchments, General Benedict Arnold convinces Gates to let him attack. The resulting battle may well decide the fate of the colonies. *Black Powder (4-6 Players) (Friday 7p-11p)*

MH10 Civil War over Madrid (GM: *Jerry Lane* Room: *Oscar Wilde 8*) Spain - 1930's, Nationalist vs Popular Front and everyone is looking to see what works. *Check Your 6! (2-8 Players) (Friday 7p-11p)*

MH11 Team Yankee--Fulda Gap in '85 (GM: *Shawn Tester* Room: *Oscar Wilde 9*) The Warsaw Pact has launched a surprise attack from East Germany north of Nurnberg at Fulda. Can the US 7th corps and "Team Yankee". Blunt the tip of the Soviet spear? Please join us as we run you through the awesome new 15mm scale cold-war-gone-hot game by Battlefront as Soviet Hind attack helicopters support the T-72 tank battalions as they try to push through a defensive screen of M1 Abrams and infantry support. *Battlefront's Team Yankee (2-6 Players) (Friday 7p-11p)*

MH12 Battle of Fort Royal (Fort-de-France, Martinique) (GM: *Thomas Compter* Room: *Oscar Wilde 7*) 29 April 1781: British Admiral Sir Samuel Hood has been successfully blockading Port Royal with 18 ships of the line, when French Admiral Comte de Grasse comes into view to windward with 20 ships of the line escorting a large convoy of merchant ships. Can Hood prevent the convoy from reaching port without sustaining horrendous losses?

This semi-historical naval miniatures battle will be fought using the Tattered Sails and Shattered Gunwales ruleset: (<http://www.comptenterprises.com/pirates/Sails.pdf>). *Tattered Sails and Shattered Gunwales (1-6 Players) (Saturday 8a-12p)*

MH13 Dawn of Aces (GM: *Peter Landry* Room: *Oscar Wilde 10*) Fly one of the iconic Central Powers or Entente fighter aircraft of the day. Be the top dog of the mess when the day is over and you claim the most kills.

This furball in the sky will be full of skilled pilots, with a pair of random ace skills to your credit. If you have the misfortune of getting shot down, you're next kite will fly with one ace skill of your choice and one random. A third plane? You will have the choice on both skills. *Wings of Glory WWI (4-14 Players) (Saturday 8a-12p)*

MH14 Rome's Wars (GM: *Donna Howard & Kieth Miller* Room: *Oscar Wilde 1*) Another day, another war - Rome's enemies are endless. Gauls, Germans, Dacians, Sassanids, Britons, Carthaginians, Visigoths, other Romans - fight and die for glory or loot in an old-school 15mm miniatures game. *Shock of Impact (2-8 Players) (Saturday 8a-12p)*

[T] MH15 Flames of War Tournament (GM: *William Shoemaker* Room: *Oscar Wilde 100 & 200*) Tournament Format: Late War, 1700 Points, Straight Swiss Format, 3 Rounds. All Late War books and approved PDF's, two hour rounds with an extra 15 mins for deployment.

Tournament Sign-Up & List submission: carnagefow2015@gmail.com

TO: William Shoemaker

The Schedule.

Saturday
Registration 0800 to 0830
Briefing 0900 to 0915

Setup Game 1 0915 to 0930
 Game 1 – Fair Fight 930 to 1130
 Lunch & Dress Parade 1130 to 1215
 Setup Game 2 1215 to 1230
 Game 2 Defensive Battle 1230 to 1430
 Setup Game 3 1445 to 1500
 Game 3-Mobile Battle 1500 to 1700
 Awards Presentation 1730-1800

Awards: Here is a list of the awards that will be presented.

1st Place
 2nd Place
 3rd Place *Flames of War (2-20 Players) (Saturday 8a-6p)*

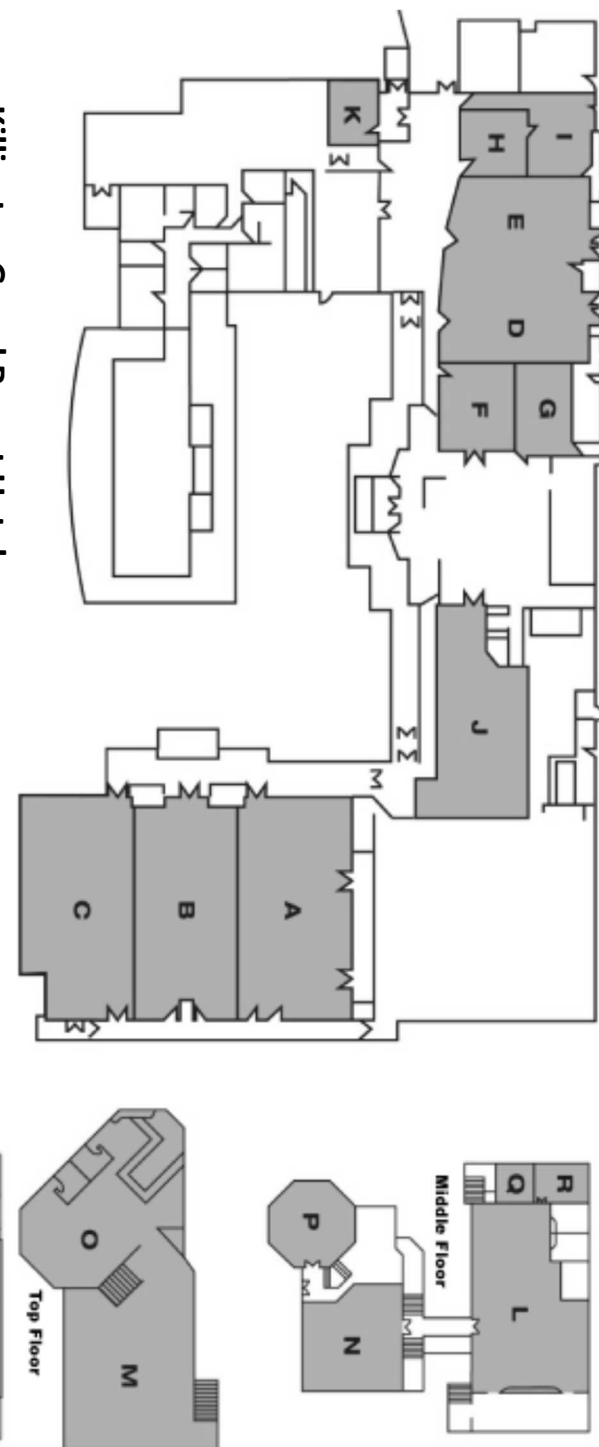
MH16 Battle of Britain (WWII CY-6) (GM: *Terry Terry* Room: *Oscar Wilde 14*) Fighter command reports that German Luftwaffe bombers and escorts have been spotted apparently headed for London. Squadrons of Spitfires and Hurricanes are being scrambled to intercept them. RAF Mission – Drive the Hun from the skies. Luftwaffe Mission – Get the bombers to the target. No players under 16 please. Beginners welcome, rules will be taught. (Scale 6mm – 1/285 – 1/300) *Check Your 6! (4-8 Players) (Saturday 1p-5p)*

MH17 Isla de Ebullicion Muerte (GM: *Michael Bailey* Room: *Oscar Wilde 11*) Ol' Cap'n Slate buried 'is treasure, all 'cept one chest, then 'e took up residence at an inn right near t' Bristol and th' Soggy Shipwreck, 'is favorite drinkin' spot, where 'e up an' died o' th' pox or sumthin' 'fore a month was out. Well, th' inn keeper weren't about t' let go o' tha' chest with th' Cap'n owin' fer near a month's keep n'all, so in th' chest 'e looks, wit' th' local Squire lookin' over 'is shoulder, mind, an' up an' finds ol' Slate's treasure map. Not jus' th' map, mind, but enough gold t' pay t' sail off an' find th' rest o' th' loot! So off 'e goes, 'im, th' local Squire an' a bought an' paid for crew. Th' Squire, curse 'im, talked a Cap'n o' th' Royal Navy inta goin' along, for perfection, see. Now, not th' innkeep, th' Squire nor tha' there Royal Navy Cap'n, knew tha' ol' Slate taught 'is parrot where 'is treasure were burried, but tha' ol' bird warnt goin' to tell no one who din't give 'im a full measure o' rum! After a few days at th' inn an' ol' Slate not around to be givin' 'im 'is rum (a ha' measure at a time, mind), tha' ol' bird found 'is way inta Bristol an' th' Soggy Shipwreck, where 'e up an' lands on th' bar, an' th' bar keep knows 'im, see, so 'e puts a full measure o' rum down fer 'im, thinkin' Slate'll be in t' pay in a bit. Well, one o' them pirates barely 'ad time t' mention tha' Ol' Cap'n Slate 'ad gone an' died when the' ol' bird starts spoutin' th' coordinates and th' name o' th' island where Slate's burried 'is treasure. Well, ye'd 'ave though' that th' last man out o' tha' tavern were goin' t' be fer th' 'angman in th' mornin', all them ol' pirates, th' bar keep included, run out o' there so fast t' set sail after tha' innkeep! Lucky none o' 'em were trampled t' death. Now, they knew they'd have t' work t'gether t' take care o' tha' Royal Navy lot, but once one o' 'em got tha' there map, ev'ry other pirate would ferget 'bout workin' t'gether, ye can lay t' that! I tell ye, they might not 'ave been in such a great 'urry if they 'ad paid a bit more attention t' th' name o' the' island: Isla de Ebullition Muerte! *Piratical Proceedings (unpublished) (4-10 Players) (Saturday 1p-5p)*

MH18 Rome's Wars (GM: *Donna Howard & Kieth Miller* Room: *Oscar Wilde 1*) Another day, another war - Rome's enemies are endless. Gauls, Germans, Dacians, Sassanids, Britons, Carthaginians, Visigoths, other Romans - fight and die for glory or loot in an old-school 15mm miniatures game. *Shock of Impact (2-8 Players) (Saturday 1p-5p)*

MH19 What Happens In Vegas (GM: *Gregg Belevick* Room: *Oscar Wilde 8*) Four months before the end of the Korean War, the Chinese army launched an attack on outpost Vegas in an attempt to gain a better position at the peace talks. The battle for outpost Vegas and the surrounding outposts is considered some of the bloodiest fighting of the Korean War. Will the Marines hold or be swept away by the Chinese tide? *Battleground (2-8 Players) (Saturday 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
 N) Exhibit Hall (Cafeteria)
 P) The Bakery
 S) Pods
 T) Ticket Office
 U) Snowshed Gateway

MH20 Battle of Boxville (GM: *Mike Griffin* Room: *Oscar Wilde 9*) A hypothetical late war scenario that finds resource starved Confederates raiding the town of Boxville for much needed supplies while the mighty Union forces attempt to deny them. *Home Crafted* (6-8 Players) (Saturday 7p-11p)

MH21 Big Papi's Last Ring (GM: *Leo Gallant* Room: *Oscar Wilde 400*) Re-live big Papi's MVP run. The Red Sox ride his bat to claim their third world series title in 10 years defeating the Cardinals in 2013. With heavy hearts and the Boston's marathon bombing as inspiration they rally to win after being down 2-1. Baseball miniatures, easy rules, fun to play. Any knowledge of the game is welcome to try. *Home Crafted* (2-6 Players) (Saturday 7p-11p)

MH22 Carnage and Glory Battle of Green Springs (GM: *Rich Wallace* Room: *Oscar Wilde 4*) Late in the afternoon of 6 July 1781, Gen. Charles Cornwallis and cavalry commander Col. Banastre Tarleton with 5,000 British and Hessian troops clashed with 800 American troops commanded by Brig. Gen. "Mad" Anthony Wayne and the Marquis de Lafayette, believing that the main British force was across the James River, and that he was attacking Cornwallis's rear, Wayne soon realized that he was facing far superior numbers. He startled the advancing British forces by charging them, exchanging volleys, and then withdrawing his troops from encirclement and certain defeat. Dusk prevented Cornwallis from pursuing the Americans. *Carnage and Glory 2 computer moderated* (4-6 Players) (Saturday 7p-11p)

MH23 Monster Bash The Sack of Castle Frankenstein (GM: *John Rigley* Room: *Oscar Wilde 6 & 7*) It is pay back time for the angry torch bearing mob. Time to burn down Castle Frankenstein and kill off the Monsters that live their. Bring your favorite pitch fork and torch. *Home Crafted* (6-12 Players) (Saturday 7p-11p)

MH24 The Battle of Hanghai (GM: *Mike Paine* Room: *Oscar Wilde 300*) In order to justify military action in China, the Japanese military instigated seemingly anti-Japanese incidents. Five Japanese Buddhist monks were beaten. Over the next few hours, a group burnt down a factory (sources argue this was orchestrated by Japanese agents, though it might have been carried out by Chinese in response to the Hanghai Municipal Police's aggressive anti-riot tactics in the aftermath of the beating of the monks. The Japanese military had already concentrated some troops around the shoreline of Hanghai to put down any resistance in the event that violence broke out. The military's justification was that it had to defend its concession and citizens.

Throughout this period, the Chinese 19th Route Army had been massing outside the city, causing consternation to the civil Chinese administration of Hanghai and the foreign-run Concessions. The 19th Route Army was generally viewed as little more than a warlord force, posing as great a danger to Hanghai as the Japanese military.

However, at midnight Japanese troops attacked targets around the city and began an invasion. In what was a surprising about-face for many, the 19th Route Army, which many had expected to leave after having been paid, stayed to put up a fierce resistance. The conflict soon spread outwards to much of Chinese-controlled Hanghai. Because Hanghai was a metropolitan city with many foreign interests invested in it, other countries, such as the United States, the United Kingdom and France attempted to negotiate a ceasefire between Japan and China. However, Japan refused. Will the foreign powers intervene? Signup and find out. *Home Crafted* (3-8 Players) (Saturday 7p-11p)

MH25 Tokyo Express (WWII CY-6) (GM: *Terry Terry* Room: *Oscar Wilde 14*) Australian coast watchers report spotting several Imperial Japanese Navy Destroyers to the east of Bougainville heading north. Apparently these are part of the Tokyo Express attempting to return home after dropping off supplies. USN dive and torpedo bombers along with fighter escorts have been dispatched to sink and damage as many of the ships as possible. Japanese Fighters have been seen covering the destroyers as they rush to get out of range of the US Navy. Beginners welcome. Some knowledge of CY-6 is recommended but not needed. No players under 16 please. Skilled pilot players please be ready to take the green pilots under your wing and help them learn. (Scale 6mm – 1/285 – 1/300) *Check Your 6!* (4-10 Players) (Saturday 7p-11p)

MH26 Metal Monsters of the Sky (GM: *Gregg Belevick* Room: *Oscar Wilde 14*) Can you think of a better description of a WWII fighter aircraft? Think you can fly one? Come feel the thrill of swooping down on your prey spitting fire. FoF is as close as tabletop gaming gets to the real thing. *Fame or Flames* (2-12 Players) (Sunday 8a-12p)

MH27 Over France, 1918 (GM: *Peter Landry* Room: *Oscar Wilde 8*) The Entente are on the attack and to support the ground offensive need to bomb some key positions behind the lines. The Germans are not going to let the Entente have their way so easily as they realize the importance of their positions. Come fly in the unfriendly skies over France in 1918 as a pilot for the Central Powers or the Entente. *Wings of Glory WWI* (6-14 Players) (Sunday 8a-12p)

MH28 Breakout!! (GM: *Mike Griffin* Room: *Oscar Wilde 9*) Late July 1944, The Americans are breaking out of the Normandy hedgerows during operation Cobra. Can the German forces push back or will the Americans break through their lines? *Home Crafted* (6-8 Players) (Sunday 10a-2p)

MH29 Carnage at High Tide (GM: *Steve Hier & Mike Burton* Room: *Oscar Wilde 5*) 2:05 PM Gettysburg, Pa July 3, 1863. An eerie silence hangs over the battlefield as the roar of hundreds of cannons subsides. Then the bands strike up and the cadence is called as 12,500 rebel soldiers step out in magnificent style toward the copse of trees on the distant ridge. As one of three Confederate Divisional commanders, lead your brigades to death or glory at the high tide of the Confederacy. This is the Victory Point Games "Death or Glory: In Magnificent Style" game with miniatures instead of counters. The game system generates the Union responses. *Victory Point Games "Death or Glory" System* (3-6 Players) (Sunday 10a-2p)

Miniatures - Other

MO1 Autodueling in Akron (GM: *Bob Yates* Room: *Snowshed 1*) All the best drivers will be in the auto dueling arena! Its multi-level ramps, underpasses, built in gun emplacements, and other surprises guarantee an exciting match. Come out and enjoy the show! The arena, cars, and rule modifications were created by the late Jeff Lyczak. This event is run in his honor. *Car Wars (slight modifications)* (2-16 Players) (Friday 1p-5p)

MO2 Dirtside (GM: *Donna Howard & Kieth Miller* Room: *Snowshed 2*) Defend the colony from invaders in this fast-moving science fiction miniature game. Beginners welcome - no experience needed *Dirtside* (2-8 Players) (Friday 1p-5p)

MO3 The Wake of General Bartleby-Smythe (GM: *Stephen Smith* Room: *Snowshed 6*) The English Spymaster of San Pommes de Terre, General Bartleby-Smythe, has passed on. His last dispatch to the Admiralty was rumored to be ruinous for the rogues & scalawags of the region, but he choked on a chicken bone before it could be sent!

Do you have wits enough to find it before anyone else does?

Bring your best banter to the Social Affair-style game! All miniatures and rules provided, first-timers welcome, PG-13. *Pulp Alley* (2-6 Players) (Friday 1p-5p)

MO4 Find Me that Bothan! (GM: *Richard Creaser* Room: *Oscar Wilde 1*) Imperial Detention Facility 495 (IDF-495) sits on the periphery of space, a dismal home to anti-Imperial sympathizers and political prisoners. For most of its years it has been a place where pilots came to convalesce or serve out their punishments for real or perceived slights to Imperial command. Until today. The facility began picking up a signal beacon in the asteroid belt that protects the prison. Within hours a Rebel strike force materialized just outside the belt, clearly intent on a jailbreak. Moff Grantham scrambles his available forces to defend the base. If the pilots in his command are condemned here for their crimes, what dismal fate awaits the Moff who loses this wretched station? *X-Wing Miniatures* (4-6 Players) (Friday 7p-11p)

MO5 Moby Dick (GM: *John Rigley* Room: *Oscar Wilde 6&7*) The Great White whale Moby Dick is once again swimming in northern waters. And Captain Ahab is looking for strong backs to chase him down. And turn him into Oil for his lamp. *Home Crafted* (6-9 Players) (Friday 7p-11p)

MO6 Tale of Tentacles - Secret Battles of WWII (GM: *Scott Howland* Room: *Oscar Wilde 10*) Set during the early days of WWII, a Nazi cult is attempting to use a collection of artifacts to open a dimensional portal at Stonehenge! Their goal is to draw out an otherworldly uber beast to use as a WMD in conjunction with the ongoing blitzkrieg. Play as the Relic Hunters, adventurers set to retrieve the artifacts; The Beyonders, occult specialists; Screaming Eagles' Commandos, British commandos; OSS strike team, a US elite squad; OR you can play as the Nazi cultist and their security squad. Can you complete your objective before the beast enters our realm, or is that your objective? Rules will be taught for this Pulp inspired skirmish game using 28mm scale figures. *Pulp Alley* (3-6 Players) (Friday 7p-11p)

MO7 X-Wing Miniatures - Imperial Crackdown Part I (GM: *Rebecca Wagner* Room: *Oscar Wilde 11*) "Across the galaxy, the Empire tightens its grip. Only the exceptionally brave (or exceptionally reckless) dare to offer any resistance in the face of such overwhelming military might. Nevertheless, Imperial forces are stretched thin. Pirates, spies, and saboteurs harry supply lines, and agents of the Rebel Alliance continue to wage their lopsided war, striking fast and hard wherever the Empire is weakest."

An Imperial Gozanti-class cruiser has just come out of hyper-space to find Rebel forces attempting to dismantle crucial Imperial communication network satellites. Can the Imperials stop the Rebels? Can the Rebels dismantle, load and make it away with these satellites?

This is a modified version of the Imperial Crackdown campaign found in the Imperial Assault Carrier expansion pack of the X-Wing Miniatures Game. This will be a semi-cooperative version - each player will bring a fully decked out ship using no more than 50 squad points and will join either the Imperial Squadron headed by the Gozanti-class cruiser or the Rebel Squad headed by Han Solo in the Millennium Falcon. It will be squad vs. squad to determine the fate of these crucial satellites. *X-Wing Miniatures* (2-6 Players) (Friday 7p-11p)

MO8 Battletech: Alpha Strike (GM: *Brian Alter* Room: *Oscar Wilde 4*) BattleTech: Alpha Strike; is the introductory level format of BattleTech, the venerable game of futuristic armored combat, and was developed for the modern tabletop miniatures war-gamer. BattleTech: Alpha Strike provides an easy to learn system of rules and simplified mechanics that is well suited as an introduction to the game for new players, as well as a means for veteran players jump head first into Mech on Mech combat. Players of all skill and experience levels are welcome to participate.

The event organizer will have all materials necessary for play, but participants are encouraged to bring their own dice and tape measures.

Max number of players per session: 10 *Battletech: Alpha Strike* (1-10 Players) (Saturday 8a-12p)

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MO9 Death Star Trench Run (GM: *Chris Nichols* Room: *Oscar Wilde 12*) "Now witness the firepower of this fully armed and operational battle station."
Emperor Palpatine, to Luke Skywalker

"The target area is only two meters wide. It's a small thermal exhaust port, right below the main port. The shaft leads directly to the reactor system."

The plans have been captured and delivered to the Rebel Alliance. Time is running out. Can you save the rebel base? Or will the Death Star clear the moon and get off its devastating shot?

Join the Rebels and work to ensure the destruction of the Death Star, or join the Galactic Empire and stop those rebel scum from achieving their goal. If time permits, we will switch sides and play a second game.

Everything needed to play will be provided. *X-Wing* (4-6 Players) (Saturday 8a-12p)

MO10 Downtown Melee (GM: *Steven Parenteau* Room: *Oscar Wilde 9*) Burlington Vermont has agreed to lend its streets to the Autoduel Association for one of the most exciting battles the area has seen in years. The citizens of the area are locked down for 5 months out of the year and when they get out of the house they want to see some real carnage! Car Wars is an easy to learn and play automobile combat game where combatants fight with machine guns, rockets and even flamethrowers. Rules are taught on sight played in matchbox car scale. This is a Dark Phoenix sponsored event. *Car Wars 5th edition* (1-10 Players) (Saturday 8a-12p)

MO11 Fantasy Medieval (GM: *Christopher Dondero* Room: *Oscar Wilde 2*) The un-dead hordes are on the loose & none can stand in there path!
Forced into an unholy alliance former foes must fight side by side to defeat the menace.
The Merrows, fearsome men of the north.
The Kingstons led by Pius IV.
The Dwarven clan of Fowler the Ambivalent.
& the three kingdoms of the brothers Moore.
Will the alliance be victorious, or will it fail before the battle even begins! *House Rules* (6-12 Players) (Saturday 8a-12p)

MO12 Guild Ball Demo Session 1 (GM: *Ed Hieber* Room: *Oscar Wilde 3*) Come and learn how to play this exciting new game. Everything you need will be provided to learn how to play.

The Tabletop Fantasy Medieval Football Game. Guild ball is a fast paced 28mm skirmish sports game where Rival Guilds fight for power and prestige on a fantasy Soccer Pitch. Teams of six from guilds such as the Alchemists, Masons, and Butchers use fist, club and daring soccer skills to advance their guild employers to higher power and prestige.

Guild ball is played on a 3'x3' pitch, and is designed around quick plays and an intuitive rule system. Players succeed with good plays, tactical choices and resources management as each team vies to collect 12 victory points, either through goals, or removing enemy players of the pitch. Life may be brutal and short in the Free Cities, but those who gamble big can win most! *Guild Ball* (2-6 Players) (Saturday 8a-12p)

MO13 Hanghai Hustle (GM: *Mike Paine* Room: *Oscar Wilde 300*) In Hanghai China during the 1920s, Zan Zou the Iron Claw, the leader of the Deadly Long Sword Gang, exercises control over the city, openly killing anyone who gets in his way. Until one day, the Nolan Brothers, come to stake their claim. Members of the Deadly Long Sword Gang don't like the Nolan Brothers moving in and a massive brawl ensues, more than fifty gangsters are defeated by Nolan Brothers bodyguards of three martial arts masters. So begins the thrilling struggle for Hanghai, don't miss a single astounding moment! Nothing like it, no risk too great, no danger too daring! Kids are welcome and adults that can play like kids are welcome too! *Home Crafted* (5-9 Players) (Saturday 8a-12p)

MO14 Hitler's Death Ray-inator - Secret Battles of WWII (GM: *Scott Howland* Room: *Oscar Wilde 8*) Somewhere on a mountain top in the German Alps, Hitler has a team of scientist working on a weapon that could tip the scales of the war. Your Mission is to infiltrate the secret base with one of these leagues, Screaming Eagles' Commandos- British commandos; OSS strike team, a US elite squad; The Rocket Patrol, a US Rocketeering squad, or the Black Bears, a Russian spec ops squad. They will either retrieve sensitive information or destroy it. OR are you a rooting for the AXIS and have them defend their lair. Rules will be taught for this Pulp inspired skirmish game using 28mm scale figures. *Pulp Alley* (4-6 Players) (Saturday 8a-12p)

MO15 Last Van Standing (GM: *Tim Shaw* Room: *Oscar Wilde 13*) In the future, wandering van crews explore what remains of the world, fighting over relics and burning one another with magical flames. Choose a faction, assemble a crew, construct a Van - your crew's home, chariot, and totally sweet ride. Will you outmaneuver your foes or ram them head on in a knock-down drag-out fight to be the Last Van Standing? Turn any tabletop into a magical apocalypse in this rules-light, fast tactics game of miniatures and toy cars for 2 or more players. *Last Van Standing* (2-6 Players) (Saturday 8a-12p)

MO16 Robotech Tactics (GM: *Black Knight Comics* Room: *Vendor Room*) Robotech RPG Tactics TM is a fast-paced, tabletop combat game that captures the action and adventure of the Robotech anime. Take command of the fighting forces of the United Earth Defense Force (UEDF) valiantly defending Earth from alien annihilation. Or lead the massive clone armies of the Zentraedi Armada to recover an alien artifact of immense power and enslave humankind. We will be playing an easy to learn scenario of attack and defend. Easy to play a few rounds to get the feel of the game without needed to commit to a full game slot.
Figures will be provided, but feel free to bring your own team if you have one
Please note this event will be in the dealers room, and follows dealer room hours *Robotech Tactics* (2-4 Players) (Saturday 9a-12p)

MO17 Star Wars: Armada Demo (GM: *Jonathan Williams* Room: *Oscar Wilde 5*) Demos for the hit Star Wars:Armada miniatures game.

Rebel and Imperial fleets fight for the fate of the galaxy in Star Wars™: Armada, the two-player miniatures game of epic Star Wars space battles!

Massive Star Destroyers fly to battle against Rebel corvettes and frigates. Banks of turbolasers unleash torrential volleys of fire against squadrons of X-wings and TIEs. Engineering teams race to route additional power to failing shields. Laser blasts and explosions flare across the battlefield. Even a single ship can change the tide of battle.

In Star Wars: Armada, you assume the role of fleet admiral, serving with either the Imperial Navy or Rebel Alliance. It's your job to issue the tactical commands that will decide the course of battle and, perhaps, the fate of the galaxy.

Demo's of the basic rules and mechanics will be run throughout the session. *Star Wars: Armada* (Multiple Players) (Saturday 8a-12p)

MO18 Guild Ball Demo Session 2 (GM: *Ed Hieber* Room: *Oscar Wilde 3*) Come and learn how to play this exciting new game. Everything you need will be provided to learn how to play. The Tabletop Fantasy Medieval Football Game. Guild ball is a fast paced 28mm skirmish sports game where Rival Guilds fight for power and prestige on a fantasy Soccer Pitch. Teams of six from guilds such as the Alchemists, Masons, and Butchers use fist, club and daring soccer skills to advance their guild employers to higher power and prestige.

Guild ball is played on a 3'x3' pitch, and is designed around quick plays and an intuitive rule system. Players succeed with good plays, tactical choices and resources management as each team vies to collect 12 victory points, either through goals, or removing enemy players of the pitch. Life may be brutish and short in the Free Cities, but those who gamble big can win most! *Guild Ball* (2-6 Players) (Saturday 10a-12p)

[T] MO19 Warmachine & Hordes Steamroller 75pt Standard (GM: *Nicolas Curtis* Room: *Oscar Wilde 500*) It's time once again for some full-scale annual Iron Kingdoms Steamroller Carnage! This will be a standard 75 point Steamroller, 2nd list optional, timed turns, shortened overall round time, and players are responsible for bringing all material required to play their list(s). Registration will open at 11am, dice roll at high noon! Rounds will be based on number of players, each being approximately 1 1/2. 1st, 2, and 3rd place will receive the coveted Steamroller Pins, Artisan and Diplomat Pins by vote of your peers. Artisan will be judged on one of your played, fully painted Battlegroups.

There is NO additional entry for this event, just register for the convention and you're in!

Any questions on the format or rulings ahead of time please contact PG_Pszito via Facebook (Pszito Nation) or email (Pszito@gmail.com). *Warmachine/Hordes* (6-16 Players) (Saturday 11a-6p)

MO20 Adventure in the Frozen City (GM: *Adam Rodgers & Craig Rexford* Room: *Oscar Wilde 12*) A group of adventurers returning from the depths beneath an abandoned city have begun to count their loot. Little do they know the events they have set in motion! Opposing groups converge on the town. Orcs, Dwarves, Barbarians and even the Undead clash in this fast moving skirmish battle. Choose your Warband and fight your way through the town gaining treasure and glory as you go! Game uses Frostgrave rules modified for more streamlined play. *Modified Frostgrave* (3-6 Players) (Saturday 1p-5p)

MO21 Battletech: Alpha Strike (GM: *Brian Alter* Room: *Oscar Wilde 4*) BattleTech: Alpha Strike; is the introductory level format of BattleTech, the venerable game of futuristic armored combat, and was developed for the modern tabletop miniatures war-gamer. BattleTech: Alpha Strike provides an easy to learn system of rules and simplified mechanics that is well suited as an introduction to the game for new players, as well as a means for veteran players jump head first into Mech on Mech combat. Players of all skill and experience levels are welcome to participate.

The event organizer will have all materials necessary for play, but participants are encouraged to bring their own dice and tape measures.

Max number of players per session: 10 *Battletech: Alpha Strike* (1-10 Players) (Saturday 1p-5p)

MO22 Colonial Grave (GM: *Daniel Peterson* Room: *Oscar Wilde 6*) The year is 1776 and something has gone wrong in the city of Boston, while under British occupation there was a massive explosion that devastated the city and left it in ruins. Though the effects of the explosion have been felt throughout the entire east coast colonies, an awakening of powers and of magic in the blood of thousands. Now British, American and even Native forces have descended on Boston to find the source of these new powers. (Uses Frostgrave rules and homebrew warbands.) *Frostgrave* (2-6 Players) (Saturday 1p-5p)

MO23 Guild Ball - Open Play (GM: *Ed Hieber* Room: *Oscar Wilde 3*) Guild Ball - The Tabletop Fantasy Medieval Football Game. Guild ball is a fast paced 28mm skirmish sports game where Rival Guilds fight for power and prestige on a fantasy Soccer Pitch. Teams of six from guilds such as the Alchemists, Masons, and Butchers use fist, club and daring soccer skills to advance their guild employers to higher power and prestige.

Guild ball is played on a 3'x3' pitch, and is designed around quick plays and an intuitive rule system. Players succeed with good plays, tactical choices and resources management as each team vies to collect 12 victory points, either through goals, or removing enemy players of the pitch. Life may be brutish and short in the Free Cities, but those who gamble big can win most!

Bring your own team or use one provided by the GM. Limited miniatures available. *Guild Ball* (2-6 Players) (Saturday 1p-5p)

MO24 Return of the Hanghai Dragon (GM: *Mike Paine* Room: *Oscar Wilde 300*) Don't miss thrill after thrill of blazing action as you and your companions try to amass a fortune in silver and artifacts before the Hanghai Dragon reanimates. Excitement and adventure await you! Kids are welcome and adults that can play like kids are welcome too. *Home Crafted* (5-9 Players) (Saturday 1p-5p)

MO25 Star Wars Star Fighter 3D (GM: *Christopher Dondero* Room: *Oscar Wilde 2*) Back by popular demand Star Wars 3D combat will return this year. Rouge Squadron, led by Wedge Antilles, will face its toughest challenge yet. Darth Vader, lord of the Sith, has decided to deal with the crack rebel squadron personally, once & for all. Will the rebels prevail, or will they be crushed by the POWER of the FORCE! *Home Crafted* (6-18 Players) (Saturday 1p-5p)

MO26 The Great Zeppelin Adventure (GM: *Rusti Gregory* Room: *Oscar Wilde 9*) The pride of Germany, the new Sholz Zeppelin, has taken to sky on its maiden flight. The height of luxury and technology, the flight will prove Germany's supremacy in the sky's. The dignitaries and crews have all arrived and the party has started; but all is not as it seems. A small group of saboteurs has infiltrated the festivities and has plans to knock the Sholz out of the sky...

Come check out Crossover Miniatures exciting new terrain piece; a modular 28mm scale Zeppelin. Perfect for Pulp gaming! This scenario was specially designed by Dave & Mila from Pulp Alley for this game. *Pulp Alley* (4-6 Players) (Saturday 1p-5p)

MO27 War of the Worlds (GM: *Steven Parenteau* Room: *Oscar Wilde 5*) The Martians failed at their first attempt at destroying the human race. Now they've returned to try again and this time they're going to get the scientist first. The US army is fighting desperately to stop the invaders with new tech and raw willpower. Rules are taught on sight and only requires 10 minutes to get going. This is a Dark Phoenix sponsored event. *Axis & Allies (modified)* (2-6 Players) (Saturday 1p-5p)

MO28 Frostgrave--The Calm Before the Storm! (GM: *Creepy Hllow Mike Johns* Room: *Oscar Wilde 12*) Enjoy an exciting trip through a ruined frozen city in search of treasure, lost victims and glory! *Frostgrave* (4-6 Players) (Saturday 7p-11p)

MO29 Last Van Standing (GM: *Tim Shaw* Room: *Oscar Wilde 13*) In the future, wandering van crews explore what remains of the world, fighting over relics and burning one another with magical flames. Choose a faction, assemble a crew, construct a Van - your crew's home, chariot, and totally sweet ride. Will you outmaneuver your foes or ram them head on in a knock-down drag-out fight to be the Last Van Standing? Turn any tabletop into a magical apocalypse in this rules-light, fast tactics game of miniatures and toy cars for 2 or more players. *Last Van Standing* (2-6 Players) (Saturday 7p-11p)

[S] **MO30 My Other Chariot is an Aston-Martin** (GM: *Gregg Belevick* Room: *Oscar Wilde 8*) A Bond car chase has nothing on a spin at the Circus. Come, build your own chariot, bag o' tricks and remember, nice guys finish last. *TC Maximus* (6-12 Players) (Saturday 7p-11p)

MO31 Silent Death - Smash (GM: *Bruce Carson* Room: *Oscar Wilde 5*) Each player receives a starter space-ship. You get upgrades as you damage/destroy other players. The first player to a complete a "4th generation" ship is the winner! This event is setup so you drop in and play for awhile and leave when you need to, so go ahead and sign up or just drop in. No Experience necessary. *Silent Death* (4-16 Players) (Saturday 7p-11p)

MO32 Titanic (GM: *Peter Landry* Room: *Oscar Wilde 10*) Come and Captain a ship from the age of the great ocean liners. Command the Titanic, Leviathan, Empress of Russia, and others in a race from Southampton, Great Britain to New York City. The voyage won't be as smooth as you'd like because on the other side... Mother Nature and her icebergs that populate the North Atlantic will be maneuvering to humble the epitome of the day's technology. So Captain a luxury liner or a pair of icebergs on a night to remember. *Home Rules* (4-12 Players) (Saturday 7p-11p)



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[T] **MO33 X-Wing Dogfight Tournament** (GM: *Drew Brown* Room: *Oscar Wilde 200*) Lock S-Foils in attack position and come on down for the second annual X-Wing dogfight tournament. Engage in thrilling space combat as you fight for the brave Rebel Alliance, the mighty Galactic Empire or the insidious forces of Scum and Villainy. Fabulous prizes will be provided by Black Moon Games.

Bring your own 100 point squadron following standard dogfighting squad building rules. The tournament will use the latest FAQ document found on the Fantasy Flight Website. [https://www.fantasyflightgames.com/en/products/x-wing/X-Wing Miniatures Game](https://www.fantasyflightgames.com/en/products/x-wing/X-Wing-Miniatures-Game) (4-16 Players) (Saturday 7p-11p)

MO34 Frostgrave--The Calm Before the Storm! (GM: *Creepy Hllow Mike Johns* Room: *Oscar Wilde 12*) Enjoy an exciting trip through a ruined frozen city in search of treasure, lost victims and glory! *Frostgrave* (4-6 Players) (Sunday 10a-2p)

MO35 Get the Ship! – A Pulp Alley Adventure (GM: *Stephen Smith & Joshua Mcgary* Room: *Oscar Wilde 10*) The plan is simple, as it always is, sabotage the ship before it completes its repairs and loads up for another run. Are you and your band of intrepid followers up to the task? Or will the ship's crew get the best of you and complete their nefarious plans? Pulp Alley is a fast paced, 28mm scale, skirmish game set in a 1930s pulp universe. Rules taught and easy to learn. Please no players under 14 unless accompanied by a playing adult. *Pulp Alley* (4-6 Players) (Sunday 10a-2p)

MO36 Hanghai Throwdown (GM: *Jennifer Paperman* Room: *Oscar Wilde 300*) Dr. Satan has built a doomsday device, and is threatening to unleash its devastation on the residents of Hanghai. To stop his fiendish plot, you must get past its defenses and disable it. Are you up to the challenge? *Pulp Alley* (2-7 Players) (Sunday 10a-2p)

MO37 Star Trek Fleet Action (GM: *Christopher Dondero* Room: *Oscar Wilde 2*) Its the Federation vrs the Klingon Empire in a TNG era slug fest. After the success of the great Borg battle last year, I am feeling confident in another armada sized engagement this year. The new ship movement/plotting system was a complete success last year. This year I will be working on a simpler (yet effective) ship damage system. See you all in the neutral zone! *Home Crafted* (6-24 Players) (Sunday 10a-2p)

[T] MO38 Warhammer 40k Tournament (GM: *Jordan West* Room: *Oscar Wilde 100 & 200*) This event will be using ITC list building guidelines which can be found at the bottom of this event description.

Submit your army list through e-mail to Qstaffvt@gmail.com with the subject Carnage 40k tournament. Army list submission cut off date is Nov 1st.
Event cap is 16 players.

Event starts @ 9AM

Army list points cap: 1850

All participants are required to bring all the things they need to play(models, dice, codex, templates, etc.)

All players are required to bring a PRINTED copy of their army list with points break down for all equipment and units for their opponent.

Missions will be rolled randomly each round from the Warhammer 40k rule book for all players by the event TO. All deployment will be Dawn of War and all missions will be Eternal War

<https://www.frontlinegaming.org/community/frontline-gamings-independent-tournament-circuit/itc-2015-season-40k-tournament-format/> **Warhammer 40k (2-10 Players) (Sunday 9a-4p)**

MO39 X-Wing Miniatures - Imperial Crackdown Part II (GM: *Rebecca Wagner* Room: *Oscar Wilde 4*) Across the galaxy, the Empire tightens its grip. Only the exceptionally brave (or exceptionally reckless) dare to offer any resistance in the face of such overwhelming military might. Nevertheless, Imperial forces are stretched thin. Pirates, spies and, and saboteurs harry supply lines, and agents of the Rebel Alliance continue to wage their lopsided war, striking fast and hard wherever the Empire is weakest."

This is the second mission in the modified semi-cooperative Imperial Crackdown campaign originally found in the Imperial Assault Carrier expansion pack of the X-Wing Miniatures Game. Depending on the outcome of Part I, either:

- The Rebels have boarded and taken control of the Gozanti-class cruiser and are now seeking to escape Imperial space with their prize, or
- The Imperials defeated and captured the rebel squadron, taking their prisoners back to their base. Rebels scramble to break through the Imperial lines and knock out Imperial shield projectors so they can rescue their comrades and destroy the Imperial base.

The Imperial Squad will be headed by the Gozanti-class cruiser, and the rebels will be headed by Dash Rendar in the YT-2400. Each player will choose a either Rebel or Imperial (scum players can ally with either side, and both sides are welcome to try to tempt any scum players to join their side or defect at a crucial moment), deck out a ship using a maximum of 50 squad points, and battle it out to see if the Imperials can maintain their base and captives or the Rebels can save their comrades and weaken the Empire at the same time. *X-Wing Miniatures (2-6 Players) (Sunday 10a-2p)*

Live Action Role Playing Games

[SX] L1 Casino Royale (GM: *Dr Nik* Room: *Fireplace Lounge outside Ovations*) All attendees are welcome to dress in your finest attire and come enjoy casino games. No game registration required, just stop on by Friday evening! Casino games begin at 7pm; use your Carnage souvenir chip or make a donation to Extra Life for a stack. The big winners of the night will get to select from a set of prizes provided by Carnage, Extra Life, and Dark Phoenix events; prize auction at 10.30pm. Everyone is welcome to be social, stop by the lounge, and enjoy the Casino Royale atmosphere... and what danger lurks on behind the casino scene? By signing up for this event, you are choosing to accept a secret mission LARP event will take place from 8-10pm. SPECTRE and the ALLIED SPIES are both vying for control & influence of the casino. Various NPCs will be scattered throughout the event. SPECTRE and the SPIES will have to negotiate and sway the Casino Royale owners to their side and secure the location as a base of operations for their organization. This LARP will be a game taking place within the casino games. This is a Dark

Phoenix Event. Dark Phoenix fully supports Extra Life. This is an Extra Life special event. *Custom (8-25+ Players) (Friday 7p-11p)*

L2 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, armored knights, and pious monks. In this world, you can become a valiant fighter, a sneaky thief, or a powerful sorcerer; a soldier of fortune, or a peasant farmer. Enter the Realms and learn the ways of the sword; become an apprentice mage or squire to a knight; grab a goblet and listen to the bard's tale as you gather at the banquet; compete in the tourney and improve your swordsmanship; take up your bow and fire at the approaching army. **(1-25+ Players) (Saturday 1p-5p)**

L3 The Kidnapping of Cassandra Kinney: A Steampunk Whodunit (GM: *Phoebe Buskey* Room: *Pods*) Cassandra Kinney, heiress to the Kinney Mills fortune, has been kidnapped by a dastardly fiend! Cassandra's father, Bertram Kinney, has received a ransom note demanding an outrageous sum of money... or else! Alas, the demand is more than Mr. Kinney can possibly come up with, and he fears that his daughter's life is in jeopardy. Can you identify the kidnapper before Cassandra's time is up? Wear your steamiest costume and join us in this "never-was" era for a rollicking good time! *Custom LARP Rules (2-25+ Players) (Saturday 1p-5p)*

L4 Dresden Files LARP (GM: *James Tazelaar* Room: *Pods*) With the supernatural of Boston still reeling from the sudden disruption caused in South America and the subsequent power vacuum that every remaining supernatural group is scrambling to settle old scores and gain the resources that have been left behind. Now something strange is occurring that draws some attention from the different groups. Whispers of ancient foes returning and people disappearing into the night. Will you investigate those missing, and what will you find? This is a Dresden Files LARP using a modified version of the Dresden Files RPG by Evil Hat. This will take place between the events of Changes and Ghost Story. Pregen sheets will be available but for those that wish to make custom sheets it will be at the submerged level without completing the Whose Path Have You Crossed? portion. *Dresden Files FATE (modified) (4-12 Players) (Saturday 7p-11p)*

L5 Realms of Wonder (GM: *Tara Pregent* Room: *Ski Check*) See L2 **(1-25+ Players) (Saturday 7p-11p)**

L6 Realms of Wonder (GM: *Tara Pregent* Room: *Ski Check*) See L2 **(1-25+ Players) (Sunday 10a-3p)**

L7 Murder on the Grill (GM: *Robert Lamm* Room: *Roundabout*) Hey there, guys and dolls. This is Dazzling Dan the music man coming to you from Kansas City, Missouri on this hot day in July 1959! I'm broadcasting from the posh home of Kansas City car dealer Tom Dooley. He's invited a few friends and neighbors over for a backyard cookout and Rock 'n' Roll party. Tom's a master of the cookout. At least he was until today. I'm sorry to report, someone iced him today. The cold-hearted murderer has to be one of you. So get your heads together, solve this crime and do it before the cops get back, so we can get on with the party! By the way, did I tell you I'm available for wakes and weddings? *Murder Mystery (6-8 Players) (Sunday 1p-5p)*

Role Playing Games

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-2016-pfs>. Walk-ins will be accommodated once pre-registered attendees are seated.

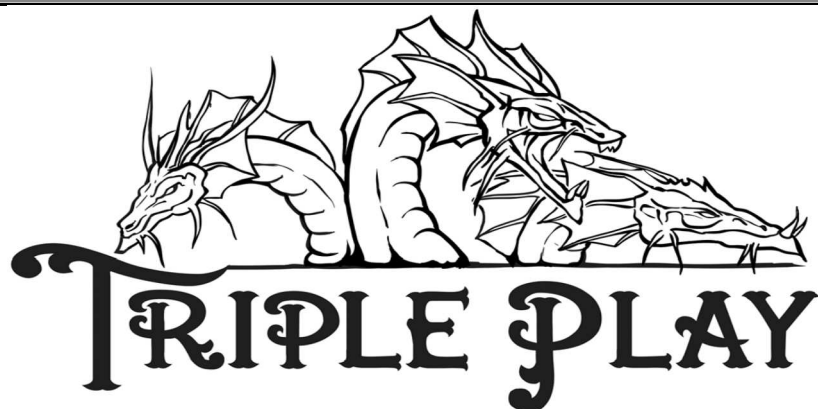
Dungeons & Dragons Adventurers League (AL) Information

To help us make sure we have enough tables and DMs for all the events scheduled, please register for Adventurers League (AL) games with BOTH the Carnage registration process AND on Warhorn at <https://warhorn.net/events/southern-nh-adventurers-league>. Walk-ins of course are always welcome once pre-registered attendees are seated.

Extra Life Event

We are happy to announce that Extra Life is coming to Carnage Royale! Extra Life is a gaming marathon where all the money raised goes directly to support Children's Miracle Network Hospitals. All weekend long there will be special programming events – cool games, a casino LARP and a silent auction. We hope you will donate whatever you are able to this great cause. Sign up to join the Extra Carnage team at <http://www.extra-life.org/index.cfm?fuseaction=donorDrive.team&teamID=28960>. Then ask the people in your life to support you as you play 24-hours of games at Casino Royale (bathroom and food breaks allowed!). Or just raise money anyway that works best for you - we just want everyone to have fun and raise money for a great cause. If you want to get involved, contact Sean Murphy at murphys49@yahoo.com.

R1 D&D Adventurers League (GM: *Dungeon Master TBD* Room: *Highlander*) The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons and uses the fifth edition of the Dungeons & Dragons rules. You can create a character and bring that character to games anywhere D&D Adventurers League is supported. Over the Weekend and in each time slot there will be games available for all experience levels playing Dungeons & Dragons. New to the game, that is fine too, we will have just the game for you! Register for the convention here: registration.carnagecon.com. After you register for the convention, the individual scenarios offered for each time slot can be found on here <https://warhorn.net/events/southern-nh-adventurers-league>. Make sure you register for the convention first! On the Warhorn, the games will be limited to 5 players a slot so we can plan for Dungeon Masters accurately but will allow us accommodate



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last minute players. Please note that new scenarios will continue to be added in the coming months, and maybe a few last minute surprises. *Dungeons & Dragons 5th Ed. (Multiple Players) (Friday 1p-5p)*

R2 Dog Will Hunt (GM: *Daniel Williams* Room: *Snowshed*) The Great Mississippi Flood of 1927 displaced more than 200,000 people, and atop that, oil's been discovered in the bayou! On assignment from the New York Times, you're to suss out what's going on with this little oil rush and send back articles for publication. Well, it turns out some of the Cajuns who've come to town in the wake of the flood have gone missing, too. Does it have anything to do with the oil or is it just a coincidence? Investigative reporting is the only way to find out! *Call of Cthulhu (4-6 Players) (Friday 1p-5p)*

[S] R3 Hypnopomp (GM: *Adam Flynn* Room: *Snowshed*) Your team of "trancers" has successfully performed missions within the unconscious of dozens of targets. But during hypnagogic alignment with this subject's dream state it all went horribly wrong. Now your memories are a scramble, your mission is in jeopardy, and the avatars of the id are desperate to find and consume you. Running is your only chance until you can remember what happened, who you are, and what you have to do before "nap time" is over. A rules-light game of amnesiac spies in the battleground of the psyche. Come play a smash-up of Cronenberg's Scanners, Dreamscape, and Inception. *Psi*Run (3-5 Players) (Friday 1p-5p)*

[X] R4 Missing Persons (GM: *Scott Legault* Room: *Snowshed*) For years an abnormally large group of people have gone missing around the La Rosa Indian Reservation in the Northwest Washington. Strange sightings of Indian mythos accompany many of the reports. No trace has ever been found of any of these people. Until now. On December 16th, 2016 a long haul trucker stopped to pick up a young woman on Remote Route 6 in Eastern Washington. She was naked, dirty and confused. She was also found to be missing for 12 years. Your group has been assembled under the FBI's Special Projects direction to investigate and if possible track back to where she was and look for links to other disappearances. She is currently in the Colville State Institution for the Insane under observation, just outside of Spokane. Your search starts there. Characters provided. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Call of Cthulhu 6th Ed. (4-6 Players) (Friday 1p-5p)*

R5 Pathfinder Society Games (GM: *PFS Judges* Room: *Bakery*) In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. Multiple adventures will be run in this time slot for characters of various levels. The individual scenarios offered in this time slot can be found on the Pathfinder Warhorn site. Register for the convention and Pathfinder slot at registration.carnagecon.com, and sign up for specific Pathfinder scenarios at <https://warhorn.net/events/carnage-2016-pfs>. Please note that new scenarios may continue to be added in the coming months. *Pathfinder (Multiple Players) (Friday 1p-5p)*

[X] R6 Rubicon V (GM: *Alexander Jackl* Room: *Snowshed*) Sci-fi mystery/horror: You wake up as your colony ship approaches its destination, ready to start your new life -- or are you? A story set in two-time Iron GM Alex Jackl's *_Broken History_* universe. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Call of Cthulhu (modified) (4-6 Players) (Friday 1p-5p)*

R7 Running in New Orleans: The Landfall (GM: *Ilya Bossov* Room: *Snowshed*) New Orleans is bracing for a tropical storm's landfall. People are stocking up on water, food and ammunition. Yet the Matrix is ablaze with shadowy job offers. While the public panics, the city is ripe with opportunities for the likes of you. After all, the shadows won't run themselves. Gel that pink Mohawk, don those mirror shades, but forget all about trench coats and body armor in this heat. *Dungeon World Hack: RINO (3-6 Players) (Friday 1p-5p)*

R8 Shadow of the Swamp Thing (GM: *Brad Younie* Room: *Snowshed*) Many recent sightings of a large, strange creature have been reported in Florida. Some call it a lizard-man,

while others call it a croc-man. Your group of paranormal investigators head to Florida to search for this creature. But your expedition into the maze of swamps turns grisly as the hunters become the hunted! Beginners welcome, characters provided. *The Unexplained* (3-6 Players) (Friday 1p-5p)

R9 Shadowrun Mission (GM: *Catalyst Demo Team* Room: *Snowshed*) Players choice - Shadowrun Mission. Beginners welcomed. Pre-Generated characters are available. *Shadowrun 5th* (3-7 Players) (Friday 1p-5p)

R10 Star Wars: Age of Rebellion (GM: *Michael Fitzpatrick* Room: *Snowshed*) The Imperial Probe has discovered rebels! You are on the planet of Naboo, the home world of the Emperor himself. The Imperial regime has set up a strong garrison on the home world of its esteemed leader. As a team, you have been assigned to infiltrate a small rebel base discovered in the swamps of Naboo. The Empire calls for your help. Play on the side of the Empire for a change, instead of the pesky rebels. Bring your own base level character. Mercenaries are welcome. Any species available in published material is available (just note, the Empire looks down on non-human species). Design your character or we can create a character quickly. New players or veterans available. *Star Wars: Age of Rebellion* (3-4 Players) (Friday 1p-5p)

[X] R11 The High Guard (GM: *Ian Eller* Room: *Snowshed*) The king is dead and the capitol is a molten ruin following the return of the great wyrm Zaskettr. Nobles bicker and fight over what remains while monsters and dark forces terrorize the people of the realm. The High Guard, once the champions of the throne but now disbanded, must come together again or the kingdom is lost. "The High Guard" is an ongoing 5th Edition D&D adventure for 10th level PCs in an open world. Play one session or many and embark on quests that will decide the fate of the realm. Pre-generated characters provided. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Dungeons & Dragons 5th Ed.* (4-8 Players) (Friday 1p-5p)

R12 Tree of Life (GM: *Robert Lamm* Room: *Snowshed*) The moment you have worked for has arrived. You have shed sweat and blood to discover the secret of the rune stone you carry. Before you is a door with a lock to match the key. You know nothing of what you will find beyond, except that the D'ar Sidhe will probably not appreciate you finding it first. You open the door. You step through... *Pathfinder* (4-8 Players) (Friday 1p-5p)

[S] R13 Ye Liveliest Awfulness (GM: *Roy Larsen* Room: *Snowshed*) Sometimes spies get to do exciting things like instigate coups in foreign lands, or don a tux and martini and seduce foreign VIPs to get sensitive information. Most of the time, spies have to do boring work like investigate foreign nationals asking the wrong questions at an embassy. Sometimes, the person asking the wrong questions is also claiming to be Howard Phillips Lovecraft. We need your team to go to the American Embassy and find out who this person actually is. Pray that's it's not actually Lovecraft. *The Laundry* (3-6 Players) (Friday 1p-5p)

[X] R14 Carnival of the Damned - with Extra Life! (GM: *David Clarkson* Room: *Snowshed*) Scores of village children have vanished after returning home from a magical day at a seemingly innocent traveling fair. In the dead of night, a band of novice adventurers follow clues back to the carnival, soon finding themselves trapped in a mist-shrouded killing ground, where the attractions have been transformed into things of nightmare! This is intended to be run in a Dungeon Crawl Classics Tournament style format; when one character dies a new player can take his place, players can play multiple characters. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. This is an Extra Life special event. *Dungeon Crawl Classics* (8-18 Players) (Friday 7p-11p)

R15 D&D Adventurers League (GM: *Dungeon Master TBD* Room: *Highlander*) The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons and uses the fifth edition of the Dungeons & Dragons rules. You can create a character and bring that character to games anywhere D&D Adventurers League is supported. Over the Weekend and in each time slot there will be games available for all experience levels playing Dungeons & Dragons. New to the game, that is fine too, we will have just the game for you!. Register for the convention here:

registration.carnagecon.com. After you register for the convention, the individual scenarios offered for each time slot can be found on here <https://warhorn.net/events/southern-nh-adventurers-league>. Make sure you register for the convention first! On the Warhorn, the games will be limited to 5 players a slot so we can plan for Dungeon Masters accurately but will allow us accommodate last minute players. Please note that new scenarios will continue to be added in the coming months, and maybe a few last minute surprises. *Dungeons & Dragons 5th Ed.* (Multiple Players) (Friday 7p-11p)

R16 Doctor Who: Claws in the Clouds (GM: *Robin Lea* Room: *Snowshed*) Above 31st century Venus, humans living in an aerostat colony have recovered a long-buried zero-steel vessel from the surface. One Silurian passenger has miraculously survived in suspended animation and been restored to life. Since then, there have been weird equipment failures and thefts throughout the station. To make matters worse, several groups of citizens have begun exhibiting strange cult-like behavior patterns. *Doctor Who RPG (Vortex System)* (3-6 Players) (Friday 7p-11p)

R17 Hartsford Heroics: Mission One (GM: *Steven Dresser* Room: *Snowshed*) The village of Hartsford, founded by a mid level retired group of adventurers, is a training ground for their respective professions. Your group is the latest to train under these fine folk. On an average Akunight (think Thursday, but for a ten day week.) your group meets in the pub after a long day of training, only to have Jack (Jacques Mirthweaver), the proprietor, and one of the mentors, approach you with a small job. The imperial coach was scheduled to arrive at noon. It hasn't been seen. Would you all mind going to check on it? Characters supplied. *Pathfinder (with homebrew modifications)* (3-6 Players) (Friday 7p-11p)

R18 Ironclaw - Caper at the Cathedral (GM: *Michael Polletta* Room: *Snowshed*) The bad news: the vulpine merchant king has been killed, a brainwashed pretender is on the throne, and the carefully kept peace between the royal families is already falling apart. The good news: you have found the true lost heir to the throne! But there's a complication. He has been cursed with madness and fear. However, a solution may lie with the magical artifacts located at the Basillica of S'allumer. Now, the question is, how do you get in and out without letting the equine Avoirdupois find out that the missing heir is already in their capital city? Ironclaw is based in a world of anthropomorphic animals, and pre-generated PCs will be provided. *Ironclaw* (4-8 Players) (Friday 7p-11p)

R19 Lonely Point Lighthouse (GM: *Tim McGonagle* Room: *Snowshed*) The investigators are hired to debunk stories of a haunting at a New London, CT lighthouse. However, their investigation soon uncovers many inconsistencies, and they soon learn that something truly frightening is going on at the isolated lighthouse on the island of Lonely Point. Written by Oscar Rios and published in Golden Goblin Press' first book, Island of Ignorance – The Third Cthulhu Companion. Prize support included for best player (as voted by players). *Call of Cthulhu* (4-6 Players) (Friday 7p-11p)

R20 Mazes and Monsters (GM: *Paul Siegel* Room: *Snowshed*) The year is 1981, and a series of disappearances at the local college have brought together an unlikely group of investigators. The only connection between these disappearances is a strange new game with occult overtones that is rapidly becoming a cultural phenomenon. Have the missing kids joined a nefarious cult, or did they just get lost in the woods playing a silly game while stoned? Be prepared to lose your mind in this tale of dark humor amidst mass hysteria. *Call of Cthulhu / Custom* (3-6 Players) (Friday 7p-11p)

[X] R21 Missed Dues (A Scenario by Mike Mason Presented by Andre Kruppa) (GM: *Andre Kruppa* Room: *Snowshed-Gateway*) Owing the boss 'cause of flub up or bad luck is just rotten, but when you grow up on the streets it takes a lot to get where you are now and that is getting a whiff of the big time! Time to see The Hammer and face the music. Up until recently things have been just jake. At least the boss isn't offering the icy mitt, right? Whatever The Hammer has in mind for you sure won't be a pushover. Things have been a little weird 'round here in Arkham of late and sometimes it is enough to give you the heebie jeebies. [This Call of Cthulhu scenario is written by

Mike Mason and presented by Andre Kruppa. No rules knowledge is required, but skilled role-playing is a must. A theatrical-style tabletop game using lights and sound, "Missed Dues" is intended for mature players only. (Please, no players familiar with the scenario which was published with the 7th edition GM screen.) This game is being presented by Andre Kruppa of Game Soapbox Productions in cooperation with Dark Phoenix Events and supports Extra Life.] *Call of Cthulhu (7th Ed)* (3-6 Players) (Friday 7p-11p)

[S] **R22 Operation Homecoming** (GM: James Doyle Room: [Roundabout](#)) As you are returning from various missions back home for debriefing, you can't help but feel, that some day, no matter what you do, things never work out in your favor... *Top Secret (TSR)* (3-5 Players) (Friday 7p-11p)

R24 Pathfinder Society Games (GM: PFS Judges Room: [Bakery](#)) In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. Multiple adventures will be run in this time slot for characters of various levels. The individual scenarios offered in this time slot can be found on the Pathfinder Warhorn site. Register for the convention and Pathfinder slot at [registration.carnagecon.com](https://warhorn.net/events/carnage-2016-pfs), and sign up for specific Pathfinder scenarios at <https://warhorn.net/events/carnage-2016-pfs>. Please note that new scenarios may continue to be added in the coming months. *Pathfinder* (Multiple Players) (Friday 7p-11p)

[X] **R25 Setting Sun, Rising Tide** (GM: Oscar Rios Room: [Snowshed](#)) The investigators take the role of Japanese servicemen trying to defend a Pacific island garrison against an American amphibious landing in 1945. As the Empire crumbles around them, and the Second World War draws to a close, these men face unspeakable choices (18+, MATURE AUDIENCES ONLY! Part of the Extra Life Benefit). This is an original and unpublished scenario, run by the author Oscar Rios, prize support included for best player (as voted by players). This is an Extra Life special event. *Call of Cthulhu* (4-6 Players) (Friday 7p-11p)

[S] **R26 Spook Story** (GM: Tom K Room: [Snowshed](#)) A funeral in Berlin brings together seven old spies long retired from the bad-old days. A call for the dead upsets things at the wake. Someone still hasn't come in from the cold. Players should bring a deck of playing cards. *Crawlspace* (2-6 Players) (Friday 7p-11p)

[X] **R27 The High Guard** (GM: Ian Eller Room: [Snowshed](#)) The king is dead and the capitol is a molten ruin following the return of the great wyrm Zaskettr. Nobles bicker and fight over what remains while monsters and dark forces terrorize the people of the realm. The High Guard, once the champions of the throne but now disbanded, must come together again or the kingdom is lost. "The High Guard" is an ongoing 5th Edition D&D adventure for 10th level PCs in an open world. Play one session or many and embark on quests that will decide the fate of the realm. Pre-generated characters provided. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Dungeons & Dragons 5th Ed.* (4-8 Players) (Friday 7p-11p)

[X] **R28 The Shepard Shall Lead...** (GM: Steven Parenteau Room: [Snowshed](#)) You've been approached by an old war friend to help with his daughter that has joined a cult and may be in trouble. Your DJ will run this 70s-based role-playing game at maximum volume for your Disco Pleasure. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Spirit of '77* (2-6 Players) (Friday 7p-11p)

R29 Titansgrave: The Birth of a New Race? (GM: Mark Coutu Room: [Snowshed](#)) There have been powerful surges of energy to the north in the Wastelands, and it's starting to make the people of the Tasmetra Basin nervous. Never before have such readings been seen, even in the great and advanced City State of Vorakis. This does not please his Lord, and he wants to know what is going on. He rules with an iron fist, but he has never steered us wrong. You have your mission. Fly to the settlement of Anasume, and then make your way to the Old Laboratory. It's a guess, but it's the strongest lead we have. Get in there, figure out what is going on, and then report in. Do whatever

is necessary. You do not want to invoke the Lord's wrath. No experience is needed. No previous knowledge of Titansgrave it needed. *Fantasy Age: Titansgrave* (4-6 Players) (Friday 7p-11p)

R30 World Tour - Casablanca CMP-2016 (GM: *Catalyst Demo Team* Room: [Snowshed](#)) Welcome to Morocco. The heat is a little different, but the rules of running the shadows are all the same. *Shadowrun 5th* (3-7 Players) (Friday 7p-11p)

[X] **R31 Cthulhu at Midnight** (GM: Sean Murphy Room: [Snowshed](#)) We will start the evening with Hotel Hell, a new and unpublished scenario by Sandy Petersen (the creator of Call of Cthulhu) and Mike Mason (who co-wrote the new 7th Edition rules): "Down on your luck, rehabilitating this abandoned hotel is your last chance and nothing is going to get in your way." For those who are interested, we will follow that with another CoC game based on a vote of the players. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. This is an Extra Life special event. *Call of Cthulhu* (1-6 Players) (Friday 11:30p onward)

R32 Dune: the Rock Opera (GM: Tom K Room: [Snowshed](#)) Dune, Arrakis, desert planet. The spice must flow. The sleeper must awaken... But who that sleeper will be is no given thing in this late-night event. Bring your best air-guitar and mouth syncing to your best performance of the night. *Red Bat: Spacers* (3-6 Players) (Friday 11:30p onward)

R33 Just Another Ghost Adventure (GM: Roy Larsen Room: [Snowshed](#)) It's 1927 and parapsychology is in its infancy. Your group is on the cutting edge of this new scientific discipline. You've been contacted by another known paranormal researcher who has recently been separated from his group about investigating a secluded sanitarium in the hills of Vermont. Preliminary research turns up the rumors of disappearances and devil worshipping. Is there actually something paranormal happening there, or are the rumors just that, rumors? *Call of Cthulhu 6E* (3-6 Players) (Friday 11:30p onward)

[X] **R34 Viva Las Vegas** (GM: Petra Jackl Room: [Snowshed](#)) Join me in a role-playing romp where the story is created by the players typically devolving into chaos, mayhem and hilarity! The game system is Fiasco and the setting is the one and only Vegas... I mean what could go wrong! This game runs for approximately three hours. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. This is an Extra Life special event. *Fiasco* (4-6 Players) (Friday 11:30p onward)

[S] **R35 A Cyanide Shot, Please, and Make It a Double...** (GM: James Doyle Room: [Roundabout](#)) Orion has truly fallen apart these days. Together with a few other agents returning from separate missions, you do a "minor job" on the way in and everything winds up going to hell. This tells you that you have to seriously consider retiring soon. In the aftermath, while avoiding getting caught by local authorities, you find information that your "minor job" looks to be, in fact, a major crisis at hand. You'll know more soon at your debriefing, that is, if you live long enough to get there. *Top Secret (TSR)* (3-6 Players) (Saturday 8a-12p)

R36 Consumption (GM: Chad Bouchard Room: [Snowshed](#)) The investigators make a grisly discovery on the side of the road, leading them to a blasphemous and deadly cult in Arkham. Written by Brian Sammons and published in Golden Goblin Press' first book, Island of Ignorance – The Third Cthulhu Companion. Prize support included for best player (as voted by players) *Call of Cthulhu* (4-6 Players) (Saturday 8a-12p)

R37 D&D Adventurers League (GM: *Dungeon Master TBD* Room: [Highlander](#)) The D&D Adventurers League is an ongoing official organized play campaign for *Dungeons & Dragons* and uses the fifth edition of the *Dungeons & Dragons* rules. You can create a character and bring that character to games anywhere D&D Adventurers League is supported. Over the Weekend and in each time slot there will be games available for all experience levels playing *Dungeons & Dragons*. New to the game, that is fine too, we will have just the game for you!. Register for the convention here: [registration.carnagecon.com](https://warhorn.net/events/southern-nh-adventurers-league). After you register for the convention, the individual scenarios offered for each time slot can be found on here <https://warhorn.net/events/southern-nh-adventurers-league>. Make

sure you register for the convention first! On the Warhorn, the games will be limited to 5 players a slot so we can plan for Dungeon Masters accurately but will allow us accommodate last minute players. Please note that new scenarios will continue to be added in the coming months, and maybe a few last minute surprises. *Dungeons & Dragons 5th Ed. (Multiple Players) (Saturday 8a-12p)*

R38 Feyhaven's Gatekeepers (GM: *Ilya Bossov* Room: *Snowshed*) An ancient war nearly destroyed your world. It was fought in the heavens and under the mountains, in the cities and the deserts, beneath the waves and in the void between the stars. The lands of Feyhaven descended into barbarism in the aftermath. Most people don't know that the ancient war didn't end at all. The wrath of the ancients has been merely contained, banished for the sake of the world. You, the Gatekeepers, kept this ancient doom sealed away for generations. Monarchs and tyrants of today would murder, steal and cheat to abuse that power. There are those who are insane enough to bargain with them. You must stop them while ungrateful rulers mistake you for thugs, assassins or cultists of no import. (Each session will be a different adventure. Dice, cards and minis will be provided.) *Gatekeepers RPG (3-6 Players) (Saturday 8a-12p)*

R39 Finders Keepers (GM: *Robert Lamm* Room: *Snowshed*) The lost treasure of the notorious Black Eddie is rumored to be hidden somewhere along the coast. At least that's what the stories say. Can you succeed where countless others have failed? Match brains and brawn against an age-old legend. *Thunder CRPG (3-6 Players) (Saturday 8a-12p)*

[S] **R40 In Her Majesty's Not So Secret Service** (GM: *Scott Legault* Room: *Snowshed*) 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 between wealth and poverty widens daily. Fight against oppression as a soldier, scoundrel or scholar. Wield mysterious powers as an arcanist, touch the mind of another as a lucid dreamer, or master Steampunk devices as an artificer. The Gaslight Gang returns to run a special errand for the Queen. Join Iron Jim, Vanity Rose, Katja, The Great Mystero and the rest of the gang and fight the good fight against the forces of oppression and evil in turn of the century England! Game rules explained, characters provided. 8 players, bring your cheesy accents! *Brass & Steel : A Steampunk Adventure (5-8 Players) (Saturday 8a-12p)*

R41 Jail Break (GM: *Richard Creaser* Room: *Snowshed*) The level of tension has risen noticeably in the Imperial detention facility. Rumors of a breakout attempt are nothing new, especially when the prison is filled with political dissidents and malcontents from throughout the Empire. But something feels different this time. Strange glitches have caused cell doors to open, albeit briefly, for much of the last week. Guard patrol rotations have been unusually erratic and the station experiences frequent, if not especially long, power fluctuations. When the alarm klaxons begin to blare your cell door opens to an empty hallway. The rumors of an impending Rebel attack are rumors no longer. Do you have what it takes to seize the advantage and make good your escape? Pre-generated characters and dice will be supplied. Players are welcome to bring their own dice should they have them. *Star Wars: Edge of the Empire RPG (3-5 Players) (Saturday 8a-12p)*

R42 Mouse Guard RPG - The Matriarch's Secret Service (GM: *Gordon Spaeth* Room: *Snowshed*) Sometimes, the most dangerous threat to mouse-kind comes not from the predatory beasts of the forest or the harsh elements of nature, but from the nefarious minds of mice hungry for power and control. Your unit has been chosen to investigate and neutralize an organization that aims to bring down Lockhaven and the whole of the Mouse Guard. The task will require all of your wits, talent, and specialized equipment to succeed. *Mouse Guard RPG (2-6 Players) (Saturday 8a-12p)*

[X] **R43 No Thank You Evil -- Kids Helping Kids** (GM: *Edwin Nagy* Room: *Oscar Wilde*) Bring out your kids! In this role-playing game for children (ages 7ish and up), we will visit the land of Storia and try to rescue some children from the clutches of the terrible ooey gooey dragon. Or we'll do something else! Kid friendly system and content. Drop-in-drop-out as there is room. This is an Extra Life special event. *No Thank You Evil (Monte Cook Games) (3-7 Players) (Saturday 8a-12p)*

R44 Pathfinder Society Games (GM: *PFS Judges* Room: *Bakery*) In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. Multiple adventures will be run in this time slot for characters of various levels. The individual scenarios offered in this time slot can be found on the Pathfinder Warhorn site. Register for the convention and Pathfinder slot at registration.carnagecon.com, and sign up for specific Pathfinder scenarios at <https://warhorn.net/events/carnage-2016-pfs>. Please note that new scenarios may continue to be added in the coming months. *Pathfinder (Multiple Players) (Saturday 8a-12p)*

[S] **R45 Port Promise** (GM: *Adam Flynn* Room: *Snowshed*) Agents, your targets are a Jovian agent and his handler meeting at the Nomad trade station of "Port Promise." If these actions are traced back to the Central Earth Government Administration, we risk war with the outer planets. To ensure against this you will effect capture of a civilian bulk freighter in transit to the asteroid belt which you will use for infiltration. Your mission is to perform a hostile extraction of the agent and the handler, alive, ideally without civilian casualties. Any intel in their possession is a bonus. Any questions? Come play awesome spies in space in the militarized future of Jovian Chronicles. No system or setting knowledge needed. *Fate Core (3-5 Players) (Saturday 8a-12p)*

R46 Shadowrun Mission (GM: *Catalyst Demo Team* Room: *Snowshed*) Players choice - Shadowrun Mission. Beginners welcomed. Pre-Generated characters are available. *Shadowrun 5th (3-7 Players) (Saturday 8a-12p)*

R47 Spirit of the Century - Secrets on the Slopes (GM: *Michael Polletta* Room: *Snowshed*) It's January, 1924 and in a most elegant and modern ski lodge not too far outside of Zurich, the annual Ziggenheim science symposium is about to begin! Attending are scientists, competing for the "most interesting scientific discovery of 1923" prize, wealthy socialites financing a substantial grant to accompany the prize, explorers and experts to judge the winner and, oh yes ... a murderer! Trapped by a blizzard, players must sleuth, spy, schmooze and survive if they are to keep an unfathomable, powerful, and sick mind from fulfilling their fiendish plan. Pregenerated PCs provided. *FATE (4-6 Players) (Saturday 8a-12p)*

R48 Summer Dread (GM: *Colleen Nachtrieb* Room: *Snowshed*) It's the hottest summer in years, you and your best fraternity buddies are looking to celebrate your recent graduation by renting a secluded cabin with your sister sorority. The cabin is located on a private island surrounded by a beautiful lake; it's finally time to cut loose and have one crazy summer, what could go wrong? Dread is a game of survival horror and suspense. Conflict resolution is determined through pulling blocks of a Jenga tower. There is a small character creation questionnaire at the start of the session only taking 5-10 minutes. This is a Dark Phoenix Event **(5-8 Players) (Saturday 8a-12p)**

R49 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) (Saturday 8a-12p)*

R50 Adventurers League Season 5 Epic DDEP01-01 (GM: *Dungeon Master TBD* Room: *Highlander*) A multi-table immersive event where what you do at your table with your fellow players affects what happens at another table. Deep in the Greypeak Mountains the fire giant warlord Baron Ugarak has enslaved hundreds of small folk to toil in his iron mines furiously extracting elementally infused ore for an as yet unknown purpose. Surrounded by a monstrous army and decidedly shady allies, the Baron poses a dire threat to the goodly folk of the north. Characters of Level 1-4 & 5-10 *Dungeons & Dragons 5th Ed. (Multiple Players) (Saturday 1p-5p)*

[X] R51 And Some Fell on Stony Ground (A Scenario by Paul Fricker Presented by Andre Kruppa) (GM: *Andre Kruppa* Room: *Snowshed-Gateway*) Stowell is a classic example of small-town life in 1920s America. Friendly folks have lived happy, fulfilling lives here for many years, spiced up with the occasional feud or gossip. Children play barefoot in the street, and folks buy fresh food from local farms, supplemented with items from the general store. Life has been good and decent here, but now something seems wrong. Just how wrong is hard to say. You have a feeling that you are about to find out what terror lurks in the darkness beneath the town's placid surface! [This Call of Cthulhu scenario is written by Paul Fricker and presented by Andre Kruppa. No rules knowledge is required, but skilled role-playing is a must. A theatrical-style tabletop game using lights and sound, "And Some Fell on Stony Ground" is intended for mature players only. (Please, no players familiar with the scenario.) This game is being presented by Andre Kruppa of Game Soapbox Productions in cooperation with Dark Phoenix Events and supports Extra Life.] *Call of Cthulhu (7th Ed)* **(4-6 Players) (Saturday 1p-5p)**

[X] R52 Castaways (GM: *Dr Nik* Room: *Snowshed*) Fleeing the horrors of Ragnarok raging across Europe, Fey have chosen to follow the elvish lead to the promised land of Tir Na Nog. You and everyone you knew fled the war as refugees on ships bound for the new isle, then the goblins attacked. You don't know what happened to everyone, but you were taken prisoner. Now you find yourself chained as a rower on a skiff, the ocean vast in every direction and a storm is coming... Your goblin captors shout at you in broken Elvish: "YOU MEAT! ROW FASTEST!" Fight your way to freedom and survive to see Tir Na Nog. Three tables, award winning GMs, an EXTRA LIFE special event, spectators are encouraged to make donations to shape events of the game and bring weal or woe to the players. This original scenario by Dr.Nik is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. This is an Extra Life special event. *Various* **(4-18 Players) (Saturday 1p-5p)**

R53 Numenera: Escape from Branu's Kiss (GM: *Justin Berman* Room: *Snowshed*) You and your fellow adventures are cast into Branu's Kiss, a mysterious bubble of blue-green water about 30 miles in diameter tumbling through the endless night between the Earth and the sun. What darkness lurks in there? Why is it there? And, can you return to Earth? Numenera is set on Earth approximately one billion years in the future on the bones of eight civilizations that rose and fell prior to the current era. Come and join in Monte Cook's RPG that focuses more on narrative than dice. *Numenera Core* **(4-5 Players) (Saturday 1p-5p)**

[S] R54 Operation Gatekeeper (GM: *Adam Flynn* Room: *Snowshed*) It's August 1944. On the eve of the Liberation of Paris, your SOE team is inserted into the Nazi occupied city ahead of Allied forces. Your orders are to locate three individuals, MIA since the fall of Paris four years ago. If they still live, in their possession may be the only information able to prevent the Axis from discovering a new weapon that the Allies have no protection against - a weapon not of this world! Come play a game of tension and horror in the Delta Green setting, spiced with some violence against Nazis. Safety and sanity not guaranteed. *Delta Green (Custom)* **(3-5 Players) (Saturday 1p-5p)**

R55 Pathfinder Society Games (GM: *PFS Judges* Room: *Bakery*) In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. Multiple adventures will be run in this time slot for characters of various levels. The individual scenarios offered in this time slot can be found on the Pathfinder Warhorn site. Register for the convention and Pathfinder slot at registration.carnagecon.com, and sign up for specific Pathfinder scenarios at <https://warhorn.net/events/carnage-2016-pfs>. Please note that new scenarios may continue to be added in the coming months. *Pathfinder* **(Multiple Players) (Saturday 1p-5p)**

R56 Return to Magog: Cave of the Ettin (GM: *Tom K* Room: *Snowshed*) It is the thirteenth year of the reign of Queen Uriael, Mistress of Chains, in the land of Magog. The mines of the cold metal, iron, have been over ran by the dreaded beast-men. A group of adventurers must be brought together to help find a solution to this dilemma. Oh yeah, two of the players will play the role of a two-headed giant. *Red Bat: Ruin Crawl* **(4-8 Players) (Saturday 1p-5p)**

R57 SoR2: Against the Slavers (GM: *Casey Brown* Room: *Snowshed*) People are going missing in Beggartown and gnolls are to blame! Can your party navigate the ghetto's complex gang politics and rescue the gnolls' slaves before they are eaten? Against the Slavers is a module designed for four to six 2nd-level characters and uses the medium XP advancement track. *Pathfinder* **(4-6 Players) (Saturday 1p-5p)**

R58 Star Trek TOS: Shadow Over Corroth (GM: *Brad Younie* Room: *Snowshed*) Captain James T. Kirk and the crew of the Enterprise race to Corroth, near the Klingon Neutral Zone, as the Federation has lost contact with the colony. As the iconic cast of the original series, can you complete the mission without starting a war? Beginners welcome, characters provided. *Now Playing* **(3-6 Players) (Saturday 1p-5p)**

[S] R59 Star Wars Rogue One (Preimagined) (GM: *Tom Mechler* Room: *Snowshed*) The next Star Wars movie comes out one moth after Carnage, but you can help create the characters and the story right now. Jyn Erso leads a band of bounty hunters and rebel operatives on a mission to steal the plans for the Empire's new battle station. Action packed adventure using Fantasy Flight's Star Wars RPG and characters from the movie trailer. *Star Wars (Fantasy Flight Games)* **(4-6 Players) (Saturday 1p-5p)**

[X] R60 The High Guard (GM: *Ian Eller* Room: *Snowshed*) The king is dead and the capitol is a molten ruin following the return of the great wymr Zaskett. Nobles bicker and fight over what remains while monsters and dark forces terrorize the people of the realm. The High Guard, once the champions of the throne but now disbanded, must come together again or the kingdom is lost. "The High Guard" is an ongoing 5th Edition D&D adventure for 10th level PCs in an open world. Play one session or many and embark on quests that will decide the fate of the realm. Pre-generated characters provided. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Dungeons & Dragons 5th Ed.* **(4-8 Players) (Saturday 1p-5p)**

R61 The Lost Tablets of Emoria (GM: *Paul Siegel* Room: *Snowshed*) The scholars of Bridgefaire claim that the source of the undead invaders will be revealed in ancient texts left behind by the lost race of Emorians. A team of highly skilled adventurers have been assembled to recover three tablets from their forgotten resting grounds. The fate of the Empire depends on your success! A high level classic D&D adventure set in a long running campaign world. Bring your A game and see how many tablets your team can recover. *Dungeons & Dragons (B/X)* **(4-8 Players) (Saturday 1p-5p)**

R62 The Mystery of April Snow (GM: *Oscar Rios* Room: *Snowshed*) The investigator's search for an apparently kidnapped Arkham girl after her entire family is found brutally slain. However all is not as it seems, and young April Snow, may be a small part to a much larger horror. This is Part One of Golden Goblin Press' upcoming 2017 Kickstarter, for Children of the Black Stone, our first international campaign. This is an original and unpublished, being run by the author Oscar Rios, prize support included for best player (as voted by players). *Call of Cthulhu* **(4-6 Players) (Saturday 1p-5p)**

[S] R63 When Life Gives You Lemons... (GM: *James Doyle* Room: *Roundabout*) Amazing... As if things were already bad enough, now you've lost an agent and now you are being told their capture is a liability to national security...looks like a basic recon and recover...man, you really are getting to old for this crap... *Top Secret (TSR)* **(3-6 Players) (Saturday 1p-5p)**

R64 World Tour - Capetown CMP-2016 (GM: *Catalyst Demo Team* Room: *Snowshed*) Shadowrun Mission: The runners are brought to Capetown, South Africa with the promise of a job. Before they can start that job though they soon need to answer the question of who took their fixer? *Shadowrun 5th* **(3-7 Players) (Saturday 1p-5p)**

[S] R65 Archer: Something Something Danger Zone (GM: *Robin Lea* Room: *Snowshed*) Nobody's sure what year it is, but the Cold War is still a thing, Ray is a cyborg, and Mallory Archer is in charge of a spy agency called... Well, they're still working on that. More importantly, a rival agency, ODIN, is about to nab a high-value Soviet defector at a swanky party and Mallory wants to get there first to show them up. *Icons (Modified)* **(4-6 Players) (Saturday 7p-11p)**

[S] **R66 Cold City** (GM: *Tom Mechler* Room: *Snowshed*) Berlin, 1950: World War 2 has been over for five years...but another war carries on in the shadows. In the divided city of Berlin, the Reserve Police Agency hunts down monsters left over from sinister experiments and twisted technology. Things from beyond our space and time, strange creatures altered by bizarre machines and the decayed corpses of undead soldiers. But the Reserve Police Agency itself is riven by suspicion, mistrust and political ambition. The four occupying powers of Britain, France, the USA and the USSR all see the need for the RPA, all contribute personnel, all have their own agendas. Cold City is a story-driven RPG for 5 spies willing to watch their backs while hunting Nazi-created monsters through cold war Berlin. The system is light on numbers but highlights traits, agendas and trust. No experience in the system needed to play. *Cold City* (3-5 Players) (Saturday 7p-11p)

R67 D&D Adventurers League (GM: *Dungeon Master TBD* Room: *Highlander*) The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons and uses the fifth edition of the Dungeons & Dragons rules. You can create a character and bring that character to games anywhere D&D Adventurers League is supported. Over the Weekend and in each time slot there will be games available for all experience levels playing Dungeons & Dragons. New to the game, that is fine too, we will have just the game for you! Register for the convention here: [registration.carnagecon.com](https://warhorn.net/events/southern-nh-adventurers-league). After you register for the convention, the individual scenarios offered for each time slot can be found on here <https://warhorn.net/events/southern-nh-adventurers-league>. Make sure you register for the convention first! On the Warhorn, the games will be limited to 5 players a slot so we can plan for Dungeon Masters accurately but will allow us accommodate last minute players. Please note that new scenarios will continue to be added in the coming months, and maybe a few last minute surprises. *Dungeons & Dragons 5th Ed.* (Multiple Players) (Saturday 7p-11p)

R68 Da Bar Room Brawl... "I am Just Getting Too Old For This Sh*t" (GM: *James Doyle* Room: *Roundabout*) Welcome back, one and all, once again to the Brawl... Been a long time now as some can tell... and every year I've found a way to delight me (err... I mean, you) with a new version of hell... This year's no different, like the last... With the end of a troublesome Halfling (or so we think) this year's event is the turning point of a new age... a new ideal... with new ideas and concepts and out with all the old... Except me, of course... 'Cause where would you all be without me... besides safe... This year's event will have new twists and turns, some very unconventional characters... and, but of course, a larger than ever cash prize plus a handsome reward for every player eliminated. As always, there will be an award for last man standing and the ever so sought after "most gruesome death." So what do you have to lose? It's not like you are going to be able to retire after all... at least not as you thought... *Dungeons & Dragons 1st Ed. variant* (4-12 Players) (Saturday 7p-11p)

R69 Dream Factory: After the Party Ends (GM: *Andrew Harmon* Room: *Snowshed*) One of the biggest plays in town is throwing the party to end all parties and you're invited! The only problem is the after-party is a bit lack-luster, and the guests can't quite seem to find the door. (This is an narrative RPG created by Benn Grant, published by Cat Nap Capers.) #Note: New players welcome! Characters will be provided. *Dream Factory, Second Ed.* (1-5 Players) (Saturday 7p-11p)

R70 Feyhaven's Gatekeepers (GM: *Ilya Bossov* Room: *Snowshed*) An ancient war nearly destroyed your world. It was fought in the heavens and under the mountains, in the cities and the deserts, beneath the waves and in the void between the stars. The lands of Feyhaven descended into barbarism in the aftermath. Most people don't know that the ancient war didn't end at all. The wrath of the ancients has been merely contained, banished for the sake of the world. You, the Gatekeepers, kept this ancient doom sealed away for generations. Monarchs and tyrants of today would murder, steal and cheat to abuse that power. There are those who are insane enough to bargain with them. You must stop them while ungrateful rulers mistake you for thugs, assassins or cultists of no import. (Each session will be a different adventure. Dice, cards and minis will be provided.) *Gatekeepers RPG* (3-6 Players) (Saturday 7p-11p)

R71 Lost in Space: The Spaceship Graveyard (GM: *Brad Younie* Room: *Snowshed*) Playing as the famous Robinson family, you become stranded on a planet that has a strange force field preventing the Jupiter 2 from launching. But you're not the only prisoners. You must find the source of the force field and disable it while defending yourselves from scavengers. But the source of the field is something completely unexpected—and deadly. Beginners welcome, characters provided. *Now Playing* (3-6 Players) (Saturday 7p-11p)

[X] **R72 Missed Dues (A Scenario by Mike Mason Presented by Andre Kruppa)** (GM: *Andre Kruppa* Room: *Snowshed-Gateway*) Owing the boss 'cause of flub up or bad luck is just rotten, but when you grow up on the streets it takes a lot to get where you are now and that is getting a whiff of the big time! Time to see The Hammer and face the music. Up until recently things have been just jake. At least the boss isn't offering the icy mitt, right? Whatever The Hammer has in mind for you sure won't be a pushover. Things have been a little weird 'round here in Arkham of late and sometimes it is enough to give you the heebie jeebies. [This Call of Cthulhu scenario is written by Mike Mason and presented by Andre Kruppa. No rules knowledge is required, but skilled role-playing is a must. A theatrical-style tabletop game using lights and sound, "Missed Dues" is intended for mature players only. (Please, no players familiar with the scenario which was published with the 7th edition GM screen.) This game is being presented by Andre Kruppa of Game Soapbox Productions in cooperation with Dark Phoenix Events and supports Extra Life.] *Call of Cthulhu (7th Ed)* (3-6 Players) (Saturday 7p-11p)

[X] **R73 Missing Persons** (GM: *Scott Legault* Room: *Snowshed*) For years an abnormally large group of people have gone missing around the Colville Indian Reservation in the Northeastern Washington. Strange sightings of Indian mythos accompany many of the reports. No trace has ever been found of any of these people. Until now. On December 16th, 2016 a long haul trucker stopped to pick up a young woman on Remote Route 6 in Eastern Washington. She was naked, dirty and confused. She was also found to be missing for 12 years. Your group has been assembled under the FBI's Special Projects direction to investigate and if possible track back to where she was found and look for links to other disappearances. She is currently in the Eastern State Institution for the Insane under observation, just outside of Spokane. Your search starts there. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Call of Cthulhu 6th Ed.* (5-6 Players) (Saturday 7p-11p)

R74 Needles (GM: *Chad Bouchard* Room: *Snowshed*) The investigators interrupt a mysterious abduction and become drawn into the mystery of an ancient cult, confront the living dead, a face horrors in New Orleans. Written by Daniel Harms and published in Golden Goblin Press' second book Tales of the Crescent City. Scenario being run by Chad Bouchard, prize support included for best player (as voted by players). *Call of Cthulhu* (4-6 Players) (Saturday 7p-11p)

R75 Pathfinder Society Games (GM: *PFS Judges* Room: *Bakery*) In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. Multiple adventures will be run in this time slot for characters of various levels. The individual scenarios offered in this time slot can be found on the Pathfinder Warhorn site. Register for the convention and Pathfinder slot at [registration.carnagecon.com](https://warhorn.net/events/carnage-2016-pfs), and sign up for specific Pathfinder scenarios at <https://warhorn.net/events/carnage-2016-pfs>. Please note that new scenarios may continue to be added in the coming months. *Pathfinder* (Multiple Players) (Saturday 7p-11p)

R76 SG-24 Does a Milk Run (GM: *Neil Churchill* Room: *Snowshed*) SG-24 has a new Commanding Officer. And the general decides to give the new CO and the team an easy mission: a resupply run on P9X-3971. What could go wrong? Pre-generated characters available if needed. *D20 Stargate* (2-8 Players) (Saturday 7p-11p)

R77 The Devil Cuts In (GM: *Tim McGonagle* Room: [Snowshed](#)) While enjoying a Christmas procession of folk dancers on the Caribbean island of Martinique, the investigators stumble terrifying manifestation which leads them into a baffling mystery. They must act quickly to set things right before even greater tragedies occur. Written by Phredd Groves and published in Golden Goblin Press' fourth book *Tales of the Crescent City*. Prize support included for best player (as voted by players). *Call of Cthulhu* (4-6 Players) (Saturday 7p-11p)

[X] R78 The High Guard (GM: *Ian Eller* Room: [Snowshed](#)) The king is dead and the capitol is a molten ruin following the return of the great wyrm Zaskettr. Nobles bicker and fight over what remains while monsters and dark forces terrorize the people of the realm. The High Guard, once the champions of the throne but now disbanded, must come together again or the kingdom is lost. "The High Guard" is an ongoing 5th Edition D&D adventure for 10th level PCs in an open world. Play one session or many and embark on quests that will decide the fate of the realm. Pre-generated characters provided. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Dungeons & Dragons 5th Ed.* (4-8 Players) (Saturday 7p-11p)

[S] R79 The Wrong Side of History (GM: *Tom K* Room: [Snowshed](#)) It's 1986, a group of villains too bad for their evil regimes are brought together by the Werewolf, one of the last surviving Nazi masterminds. The task before them is a simple one on paper: foil the British Secret Service agent James B. Sterling. *Red Bat* (2-6 Players) (Saturday 7p-11p)

R80 World Tour - Mumbai CMP-2016 (GM: *Catalyst Demo Team* Room: [Snowshed](#)) Shadowrun Mission: A straight up snatch and grab in Mumbai, India. No complications, right? *Shadowrun 5th* (3-7 Players) (Saturday 7p-11p)

R81 Dreadful Things (GM: *Colleen Nachtrieb* Room: [Snowshed](#)) Please join us for the slumber party of the season as Annie turns 12. Being one of Annie's close friends you wouldn't miss it for the world. There's been talk about staying up late and watching scary movies, and playing pranks. Best of all Annie's parents have a pool and entertainment room set up at their house. By far Annie lives in one of the nicest houses on the block, you've been friends with her since childhood, and her parents always host the nicest parties. But this year something is missing, you can't quite place what it is yet but it is something important, something if not found would lead to something dreadful. Dread is a game of survival horror, and suspense, where conflict resolution is determined through pulling blocks of a jenga tower. In this setting all of the players take on the roles of children/teenagers aged 10-14, attending a birthday slumber party for their childhood friend. There is a brief character creation questionnaire at the beginning of the game lasting about 5-10 minutes. This is a Dark Phoenix Event (4-6 Players) (Saturday 11:30p onward)

R82 Gotta Catch You All!!! - Pokethulhu RPG (GM: *Brynne Spaeth* Room: [Snowshed](#)) Do you dream to become a Pokethulhu Master? Do you breathlessly anticipate the inevitable rise of Elder Ones? Come to the table to put yourself in the shoes of a young Pokethulhu Cultist traveling the known world in search of those cute, cuddly, soul devouring 'thulhus! Dark Priest Hickory requires a volume from the cultist library and has asked you to pick it up for him. Sounds easy enough. But nothing is never quite as it seems or as easy as it should be. Can you save the world from a gruesome fate or will you just watch it all happen from the front row? Find out! Players may want to download a free copy of the Pokethulhu RPG by Cumberland Games to familiarize themselves with the "rules," though it may only lead to insanity... *Pokethulhu RPG* (2-6 Players) (Saturday 11:30p onward)

R83 A Man to Purgatory, a Woman to Hell (GM: *Oscar Rios* Room: [Snowshed](#)) The investigators search for a missing husband, known for being a notorious philanderer in Port-o-Spain, on the Caribbean Island of Montserrat. No one takes his disappearance seriously, other than his wife, who wants him found and returned safely home. The trail leads to ghosts, satanic pacts, and a terrible creature from Caribbean mythology. Published on Shoggoth.net, run by the author Oscar Rios, prize support included for best player (as voted by players). *Call of Cthulhu* (4-6 Players) (Sunday 8a-12p)

[X] R84 A Question of Timely Observation (GM: *Alexander Jackl* Room: [Snowshed](#)) Six strangers meet in a diner in Nevada and their life is never the same again. A tale of time and travel. A story set in two-time Iron GM Alex Jackl's *_Broken History_* universe. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Call of Cthulhu (modified)* (4-6 Players) (Sunday 8a-12p)

R85 D&D Adventurers League (GM: *Dungeon Master TBD* Room: [Highlander](#)) The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons and uses the fifth edition of the Dungeons & Dragons rules. You can create a character and bring that character to games anywhere D&D Adventurers League is supported. Over the Weekend and in each time slot there will be games available for all experience levels playing Dungeons & Dragons. New to the game, that is fine too, we will have just the game for you!. Register for the convention here: registration.carnagecon.com. After you register for the convention, the individual scenarios offered for each time slot can be found on here <https://warhorn.net/events/southern-nh-adventurers-league>. Make sure you register for the convention first! On the Warhorn, the games will be limited to 5 players a slot so we can plan for Dungeon Masters accurately but will allow us accommodate last minute players. Please note that new scenarios will continue to be added in the coming months, and maybe a few last minute surprises. *Dungeons & Dragons 5th Ed.* (Multiple Players) (Sunday 8a-12p)

[SX] R86 Opening Night at the Galaxie Royale (GM: *David Clarkson* Room: [Snowshed](#)) Tad Ghostal (a.k.a. Space Ghost) invites you all to the grand opening of his space casino in high orbit over Saturn's scenic rings! Unknown to all, is that his evil twin brother Chad has replaced the famous host and employed the villainous staff (Zorak, Brack, Moltar, and others) for a daring robbery of the casino's secret vaults holding the Temporum Holo-Cards. Will they succeed? This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Icons (A Fate Variant)* (4-6 Players) (Sunday 8a-12p)

R87 Pathfinder Society Games (GM: *PFS Judges* Room: [Bakery](#)) In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. Multiple adventures will be run in this time slot for characters of various levels. The individual scenarios offered in this time slot can be found on the Pathfinder Warhorn site. Register for the convention and Pathfinder slot at registration.carnagecon.com, and sign up for specific Pathfinder scenarios at <https://warhorn.net/events/carnage-2016-pfs>. Please note that new scenarios may continue to be added in the coming months. *Pathfinder* (Multiple Players) (Sunday 8a-12p)

R88 Shadowrun Mission (GM: *Catalyst Demo Team* Room: [Snowshed](#)) Player's choice - Shadowrun Mission. Beginners welcomed. Pre-Generated characters are available. *Shadowrun 5th* (1-7 Players) (Sunday 8a-12p)

[X] R89 Sundown at Alpha Tauri (GM: *Steven Parenteau* Room: [Snowshed](#)) Starbase 617 has lost contact with the archaeological research team sent to Alpha Tauri. Last reports from the team were no issues or problems. The crew of the USS Constellation has been dispatched to Alpha Tauri to investigate why contact with the research team has been lost. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Star Tre RPG (mod)* (2-6 Players) (Sunday 8a-12p)

R90 Citadel of the Severed Hand (GM: *Paul Siegel* Room: [Snowshed](#)) A tribe of orcs have taken over a forgotten dwarven fortress and from it launch raids on the local populace. Your job is simple: raid the fortress and eliminate the orcs. If you can find any valuable dwarven relics while there, all the better. Join me in experimenting with the Original Edition Delta (oedgames.com), a slight variant built on the original version of Dungeons and Dragons, in this classic romp through a 2013 one-page-dungeon contest winner. *Dungeons and Dragons (Original / OED)* (4-8 Players) (Sunday 10a-2p)

[SX] R91 In Her Majesty's Not So Secret Service (GM: *Scott Legault* Room: *Snowshed*) 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, scoundrel or scholar. Wield mysterious powers as an arcanist, touch the mind of another as a lucid dreamer, or master Steampunk devices as an artificer. The Gaslight Gang returns to run a special errand for the Queen. Join Iron Jim, Vanity Rose, Katja, The Great Mysterio and the rest of the gang and fight the good fight against the forces of oppression and evil in turn of the century England! Game rules explained, characters provided. Bring your cheesy accents! This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Brass & Steel: A Steampunk Adventure* (4-8 Players) (Sunday 10a-2p)

R92 Tales of Arcana! (GM: *Ray Hickey III* Room: *Snowshed*) Tales of Arcana is a card-based RPG where your character is created randomly! With no stats like a normal RPG, your imagination and story telling skills will have to be top notch! Maybe you will be a Zombie Ranger who fights with a longsword, or a Clown Cleric with a trombone, or a Dwarf Vampire Hunter with a ray gun, the possibilities are endless. *Tales of Arcana* (2-4 Players) (Sunday 10a-2p)

R93 D&D Adventurers League (GM: *Dungeon Master TBD* Room: *Highlander*) The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons and uses the fifth edition of the Dungeons & Dragons rules. You can create a character and bring that character to games anywhere D&D Adventurers League is supported. Over the Weekend and in each time slot there will be games available for all experience levels playing Dungeons & Dragons. New to the game, that is fine too, we will have just the game for you!. Register for the convention here: registration.carnagecon.com. After you register for the convention, the individual scenarios offered for each time slot can be found on here <https://warhorn.net/events/southern-nh-adventurers-league>. Make sure you register for the convention first! On the Warhorn, the games will be limited to 5 players a slot so we can plan for Dungeon Masters accurately but will allow us accommodate last minute players. Please note that new scenarios will continue to be added in the coming months, and maybe a few last minute surprises. *Dungeons & Dragons 5th Ed.* (Multiple Players) (Sunday 1p-5p)

[X] R94 Knife in the Dark (GM: *Dr Nik* Room: *Snowshed*) In ancient Rome, a tribune named Nominus is targeted for assassination by a rival party in the Senate. Your Guild has an investment in this particular tribune. Nominus is a rising political power, with impressive charisma, and has championed better treatment of slaves. This threatens some of the old patricians. The problem is that Nominus must not be aware that a group has been sent by anyone in particular to protect him or that anyone has targeted him. Nominus must not be aware that he is being guarded from assassination, because a perceived threat to his life may cause him to rethink his political stance. An original scenario by Dr.Nik. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Dungeon World* (3-5 Players) (Sunday 1p-5p)

R95 LG Classics: The BK! Blue Scales, Red Secrets (GM: *Casey Brown* Room: *Snowshed*) A simple escort mission has brought you to the spur of the Rift Canyon known as Dragon Rift. What could make its red dragon master worried enough to employ humanoids? You'll find out...or else. *Pathfinder* (4-6 Players) (Sunday 1p-5p)

R96 Pathfinder Society Games (GM: *PFS Judges* Room: *Bakery*) In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. Multiple adventures will be run in this time slot for characters of various levels. The individual scenarios offered in this time slot can be found on the Pathfinder Warhorn site. Register for the convention and Pathfinder slot at registration.carnagecon.com, and sign up for specific Pathfinder scenarios at <https://warhorn.net/events/carnage-2016-pfs>. Please note that new scenarios may continue to be added in the coming months. *Pathfinder* (Multiple Players) (Sunday 1p-5p)

R97 Predator (GM: *Brad Younie* Room: *Snowshed*) A rash of UFO sightings brings your team of paranormal investigators to northern NH, where you hope to get evidence of extraterrestrial phenomena. But the mystery deepens when people begin to disappear. Can you solve the mystery before you all disappear? Beginners welcome, characters provided. *Now Playing* (3-6 Players) (Sunday 1p-5p)

R98 The Dare (GM: *Joachim Carrillo de Cangas* Room: *Snowshed*) Well, you did it. You've managed to sneak out of the house without your parents knowing about it, and now you stand on a cool late summer night in front of the creepy old Barnaker house. Your friends have managed to sneak out as well, and are now waiting to enter the house in which you have been dared to spend the night. *Call of Cthulhu 6th Ed.* (4-6 Players) (Sunday 1p-5p)

R99 The High Guard (GM: *Ian Eller* Room: *Snowshed*) The king is dead and the capitol is a molten ruin following the return of the great wyrm Zasketr. Nobles bicker and fight over what remains while monsters and dark forces terrorize the people of the realm. The High Guard, once the champions of the throne but now disbanded, must come together again or the kingdom is lost. "The High Guard" is an ongoing 5th Edition D&D adventure for 10th level PCs in an open world. Play one session or many and embark on quests that will decide the fate of the realm. Pre-generated characters provided. This is a Dark Phoenix Event. Dark Phoenix fully supports Extra Life. *Dungeons & Dragons 5th Ed.* (4-8 Players) (Sunday 1p-5p)

R100 World Tour - Singapore CMP-2016 (GM: *Catalyst Demo Team* Room: *Snowshed*) Shadowrun Mission: What seems like a straightforward smuggling and delivery job takes an unexpected turn when the runners discover the reality of the cargo. Which do they value more, their professional reputation or their humanity? *Shadowrun 5th* (3-7 Players) (Sunday 1p-5p)

[T] Tournament
[D] Design Prototype

[S] Carnage Royale Spy Theme
[X] Extra Life event



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Special Events

S1 Operation: Sneaky Carnage (GM: *Monique Priestley* Room: *Escapade*) Your mission, should you choose to accept it: become a secret agent of joy, spreading laughter and intrigue to unsuspecting victims. You will receive custom Carnage Sneaky Cards as part of an interactive scavenger hunt that inspires creativity and rewards audacity. Complete each objective and then pass the card along to an unwitting accomplice, who now becomes part of the game! The fun is ever-expanding, but it all starts with you! #playitforward (Based on Gamewright's www.sneakycards.com) **(1-25+ Players) (Friday 7p-11p)**

S2 SCA Meet & Greet and Q&A (GM: *Bethany Creaser* Room: *Escapade*) The Society for Creative Anachronism (SCA) is an international living history group with the aim of studying and recreating mainly Medieval European cultures and their histories before the 17th century. Or, as I like to say, medieval recreation. What I have found is that many of us gamers also have an interest in the SCA. If you participate in the SCA, please stop by and say hello and hang out for a bit. If you are interested in the SCA, please stop by to ask questions. Garb not required, but, if you want, free to wear garb. As the GM of this event, I plan to be in garb so I will be recognizable. I'll show up at 11pm and hang out to see who comes by. If it is slow, I'll stay for at least a half hour. If lots of people show, I can stay longer. **(1-25+ Players) (Friday 11:30p onward)**

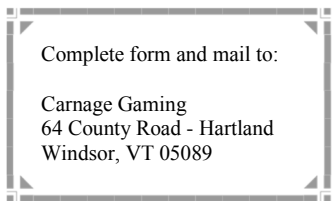
S3 Paint for Fun! Forever Flowers (GM: *Jeannie Compter* Room: *Escapade*) Back this year by popular demand, Jeannie will be holding a painting party again this year at Carnage. You can grab some of this fun and express your talent by painting a delightful still life of flowers in a vase. (<http://www.2flightsup.com/wp-content/uploads/2016/06/foreverflowers.jpg>) Jeannie teaches you the modern techniques step by step for creating a beautiful painting in just a few hours that you will be proud to hang in your home. This event has an additional cost of \$30.00 pp. Everything: canvas, brushes, paint, etc. is included. **(4-20 Players) (Saturday 1p-5p)**

S4 Pub Trivia (GM: *Chris Griffin* Room: *Northstar Lounge*) Cube of Death is a card game that uses geek trivia to resolve actions. This is played with teams generally of two or three players each and a Game Master. Every round the Game Master draws a card and asks one of the teams the question on the card. If they get it right they get to roll 1d6 damage to the opposing team. If they get it wrong, they take damage. Come join us for our 5th Cube of Death tourney at Carnage with a special guest host. Sponsored by TSR Games and the TSR Podcasting Network. Check us out on Facebook or at <http://tsrpn.com/> **Cube of Death (Unlimited Players) (Saturday 11:30p onward)**

2016 T-Shirt

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





PRE-REGISTRATION FORM

Please pre-register for events. (Must be postmarked by October 28)

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

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Total Amount Enclosed:

Please make check or money order payable to Carnage Gaming _____

