

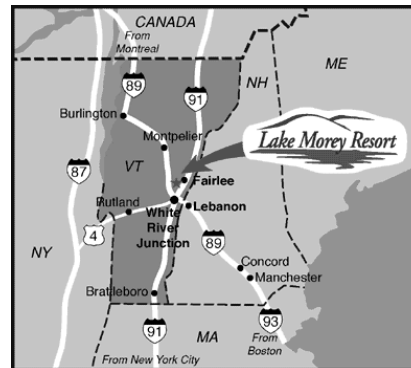
CARNAGE THE 13TH



RE 09

Lake Morey Resort
November 5-7, 2010
www.carnagecon.com

How to Get There



Lake Morey Resort

Club House Road, Fairlee, VT

1-800-423-1211

lakemoreyresort.com

Driving Directions:

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

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

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

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

2010 FEATURES

Centuries of Conflict



Centuries of Conflict is an offering of Historical Miniature events directed at the 18th century. Events will cover various conflicts running from 1701 to 1800.

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

www.thenorthernconspiracy.org/

Wargame Room



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

Email Chuck at cdavis@vermontel.net to find out what games are being played or to get your game on the "opponents wanted" list. Also check the folder in the consimworld.com convention area.

Please visit the Promote Your Game Forum: Opponent match ups for the Wargame Room thread at www.carnagecon.com to see what additional games are going on in the Wargame Room. Sponsored by Bunker Hill Games.

Gaming Room Key

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

THE CARNAGE ACCORDS IX

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

John Greenleaf Whittier



A "Diplomacy" Tournament
Run at

CARNAGE

Fairlee, VT

NOVEMBER 5, 6 & 7

<http://www.carnagecon.com>



Diplomacy Tournament Rules

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

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

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

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

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

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

Each center held at game end - 1 point.

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

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

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

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

EVENT DESCRIPTIONS

BOARD GAMES

B1 A Game of Thrones (GM: *Justin Berman, Bill Parker* Room: [TE4-6](#)) In this Seventh Annual A Game of Thrones event, players take control of one of the great Houses of Westeros. Via resource management, diplomacy, and cunning, each seeks to win dominance over the land. Players must give orders to armies, control important characters, gather resources for the coming winter, and survive the onslaught of their enemies. A unique phase mechanic, battle resolution, and special ordering system make for an engaging game in which all players are actively involved at all times. We will use the A Clash of Kings Expansion too. As always, New Players Welcome!
(6-18 Players) (Friday 1p-5p)

B2 Carcassonne: Basic (GM: *Jeannie Compter* Room: [TG6](#)) The southern French city of Carcassonne is famous for its unique Roman and medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters, and in the fields. The players' skill in developing the area will determine who is victorious. This session will introduce the basic rules to new players, so if you've never played this classic euro-style game (or even if you have), this is your chance!
(2-6 Players) (Friday 1p-5p)

B3 Castle of Magic (GM: *Bob Swander* Room: [TG7](#)) A monster is lurking in the depths of Castle Bondi. The rulers of three neighboring countries journeyed to the Castle to vanquish the monster, but were themselves devoured. When they died, the three items of Power—a Crown, an Amulet, and a Scepter—were lost with them. You and your mysterious companions have come to the Castle to regain these items and cast the Ritual Spell. This Spell will either banish the monster forever or make it a Wizard's slave. Each of you is a member of one of three Wizard Guilds. Some of your companions may be from your Guild, and perhaps you can work together. Others may be from a Guild you oppose. Who will you trust in this game of secrets and lies?
(4-6 Players) (Friday 1p-5p)

B4 Endeavor (GM: *Robert Rousse* Room: [TBI/B2](#)) Come learn this great game of world exploration and empire building. You play a European empire looking to expand your influence to the rest of the world. Endeavor is a fun game you can learn quickly, but it may take some time to master. Once you have mastered it, be sure to check out the Grand Endeavor Tournament being held all day Saturday.
(5-10 Players) (Friday 1p-5p)

B5 Federation and Empire (GM: *Thomas Compter* Room: [TBI](#)) Long before Lt. Picard stood as First Officer of the Stargazer, a vast, intra-galactic war raged across the stars. Set in the middle(?) decades of the Federation, this huge board game pits the Grand Alliance (Federation, Gorns, Kzintis, Tholians, and Hydrans) against the Coalition (Klingons, Romulans, and Lyrans) for ultimate control of the galaxy! The combat is fast-paced, with a single die roll resolving most encounters. The detailed economic system is the key to victory, as players wrest the maximum possible combat power out of every Economic Point earned.
(2-8 Players) (Friday 1p-5p)

It Came from the Carnage Math Trade

Math trades are a great way to swap games you no longer play for games you'd love to add to your collection. If that sounds scary, keep this in mind: the pool computer takes care of all the math, organizing exchanges within the pool of participants while maximizing the number of overall trades. For more information and a link to the trade page, visit www.carnagecon.com.

B6 Friedrich (GM: *Matt Taylor* Room: [G](#)) Defeat Prussia before the Tsarina dies! Or be Frederick the Great and struggle for survival with a mixture of courageous willpower, sudden inspiration, and stoic patience. It is the summer of 1756. On the eve of the Seven Years' War, half of Europe has formed an alliance. Frederick the Great is in deep sorrow: Will the upcoming conflict be Prussia's defeat, or Prussia's glory? On a map of Old Europe, players maneuver their generals from city to city. Frederick must retain a part of each Prussian province while the attacking powers savagely seek out their objectives. The clever use of tactical cards is decisive to winning. Histogamo and Richard Sível present Friedrich as a novel concept uniting board and card games. Accurately based on history while maintaining a slim set of rules, the game offers wide open spaces for chess-like moves and great depth for decision making. Taken into Frederick's era, you will reflect on tactical finesse, smile about interspersed anecdotes, and be perplexed at how often you are not able to count to three... Note: Contrary to the common misconception, Friedrich does not have player elimination based on fate cards; it has country elimination, and players could end up controlling fewer countries than they started with, but players are never eliminated by the cards of fate.
(4-8 Players) (Friday 1p-5p)

B7 Princes of Florence (GM: *Amos Parker* Room: [TG2](#)) You are the head of a rich family in Florence. How can you gain even more prestige than you already have? Build your section of the city into a place where great thinkers and creators gather to meet. Become the patron of Artists, Scholars, and Professionals of all types. You will be preminent in Florence.
(2-5 Players) (Friday 1p-5p)

B8 Settlers of America: Trails to Rails (GM: *Chuck Davis* Room: [TG4](#)) The nineteenth century has arrived and Americans are heading west. Wagon trains are forming up and heading out to settle new lands and build new cities. These new cities will need railroad lines to bring in new people and necessary goods. Some head west for the adventure, some to start a new life, still others to find work. Come try out this new twist on a classic game!
(3-4 Players) (Friday 1p-5p)

B9 Shadows over Camelot (GM: *Amy Stender* Room: [TG2](#)) In most games, players compete against each other to achieve victory. Shadows over Camelot proposes a journey of a very different kind, where you and your fellow players, as Knights of the Round Table, will collaborate to jointly defeat...the game! At first glance, this task seems simple enough. After all, shouldn't a band of young and noble Knights—fleet of foot and sound of mind—easily defeat a game that plays itself? Alas, your quest is further complicated by the ever-present possibility of a Traitor in your midst, biding his time, waiting to strike at the worst possible moment... Don your cloak, climb astride your warhorse and gallop into the Shadows to join us in Camelot!
(3-7 Players) (Friday 1p-5p)

B10 Titan (GM: *Richard Nothey* Room: [TG8](#)) Come try this classic game of Fantasy battle! You are a Titan, traveling the realm and recruiting all manner of fantastic creatures and powerful monsters for your army. Your only goal? Eliminate the other Titans. Seems easy enough! This game may extend into the evening slot.
(3-6 Players) (Friday 1p-5p)

B11 Z-Man Games Demos (GM: *Brennan Martin (Z-Force)* Room: [TE1-2](#)) Z-Man Games has established itself as one of the premier publishers of genre-spanning board and card games. During this slot, many of them will be available to learn and enjoy, including Megacops, Pandemic, Endeavor, Shadow Hunters, Ideology, Batt'l Khaos, 1960: The Making of the President, Camelot Legends, Long Shot, Midgard, Chang Cheng and many others. So come and experience some Z-Man classics and more recent offerings; you're sure to find a new favorite! And be sure to look for other Z-Man games throughout the convention.
(4-10 Players) (Friday 1p-5p)

B12 1889 – History of Shikoku Railways (GM: *Derrek Dunn* Room: [TE5](#)) Come try this intro game of the 18xx genre of economic train games.
(2-5 Players) (Friday 7p-11p)

B13 Amoeba Wars (GM: *Mongo* Room: [TG6](#)) What do you do when you—one of the last remnants of a fallen galactic empire—have returned to your home sector only to find it overrun with space amoeba? You drive the infestation of horrible creatures from space. But be careful... there are other survivors of the fallen empire around. And they want the renegade doomsday machines for themselves!
(2-6 Players) (Friday 7p-11p)

B14 Betrayal at House on the Hill (GM: *Alex Clay* Room: TG2) You want to check out that old house on the hill? Are you nuts?! You and a group of friends are heading up the haunted house on the hill, for a great night of...what exactly? Terror? Horror? Screams? Oh, wait—BETRAYAL!! (3-6 Players) (Friday 7p-11p)

B15 Colosseum (GM: *Bill Parker* Room: TG5) In Colosseum each player is a Roman impresario, producing great spectacles in his or her arena in the hopes of attracting the most spectators. Players earn wealth and glory for each event run, using it to create ever more ambitious events. They will need to improve their arena, find the best performers, lure the Emperor and his nobles, and manage assets for long-term success to be granted the title of Grand Impresario. (3-5 Players) (Friday 7p-11p)

B16 Dungeon Lords (GM: *Robert Dijkman Dulkes* Room: TE1) Time to renew your Dungeon Lord's license. You will need to pass this little test. Build a dungeon and fill it with traps, treasure, and monsters. You will only have a year. After that, the examiners will be sending live adventurers to "test" out your new dungeon. I sure hope you pass. (2-4 Players) (Friday 7p-11p)

B17 Memoir '44 (GM: *Matt Golec* Room: G) This enjoyable card driven war game gains a whole new dimension when played on the giant battle maps. Two sides of up to four players each face off in Operation Market Garden, where Allied forces attempt a surprise attack on German positions in the occupied Netherlands. Can the Allies take and hold their objectives, or will they be repelled by the German forces? No experience necessary. (4-8 Players) (Friday 7p-11p)

B18 Nanuk (GM: *Danny Campbell (MIB)* Room: TG9) Winter is coming. All the hunters boasted of their prowess, but you boasted the loudest. Now you have to deliver... In Nanuk, each player bids for how long he can stay on the trail and how much he will bring home. Each boast must be greater than the one before, until one hunter refuses to raise the bid, saying "You're doomed!" Then the hunt begins. Will the hunt leader make good on his boast? Each player decides secretly to help...or to let it fail. (5-8 Players) (Friday 7p-11p)

B19 Puerto Rico (GM: *Gary Bobar* Room: TG1) Come try the number one classic game on Board Game Geek. The game is played over several rounds. Each player chooses one of seven different roles (mayor, prospector, builder, etc.) This offers ALL players, in clockwise order, the action associated with that role. Each player has a plantation on which to build buildings that improve production or increase money. Players must grow their goods on the island and ship them for additional points. The game moves fast—usually lasting two to three hours—and is quick to learn. (2-5 Players) (Friday 7p-11p)

B20 Sword of Rome (GM: *Bob Mosdal* Room: G) The Sword of Rome is a card-driven board game using the popular base system invented by Mark Herman and featured in Ted Raicer's Paths of Glory. Event cards and point-to-point maneuvers enable up to five players to recreate the vicious struggles among the peoples of Italy and Sicily in the fourth and third centuries BC. Who will dominate the western Mediterranean—and with it earn the right to vie for control of the known world? (3-5 Players) (Friday 7p-11p)

B21 Tales of the Arabian Nights (Z-Man) (GM: *Brennan Martin (Z-Force)* Room: TE2) Tales of the Arabian Nights is a legendary storytelling game based on the world of Aladdin and Sinbad. Travel the world encountering imprisoned princesses, powerful efreets, and evil viziers. Marvel at such wonders as the magnetic mountain and the elephants' graveyard. Choose your actions and words carefully and use your skills wisely. You may just survive this tale after all. (3-6 Players) (Friday 7p-11p)

B22 The Great Space Race (GM: *Daniel Beard* Room: TE3) What do you get when you cross Roborally, Formula De, and Nuke War? The Great Space Race!! Come and race for the glory of the Great Galactic Emperor, the entertainment of the entire universe, and the salvation of your race. With the finest ship you people can provide (snicker), and though weapons are strictly prohibited

(louder snicker), a few mines have wound up in your hold. You must be the first to complete three laps of the race course, or be the last to survive. Come forth and let's have some fun! (2-6 Players) (Friday 7p-11p)

B23 Wiz-War Classic (GM: *Earl Waters* Room: TB2) Come play this cult classic game. Wiz-War is a card/board game of dueling Wizards and treasure stealing. Each player is a Wizard with a simple goal: to steal the treasure of the other Wizards or...well, just eliminate them altogether. You have mighty spells at your disposal with which to accomplish this feat. Cast fireballs, waterwalls, or even the dreaded "It" spell. Try this magic mayhem on a custom made 3D board with movable or even removable walls, wizards, monsters, and spell effects. No experience necessary. (3-6 Players) (Friday 7p-11p)

B24 World Domination (GM: *Chris Dondero* Room: TD1) The Friday night classic is back for year three! Based loosely on the popular board game Axis & Allies, World Domination removes the predictable features of "planet earth" by using a random terrain generating system that guarantees a new and exciting game every time! After the "world" is created, players start with one city in one starting location. Teams are then selected (the Axis and the Allies). After you know who is on your side, it is time for empire building and battles royal! New rules for this year include Command and Control restrictions and Generals! (4-12 Players) (Friday 7p-11p)

B25 Agricola (GM: *Derrek Dunn* Room: TG3) Come play the game that was #1 on Board Game Geek for a long time! It is competitive subsistence farming at its best!! In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions—one for you and one for your spouse—from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rug rats? (2-5 Players) (Saturday 8a-12p)

B26 Battlestar Galactica (GM: *Justin Berman* Room: TB1) Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely acclaimed new Sci Fi Channel series, this game puts each player in the role of one of ten characters from the show. The characters each have their own abilities and weaknesses, and all must work together in order for humanity to have any hope of survival. However, at least one player secretly sides with the Cylons, often without even knowing it at the start of the game. Players must attempt to expose the traitor while fuel shortages, food contamination, and political unrest threaten to tear the fleet apart. As always, New Players Welcome. (3-6 Players) (Saturday 8a-12p)

B27 China Rails (GM: *Brent Cote* Room: D) Come try out this great Crayon Rail game set in China. Players will draw rails and pick up and deliver loads from city to city in the quest to be the first acquire 250 million...Yen? (2-5 Players) (Saturday 8a-12p)

B28 Munchkin Cthulhu (GM: *Michelle Graham (MIB)* Room: TG8) Munchkins have hacked their way through dungeons, kung fu temples, starships, haunted houses, and super-foes. Now they face their greatest challenge—Cthulhu! Will they survive? Will they retain their sanity? Will they...level up? (2-6 Players) (Saturday 8a-12p)

B29 Neuroshima Hex (GM: *Mike Benya* Room: D) Neuroshima Hex is a strategy game set in a post-apocalyptic world of Neuroshima. Each player leads one of four armies: Borgo, Hegemonia, Moloch and Posterunek. Each army deck consists of 34 tiles: soldiers, support tiles, and special actions. The object of the game is to destroy all enemy H.Q. or make sure that your H.Q. takes the least damage. Lots of fun and action! (2-4 Players) (Saturday 8a-12p)

B30 No Retreat!: The Russian Front (GM: *Marc Guenette* Room: G) No Retreat!: The Russian Front is a new deluxe edition of the two-player Victory Point Games 2008 CSR Award Nominee war game that retells the story of the titanic struggle between the invading armies of Nazi Germany and Communist Russia during WWII at a player-friendly and manageable level of scope and

The Wargame Room at Carnage

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

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difficulty. This edition combines both the original game and its two extensions (Na Berlin! and No Surrender!) using deluxe components of Twilight Struggle Deluxe Edition quality. With only 40 Army/Front sized counters for the Tournament game, and 70 for the whole campaign, and with very low stacking, it's a quick-playing yet realistic affair that favors the strategic and offensive-minded player. (2-4 Players) (Saturday 8a-12p)

B31 Power Grid (GM: *Daniel Beard* Room: *D*) Ever want to own the power company? Well, here is your chance. Build your own power plants and make them newer, larger, and more efficient as the game goes on. Will your plants run on coal, oil, trash, nuclear energy (don't worry about the waste), wind, or fusion? As you build your plants you will be able to power more and more cities. And—as with all businesses—the more customers, the more money...and the better power plants. Don't worry if things don't work out this quarter; there are always government subsidies! (2-6 Players) (Saturday 8a-12p)

B32 Space Alert (GM: *Bethany Creaser* Room: *D*) Welcome aboard the Sitting Duck class exploration vessel. Your job is to staff the ship while the ship's computer maps an uncharted sector of space. Since the mapping only takes 10 minutes and the computer does all the work, how hard can it be? I mean, really, there wouldn't be, um, like hostile ships or anything out there...well, maybe. Space Alert is a quick, cooperative game that runs in real time. We'll run through the Space Alert tutorial from beginning to end and play as long as the group wants, so that means no experience is necessary! (2-5 Players) (Saturday 8a-12p)

B33 The Grand Endeavor Tournament First Round (GM: *Z-Force & Carnage Staff* Room: *TG4-Z*) Endeavor is a game of world exploration and empire building. Carnage and Z-Man Games are pleased to bring you the Grand Endeavor Tournament. Players will play two preliminary games either Saturday morning or Saturday afternoon. Scores will be tallied, and a final board of the five top players will be played Sunday morning in the 10am-noon slot. For more details on scoring and prizes please head over to www.carnagecon.com. Bring glory to your empire! (5-20 Players) (Saturday 8a-12p)

B34 Victory (GM: *Bob Yates* Room: *D*) Victory is a war game using WWII-era technology. It incorporates land, air, and naval forces in one fast playing simulation. Its unique block system recreates the "fog of war." The rules are easy, and no prior experience is necessary to play. The game will appeal to the novice war gamer and battle-hardened veteran alike. (2-4 Players) (Saturday 8a-12p)

B35 War of the Ring: Collector's Edition (GM: *Amos Parker* Room: *TB2*) War of the Ring is a strategic wargame in a fantasy setting where one player takes control of the Fellowship and the Free Peoples, and the other player controls Sauron and the Shadow Armies. One can win a military

victory by conquering a certain number of cities and strongholds when playing as the Shadow Army, or with similar conditions as the Fellowship and Free Peoples. The game also may be won by the Free People if they complete the quest of the Ringbearer by traveling secretly to Mount Doom to destroy the One Ring. Hidden movement prevents Sauron from knowing his enemies' intentions and keeps him looking across Middle Earth for the precious Ring. The War of the Ring Collector's Edition introduces new factions, characters, and events from the expansion, including Galadriel, the Balrog, the Ents, Dunlendings, Siege Towers, Catapults, Corsairs, and more. The additional armies and characters enrich the theme and make it more true to the Tolkien saga. (2-4 Players) (Saturday 8a-12p)

B36 Z-Man Games Demos (GM: *Bob Swander, Brennan Martin* (Z-Force) Room: *TE2/G1*) Z-Man Games has established itself as one of the premier publishers of genre-spanning board and card games. During this slot, many of them will be available to learn and enjoy, including Megacorps, Pandemic, Endeavor, Shadow Hunters, Ideology, Batt'l Khaos, 1960: The Making of the President, Camelot Legends, Long Shot, Midgard, Chang Cheng, and many others. Come and experience some Z-Mans classics and more recent offerings; you're sure to find a new favorite! And be sure to look for other Z-Man games throughout the convention. (2-16 Players) (Saturday 8a-12p)

B37 Zombie Dice (GM: *Danny Campbell* (MIB) Room: *TG9*) Eat brains. Don't get shotgunned. You are a zombie. You want braaains. More brains than any of your zombie buddies. (2-8 Players) (Saturday 8a-12p)

B38 Zombies of Carcassonne! (GM: *Randy Szabadies* Room: *TG2*) A classic game of Carcassonne using published expansions and my own home grown Zombie rules. The Story: Founded on an important trade route between the Mediterranean and the Atlantic, the southern French city of Carcassonne was conquered often and has known many rulers. As a result of this varied history, it is famous for its unique mixture of Roman and medieval fortifications. Left out of most history books, however, is what is known as the time of the Red Plague. In one of the bloodiest events in Carcassonne's history, its citizens started dropping dead at an alarming rate. Worse, within hours of their deaths the dead began to rise and walk again, killing the living and feasting upon their flesh. It looked like the great city would be destroyed forever. The tide started to turn when the region's holy men and women put aside their differences and gathered an army of brave knights, heroic farmers, and adventurous travelers to hunt and kill the abominations. The fighting lasted many weeks, but in the end they were victorious, driving away the walking dead and ending the mysterious plague. The people of Carcassonne have since lived with the fact that one day the plague will return and the dead will walk again. Unfortunately for them, and for you, that day is today! (2-6 Players) (Saturday 8a-12p)

B39 Here I Stand (GM: *Bob Mosdal* Room: *G*) Here I Stand: Wars of the Reformation 1517-1555 has a unique system that replicates the political and religious conflicts of early sixteenth-century Europe on a single point-to-point map. The first card-driven game to prominently feature secret deal-making, Here I Stand models a true six-sided diplomatic struggle, placing heavy emphasis on successful alliance-building through negotiations that occur away from the table during the pre-Turn Diplomacy Phase. Set during the period in which Niccolò Machiavelli published his masterpiece "The Prince," the game makes backstabbing an ever-present possibility; the deck is loaded with event and response cards that can be played by any power to disrupt the plans of those in the lead. (3-6 Players) (Saturday 8a-5p)

B40 Case Blue: Kharkov '42 (GM: *Josh Winslow* Room: *G*) In May of 1942, the Red Army, fresh off of its winter victories, attempted to recapture Kharkov in the Ukraine. Unknowingly attacking into the teeth of the German buildup for the summer offensive towards Stalingrad and the Caucasus, the Soviet advance made good initial headway, but a sharp counter attack surrounded their spearheads. Experience with the OCS system will greatly aid the speed of play. This is an all-day game. (1-4 Players) (Saturday all day)

B41 Normandy '44 (GM: *Chris Penny, Bill DiGiulio* Room: G) This is GMT's new game that recreates, at the regimental level, the D-Day landings on June 6th and the battles that raged in Normandy for the next 21 days. The game uses a simplified Ardennes '44 system: Move, Fight, and Reserve Movement. All non-tank battalion units are rated for Troop Quality, while all armor units have a Tank Rating. Each turn is one day and each hex represents 3.8 kilometers. Most units are regiments or brigades, but most of the armor units are represented as battalions. (4 Players) (Saturday all day)

B42 18XX (GM: *Richard Nothey* Room: TG8) Come try this classic game of rail stocks and economics! Players will try to make the most money by buying and selling stocks in various share companies. They must also build their tracks and operate the rails. Many of the 18XX games will be available in this slot, including 1829,1830,1856, and 1870. This game will extend into the evening slot. (2-5 Players) (Saturday 1p-5p)

B43 Betrayal at House on the Hill (GM: *Daniel Beard* Room: D) Can you survive the Betrayal at House on the Hill? "Tonight your little group will be exploring the House on the Hill. It is supposedly haunted, so you will need to search as many rooms as you can, and then survive if it turns out to be truly haunted." Now you just want to hand that guy his teeth. After searching through the house and finding strange events, items, and omens (and one room on the top floor that had collapsed, causing someone to do a swan dive into a basement pool), one of your own turned out to be a traitor and is trying to destroy the rest of you. At least you have an idea about how to survive this. Unfortunately, it won't be that easy, especially since the traitor is actively trying to stop you. Just two things to remember: Before the haunt starts, you cannot die. And after the haunt starts, all bets are off. (And yes, I have the errata for the game.) (3-6 Players) (Saturday 1p-5p)

B44 Carson City (GM: *Tom Mechler* Room: TGJ) Choose your cowboy and head into Carson City to help out building this boom town. Watch out; other gunslingers are in town and you may just find yourself in a duel. Come try out this great worker placement game based on building Carson City in the Old West. Choose your actions wisely to achieve the most points and to avoid being called out into the street! (2-5 Players) (Saturday 1p-5p)

B45 Conflict of Heroes (GM: *Alex Clay* Room: D) The year is 1941. Germany has set its sights on Russia after defeating Poland, Denmark, Norway, and France with ease. The Russians appear weak and suffer terrible losses. Then, winter sets in. The Russians strike back in the dead of winter and begin to gain momentum. The bear awakens! Conflict of Heroes is tactical WWII board game set on the Eastern Front. It uses a fast paced and easy to learn system, but one that allows for a depth of strategy. Even the most simple firefights are often tense and highly interactive. Many firefights last less than 60 minutes. Scenarios will be chosen based on the number of people who sign up and may include anything from a small scale village skirmish to a tank assault across several maps. (2-8 Players) (Saturday 1p-5p)

B46 Dixit (GM: *Justin Berman* Room: TG2) Winner of the prestigious 2010 Spiel des Jahres Award, Dixit is a fun, light game of storytelling. It's like Apples to Apples using artwork instead of words. Players rotate as the storyteller for the turn and must make up a sentence that describes one of a handful of hidden illustrated cards. Other players select amongst their cards for the one that best matches the sentence made up by the storyteller. The storyteller shuffles all the cards and, upon revealing, the other players secretly choose the artwork they believe is the storyteller's. Points are awarded in a unique way. After the deck is used up, the game ends, the winning player being the one with the greatest total. As always, New Players Welcome! (3-5 Players) (Saturday 1p-5p)

B47 Empire Builder (GM: *Jeannie Compter* Room: D) You know the Routes. You know the Rails. You know that you can build an EMPIRE and make MILLIONS...if you can just get the right contracts and deliver the right loads. Empire Builder is a fun, family-friendly game that will pit your skill and luck against your opponents' to see who can be the first to earn \$250,000,000 in the volatile world of the Rail Barons. (2-5 Players) (Saturday 1p-5p)

B48 Frag Gold (GM: *Danny Campbell* (MIB) Room: TG9) Game starts. Enemy in sight... Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run...you're hit! You're down. Respawn! Grab a weapon! Start again! (2-6 Players) (Saturday 1p-5p)

B49 Munchkin Cthulhu (GM: *James Carpio* Room: D) Munchkins have hacked their way through dungeons, kung fu temples, starships, haunted houses, and super-foes. Now they face their greatest challenge—Cthulhu! Will they survive? Will they retain their sanity? Will they...level up? (4-6 Players) (Saturday 1p-5p)

B50 Struggle for Rome (GM: *Michael Tutt* Room: D) The Romans rule over an enormous empire. But now, Rome holds its imperial breath. The empire is weak. Wild barbarian hordes surge across the frontier. You rule one of those barbarian hordes. Your fate is in your hands: civilization is ripe for conquest. Will you forge a mighty new kingdom? Will you be the one to inherit the storied glory of Rome? (2-4 Players) (Saturday 1p-5p)

B51 The Grand Endeavor Tournament First Round (GM: *Z-Force & Carnage Staff* Room: TG4-7) Endeavor is a game of world exploration and empire building. Carnage and Z-Man Games are pleased to bring you the Grand Endeavor Tournament. Players will play 20 preliminary games either Saturday morning or Saturday afternoon. Scores will be tallied, and a final board of the five top players will be played Sunday morning in the 10am-noon slot. For more details on scoring and prizes please head over to www.carnagecon.com. Bring glory to your empire! (5-20 Players) (Saturday 1p-5p)

B52 Twin State Ticket to Ride (GM: *Amy Stender* Room: TG3) With elegantly simple game play, Ticket to Ride can be learned in three minutes and provides players with intense strategic and tactical decisions every turn. Players collect cards representing various types of train cars, which they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets—goal cards that connect distant cities—and to the player who builds the longest continuous route. Come play on this oversized homemade board with destination tickets for various routes across Vermont and New Hampshire! (2-5 Players) (Saturday 1p-5p)

B53 War of the Ring: Collector's Edition (GM: *Amos Parker* Room: TB2) War of the Ring is a strategic wargame in a fantasy setting where one player takes control of the Fellowship and the Free Peoples, and the other player controls Sauron and the Shadow Armies. One can win a military victory by conquering a certain number of cities and strongholds when playing as the Shadow Army, or with similar conditions as the Fellowship and Free Peoples. The game also may be won by the Free People if they complete the quest of the Ringbearer by traveling secretly to Mount Doom to destroy the One Ring. Hidden movement prevents Sauron from knowing his enemies' intentions and keeps him looking across Middle Earth for the precious Ring. The War of the Ring Collector's Edition introduces new factions, characters, and events from the expansion, including Galadriel, the Balrog, the Ents, Dunlendings, Siege Towers, Catapults, Corsairs, and more. The additional armies and characters enrich the theme and make it more true to the Tolkien saga. (2-4 Players) (Saturday 1p-5p)

B54 Wiz-War Classic (GM: *Earl Waters* Room: TB1) Come play this cult classic game. Wiz-War is a card/board game of dueling Wizards and treasure stealing. Each player is a Wizard with a simple goal: to steal the treasure of the other Wizards or...well, just eliminate them altogether. You have mighty spells at your disposal with which to accomplish this feat. Cast fireballs, waterwalls, or even the dreaded "It" spell. Try this magic mayhem on a custom made 3D board with movable or even removable walls, wizards, monsters, and spell effects. No experience necessary. (3-6 Players) (Saturday 1p-5p)

B55 Agricola: Farmers of the Moor (Z-Man) (GM: *Brennan Martin* (Z-Force) Room: TE2) You have tried Agricola. You love it! So what is next? Agricola: Farmers of the Moor! You have

mastered medieval farming and are now ready to head out onto the moors to try to eke out a living. Come try this new expansion to Uwe Rosenberg's *Agricola*. (2-5 Players) (Saturday 7p-11p)

B56 Android (GM: *Alex Clay* Room: *TGI*) Android is a board game of murder and conspiracy set in a dystopian future. Detectives travel between the city of New Angeles and moon colony Heinlein, chasing down leads, calling in favors, and uncovering the sinister conspiracy beneath it all. The detectives must balance their pursuit of the murderer against their personal lives and their inner demons. You must get by the demons and solve the murder in just two weeks. Time's ticking... (3-5 Players) (Saturday 7p-11p)

B57 Arkham Horror (GM: *Tyler Dion* Room: *TG7*) It is 1926 and the Ancient Ones are returning. Only your small band of dedicated investigators stands between them and the destruction of the world! The invasion has begun in the city of Arkham. "The Lurker at the Threshold," a malevolent being that has been sent to herald the coming of the Ancient Ones, has been seen. Can you stop this threat before it is too late? Come check out this classic, cooperative horror game. The Lurker at the Threshold expansion will be used. (2-8 Players) (Saturday 7p-11p)

B58 Axis & Allies: Double Blind (GM: *Bob Yates* Room: *D*) Classic WWII war game, with one slight twist. Where exactly are the German tanks? They came out of the Ukraine last turn. Are they still there? Do they have air support? Did the infantry join them? Players will not be able to see their opponents' forces, until it may be too late! (2-5 Players) (Saturday 7p-11p)

B59 Carcassonne: Advanced (GM: *Jeanie Compter* Room: *TG6*) The southern French city of Carcassonne is famous for its unique Roman and medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters, and in the fields. The players' skill in developing the area will determine who is victorious. This session will feature several expansions of the game, including The River, Inns and Cathedrals, The Princess and the Dragon, and Traders and Builders. (2-6 Players) (Saturday 7p-11p)

B60 Chaos in the Old World (GM: *Mike Banya* Room: *TG2*) You are a GOD! And your goal is to cause chaos, havoc, and Carnage on the Old World! Players will take on the role of one of the Chaos Gods. You will fight for domination of the mortal realm. You will attempt to corrupt the people of that realm while raining down chaos upon their heads! Think you have what it takes to create a little mayhem? (2-4 Players) (Saturday 7p-11p)

B61 Dominion Tournament (GM: *Rodney Sheldon* Room: *D*) Join us in the second annual Carnage Dominion Tournament. The tournament will consist of a series of Swiss rounds, with random sets of cards each round. Points are awarded based on each player's finish in each round. The number of rounds will be determined by the number of players. At the end of Swiss play, the top four players will square off for one last game! Prizes will be awarded. (4-24 Players) (Saturday 7p-11p)

B62 Last Night on Earth: 3D (GM: *Nyssa* Room: *TB2*) What's that? The dead are rising from their graves? Sounds like a classic George Romero movie. Only it is real!!! You are one of the few remaining survivors in small town USA. (Or maybe you are one of the shambling Undead.) You must stay alive! (Or eat brains.) Either way, someone is not getting out alive. And better yet...this game is in 3D! (3-6 Players) (Saturday 7p-11p)

B63 Le Havre (GM: *Gary Bobar* Room: *TG3*) In this economic game, players must choose between taking resources and constructing buildings or ships with the needed resources. There are seven player turns in each round. The number of rounds depends on the number of players. Ships are needed for food and trade, while buildings earn food or income when used. The game is scored according to the value of buildings owned and of cash on hand. Designed by Uwe Rosenberg, the creator of *Agricola*, Le Havre's random setup ensures a different game each time. (2-5 Players) (Saturday 7p-11p)

B64 Munchkin Quest (GM: *Danny Campbell* (MIB) Room: *TG9*) Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now Munchkin Quest brings the action to the game board! (2-6 Players) (Saturday 7p-11p)

B65 Railroad Tycoon (GM: *Eric Paperman* Room: *TBL*) Come try this great game of industry and rail building in the eastern United States. Players will play rail barons trying to build their fortunes through the railways. Can you be the first to build the western connection? Or perhaps you will make your money in the Deep South or the industrial Northeast. (2-6 Players) (Saturday 7p-11p)

B66 Starcraft (GM: *Robert Dijkman Dulkes* Room: *TG4*) Let's conquer space! Players will take on the roles of leaders of the three factions vying for a sector of space. Will you play the tribal Protoss, with their shared psionic link? Or perhaps the insectoid Zerg, with their live mind, appeal to you. And last but not least are the flexible Terrans, with their mighty space marines, ready to take any planet! Remember, it is very cold in space, and no one can hear you scream! (3-5 Players) (Saturday 7p-11p)

B67 Brass (GM: *Brent Cote* Room: *TE6*) Come try this great game of the Industrial Revolution in England by Martin Wallace. Players will build such industries as coal mines, cotton mills, and iron works. They will need to deliver their goods by canal in the first part of the game and later, as England enters the rail era, by train. (2-4 Players) (Sunday 8a-12p)

B68 Pandemic (GM: *Brennan Martin* (Z-Force) Room: *TE2*) Last year was a real Pandemic! This year we just have the board game. Come check out Z-Man Games's fun cooperative game of stopping a world-wide Pandemic! The On the Brink expansion will be available for play. (3-5 Players) (Sunday 8a-12p)

B69 Revolution (GM: *Danny Campbell* (MIB) Room: *TG3*) Secretly bid against your opponents to gain the support of the people, win territory...and gather more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support—and where to back away and let your opponents fight—is the key to victory. It's a game of bluff, counter-bluff, and surprise. (3-4 Players) (Sunday 8a-12p)

B70 Shogun (GM: *Mongo* Room: *TE4*) Classic game of feudal battles in Japan! You are a warlord trying to tame the country of Japan. But there are other warlords with the same idea. Build your armies and lead them into battle for the glory of the Emperor! (2-5 Players) (Sunday 8a-12p)

B71 Tigris & Euphrates (GM: *Chuck Burkins* Room: *TES*) Designed by the great Reiner Knizia, Tigris & Euphrates is an abstract tile game with a Fertile Crescent theme. Players score points in one of four categories by adding colored tiles to the game board. Temples, Internal Conflicts, and External Conflicts can help you gain points fast. Your standing in the game is decided by your weakest category, so it is important to pay attention to all of your categories. This game perennially ranks in the Board Game Geek top games, currently sitting at number 11. That many geeks can't be wrong—come and play it yourself! New players encouraged. (2-4 Players) (Sunday 8a-12p)

B72 Cults Across America (GM: *Kevin Day* Room: *TB2*) You are the leader of a cult in America, and no, it is not the Democratic or Republican Party! You must try to spread your religious fervor over the entire nation. The only way to do that is to draw attention to your plight. You must win the demonic shopping cart race from New York to Los Angeles, or maybe create a continuous chain of lunatics that stretches from coast to coast. Some might even just summon a Cthulhu creature or two to do their bidding! (2-5 Players) (Sunday 10a-12p)

B73 Settlers of Catan (GM: *Rick Salamin* Room: *TG2*) Come play this classic game of civilization building. Players will help to settle the island of Catan. They will build their towns, roads, and cities in an effort to be the most advanced civilization on the island. (3-4 Players) (Sunday 10a-12p)

B74 Stone Age (GM: *Robert Dijkman Dulkes* Room: *TG4*) Stone Age is a fun worker placement game in which players control a tribe of Stone Age humans who are just trying to get by. They must gather wood, stone, and even some gold to build the advancements they need to get out of the Stone Age! (2-4 Players) (Sunday 10a-12p)

B75 Ticket to Ride: Marklin (GM: *Randy Szabadics* Room: *TG9*) Check out this great variation on the popular game Ticket to Ride. Marklin is set in Germany and plays the same as Ticket to Ride. So hop aboard! (2-5 Players) (Sunday 10a-12p)

B76 Aladdin's Dragons (GM: *Bill Parker* Room: *TE3*) Do you dare enter the dragon's cave? Take your team of adventurers into the cave of the dragon to gain fortune and glory. Come try out this tense game of auctions, treasure, and dragons! (3-5 Players) (Sunday 10a-2p)

B77 BANG! 'em High! (GM: *Rodney Sheldon* Room: *Z*) The BANG! Tournament once again returns to Carnage. This time, justice must be served! Do you have what it takes to BANG! 'em High? Please check www.carnagecon.com for full rules. (7-21 Players) (Sunday 10a-2p)

B78 Britannia (GM: *Matt Taylor* Room: *G*) Britannia is an historical board game that broadly depicts the millennia-long struggle for control of England, Scotland, and Wales. The game begins with the Roman invasion of 43 AD, and continues through the struggles between Angles, Saxons, Picts, Norsemen, Scots, Irish, and other tribes; and ends with the Norman invasion of 1066. Britannia allows players to re-create this epic history, re-enacting important battles and changing the course of history. The rules discourage players from making historically unrealistic moves but also give players the freedom to alter Great Britain's history in important ways, creating countless interesting "what if?" scenarios. What if Boudicca's revolt against the Romans had been more successful? What if the Romans and the Romano-British had repelled the Saxon invasions of the fifth and sixth centuries? What if William the Conqueror had died during the Norman invasion of 1066? In Britannia, the players will determine the destiny of a kingdom. (4-8 Players) (Sunday 10a-2p)


B79 Pirates Cove (GM: *Ray Hickey* Room: *TG5*) Avast me mates! Come sail the seas of piracy. Check out this fun game of piracy mayhem! Players will outfit their ships, sign on their crew, and take to the high seas to find fame (or infamy) and fortune. You ho! (3-5 Players) (Sunday 10a-12p)

B80 Steam (GM: *Eric Paperman* Room: *TG1*) Enter the world of rail barons. You control your destiny in building a railroad empire. The iron horses are steaming across America as the rail barons build their fortunes and change the American economy! Come try this great rail game from designer Martin Wallace. (3-5 Players) (Sunday 10a-2p)

B81 Cyklades (GM: *Robert Dijkman Dulkes* Room: *TG4*) Players must ask the favor of five gods—Ares, Athena, Apollo, Poseidon, and the mighty Zeus—to help build their cities in the Cyclades Islands. To win, you cannot favor one god above the others. All five must be appeased. Each turn, players will bid for the favor of one god. Each god will answer the prayers of only one player. So choose your gods wisely! (2-5 Players) (Sunday 1p-5p)

B82 Formula De (GM: *Doug Neet* Room: *Z*) Formula De is a fast paced racing game in which the cars' top speeds are limited by the requirement to end a certain number of turns in each of the racetrack's many curves. Come check out this game that captures the feel of real racing! (3-10 Players) (Sunday 1p-5p)

B83 Founding Fathers (GM: *Rodney Sheldon* Room: *TE1*) The year is 1787, and you are a member of the Constitutional Convention. What amendments would you want in the Constitution? Players lead a group of delegates through the Constitutional Convention. Each round, a new issue is brought up for consideration for inclusion in the document. You must choose whether your block of

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delegates will support the issue or send it into the committee room. Will you be the delegate with the most renown when the Constitution is finally approved? (3-5 Players) (Sunday 1p-5p)

B84 Killer Bunnies and the Quest for the Magic Carrot (GM: *Nyssa* Room: *TG6*) One last chance for some CARNAGE before you head home. Killer Bunnies is a quick, fun game with a lot of mayhem and laughs. Can your bunnies collect the Magic Carrot before the other players' bunnies? Arm your rabbits and go for the Carrot! (2-8 Players) (Sunday 1p-5p)

B85 Munchkin (GM: *Michelle Graham (MIB)* Room: *TG3*) Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. (2-6 Players) (Sunday 1p-5p)

B86 RoboRally (GM: *Ray Hickey* Room: *TG5*) Have you ever wanted to be a robot programmer? Well, here is your chance. Program your robot and send it out to do battle with other robots. RoboRally is a fun game of robot wars! Players will program their robots on an ever-changing factory floor where other robots, armed with lasers, saws, and other weapons, will be out to destroy each other! (3-6 Players) (Sunday 1p-5p)

B87 Small World (GM: *Kevin Day* Room: *TB2*) Is the world big enough for all the races? NO!!! You need to be the one race strong enough to drive the others out. Pit your race of Dwarfven Searfers against the Troll Merchants—or maybe you are worried about the Skeleton Berserkers running rampant in the world...! (2-5 Players) (Sunday 1p-5p)

B88 Diplomacy Tournament (GM: *Robert Holt* Room: *S*) 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)

Gaming Room Key

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

CARD GAMES

C1 Magic EDH: Two Headed Dragon Tournament (GM: *Rod Sheldon, Rick Salamin* Room: [E](#)) What happens when you can't decide whether to run an EDH Tournament or a Two Headed Giant Tournament? Well, you just combine them into the Carnage EDH Two Headed Dragon Tournament! Two great tournaments that go great together! Players will bring their EDH legal deck, but they will play as teams of two against each other just as in a Two Headed Giant Tournament. But wait...there is more chaos! This being Carnage (and we love chaos!), players will not register as teams. Each player will be randomly paired with another participant upon the start of the tournament. (Look at it this way...no long nights of pesky strategizing!) As always, this tournament is free to play. Prizes will be awarded and each player will get something just for joining us for the mayhem! Rules will be posted at www.carnagecon.com under the EDH tournament section. Please send all General requests to EDH@carnagecon.com. As always, the Generals are first come, first served. Please provide backup Generals if you think you have a popular leader! **(4-24 Players) (Friday 7p-11p)**

C2 L5R Celestial-legal Winner's Choice Tournament (GM: *Ben Higgins* Room: [E](#)) Legend of the Five Rings is back after its success at last year's Carnage. As the Autumn months fade in the world of Rokugan, the Great Clans prepare for a harsh Winter ahead. The multitude of conflicts and hardships endured during the War of Dark Fire and the Plague War have left the samurai serving the Divine Empress Iwoko on edge, and inter-klan skirmishes are flaring up across the Empire. Bring your best deck, rally under your clan's banner, and defend the honor of Rokugan. This event will be run under AEG's Tournament Floor Rules for the Celestial Edition story arc. The winner of this tournament will get to select a flavor keyword to appear on a Personality card in an upcoming set. Please email Benjamin Higgins at daiidoji.ryushi@gmail.com with any questions you may have. More details can be found at www.endlessroad.ca or www.carnagecon.com. **(4-36 Players) (Saturday 10a-5p)**

C3 Magic Standard Constructed (GM: *Quarterstaff Games* Room: [E](#)) Quarterstaff Games presents a Standard Constructed Magic Tournament. All Tournament rules apply. There will be an additional fee of \$10, collected at the Tournament. Prizes will be awarded. **(4-24 Players) (Saturday 1p-5p)**

C4 L5R Suicide-format Tournament (GM: *Ben Higgins* Room: [E](#)) Following the Swiss Rounds of the Constructed Tournament, interested players can partake in a fun, casual tournament that uses only one booster pack per player (provided at no additional cost). Laughs aplenty occur when you are forced to use cards with no intention of being used together to win at any cost! For complete format rules, visit http://rules.l5r.com/Suicide_L5R, and please email Benjamin Higgins at daiidoji.ryushi@gmail.com with any questions you may have. More details can be found at www.endlessroad.ca or www.carnagecon.com. **(4-16 Players) (Saturday 7p-11p)**

C5 Magic Draft: Scars of Mirrodin (GM: *Quarterstaff Games* Room: [E](#)) Quarterstaff Games presents a Magic Draft Tournament using the Scars of Mirrodin set. There will be an additional fee of \$15, collected at the tournament. Prizes will be awarded. **(4-24 Players) (Saturday 7p-11p)**

C6 L5R Booster Draft Tournament (GM: *Ben Higgins* Room: [E](#)) Join us on Sunday morning for more fun at Carnage's first L5R Booster Draft. Players will draft their decks from a pool of four booster packs per player. Exact tournament format will depend on the number of players. Players may have to provide their own booster packs; more details regarding this event will be made available as we near the convention date. Please email Benjamin Higgins at daiidoji.ryushi@gmail.com with any questions you may have. For up-to-date information please visit www.endlessroad.ca or www.carnagecon.com. **(4-24 Players) (Sunday 10a-5p)**

C7 Magic Sealed Deck Tournament: Scars of Mirrodin (GM: *Quarterstaff Games* Room: [E](#)) Quarterstaff Games presents a Magic Sealed Deck Tournament using the Scars of Mirrodin set. There will be an additional fee of \$25, collected at the tournament. Prizes will be awarded. **(4-24 Players) (Sunday 10a-5p)**

FANTASY MINIATURES

F1 Malifaux Tournament (GM: *Brett Dennis* Room: [TA6](#)) 30 SS Scrap. Players use the same list throughout the tournament (so make a balanced list). We will have three rounds with points based on strategies and schemes. Two extra points for each win, one point each if a tie. Strategies: the first two rounds will have two predetermined strategies. The player in each match who flips the highest card gets first choice, and the other player gets the remaining one. As a result, you will not play the same strategy twice. Schemes: two schemes each round. You must record all schemes, and each scheme may only be used once during the tournament. You are not required to announce your schemes unless required by the scheme's description: e.g., what is now required to be announced. No bonus points for painted miniatures this time. Proxies are ok but they must look like the part and you are expected to have easy reference to the model being used: e.g., a book or card. If I get eight or more players I will also have a painting contest—one model. A picture of the winner will be posted for all to see and aspire to. **Malifaux (6-10 Players) (Friday 1p-5p)**

F2 40K Kill Team: Shadows in the Underdark (GM: *Tony Vandenberg* Room: [TC1](#)) Something has gone horribly wrong in the depths of Hive Shagorath. The water lines have turned to poison, and the residents seem to be changing. Twisted shapes crawl out of the sewers at night, skulking through the Hive in search of anyone foolish enough to leave home. You must descend into the Underdark Sewers in search of the source. Whether you go to destroy it or to harness its power, it will not be easy to find. For you are not alone in these dark tunnels... Warhammer 40K Kill Team event for up to eight players, up to four of which may be Imperial lists. The full rules for Kill Team may be found in the Battle Missions book. No vehicles or walkers may be taken. If you want to play, I encourage you to email me at anthonyfvandenberg@gmail.com and I will provide a Kill Team FAQ for this event. **Warhammer 40K (2-8 Players) (Friday 7p-11p)**

F3 Autoduel in Akron (GM: *Jeff Lyczak* Room: [TC2](#)) Combat your opponents in armed and armored sportscars in a three-dimensional arena modeled after Akron, Ohio's "Rubberway." (New and old players welcomed, although old timers will recognize the arena from the old L'Outrance Car Wars sourcebook.) Multiple checkpoints have been added to the arena, and the winner will be the driver who crosses the most of them. But this is NOT a straight-out race, as the layout forces multiple confrontations between cars. Will you go for a lightly-armed speed demon and hope to out-drive your opponents? Or will you go in armed to the teeth and try to knock out any competitors who start accumulating too many Victory Points? Alliances can be made (and broken) as players see fit, but only one player will have their name and car immortalized on the Winner's Board. Come drive for Car Wars immortality and a REALLY FUN four hours! GM will provide everything. No experience necessary. For photos from past years, visit <http://www.flickr.com/photos/39904564@N05/>. **Car Wars 5th edition (2-12 Players) (Friday 7p-11p)**

F4 Heroclix: Zombie-pocalypse! (GM: *Wickids Envoys* Room: [TC3](#)) Can you survive the horror as Zombies advance on your position? Save as many Bystanders as possible and get them to the landing zone for rescue by helicopter? But beware! The Zombies aren't going to like your stealing their lunch! Teams and Scenario rules will be provided. This will be a Multi-Player, Modern Age event with four actions per turn. Each player may, if they choose, bring an 800 point Modern Age force. Each force must have at least eight figures. **(3-6 Players) (Friday 7p-11p)**

F5 Medieval Mercs! (GM: *Jordan Hauser, Dylan Thibodeau* Room: [TA1D](#)) Medieval characters attempt to survive impossible odds together. This is a turn based survival type game. Players may choose to be the heroes or the hordes. Multiple maps, characters, classes, battle mechanics, and terrain will be used. Strategy is always great, but not always necessary. Players will be able to level up during the course of the game. Magic and Panic Button! **Have Fun Storming the Castle, Lads (4-8 Players) (Friday 7p-11p)**

F6 Battle for Cosmoland (GM: *Jeff Lyczak* Room: [TA11](#)) Skirmish Wars Advanced Tactics is a tabletop adaptation of the popular Nintendo Gameboy/DS series Advance Wars. It is further modified to turn it into a "block wargame" to create a bit of "fog-of-war." So—yes—this IS admittedly a mod of a simulation of a simulation. Players will assume control of the armies of Orange Star, Blue Moon, Green Earth, and Yellow Comet, and they will send their infantry, tanks, artillery, planes, and helicopters across a tabletop map inspired by the Nintendo games. Will you try to slog through your opponents' units, crushing them underfoot? Will you aim for economic superiority by capturing their cities? Or will you go for the jugular by capturing their HQs? All the fun of Advance Wars without all those annoying little animations! No photos available at press time, but check back for shots of my game components at <http://www.flickr.com/photos/39904564@N05/>. *Skirmish Wars: Advanced Tactics* (2-4 Players) (Saturday 8a-12p)

F7 Halo vs. Alien vs. Predator (GM: *Wizkids Envoys* Room: [TA12&C4](#)) Come join us for this exciting hybrid of three Science Fiction greats! No matter who wins, we lose in this all-new take on a classic favorite! This will be a Multiplayer-style event for five players. Each force will consist of elements from Horrorlix (Alien Force or Predator Force) or Halo ActionClix (USNC Faction or Covenant Faction). Each faction will have its own in-game objectives. Additional details will be available at the event. Maps, figures, and rules provided. Players need only bring themselves and come prepared to show no mercy! (3-5 Players) (Saturday 8a-12p)

F8 Heroclix: Battle of the Rift—A Realm of Kings Event (GM: *Wizkids Envoys* Room: [TA12&C4](#)) Deep in space, a rift between our universe and the "Cancerverse" threatens to consume all reality! If that weren't bad enough, denizens of the Cancerverse are invading our universe with dreams of conquest, and they herald an even greater power to come! Can your force survive against Cthulhu and its Heralds, or will our universe be the next to fall? Teams and Scenario rules will be provided. This will be a Multi-Player, Modern Age event with four actions per turn. If they choose, each player may bring a 600 point Modern Age force. (3-6 Players) (Saturday 8a-12p)

F9 Kingdoms and Chaos: Castle and Vassal (GM: *Thomas A. Compter* Room: [TA9](#)) In the last campaign season, King Jonas of Drachenwald was able to retake one of his outlying castles previously captured by the Sarcean Empire. Emboldened by his success, Jonas launched his forces at another, larger castle and re-took it as well just before the winter snows hit. Leaving a small garrison there, Jonas knew he would have to relieve them at the onset of the spring thaws. The Sarcean Emperor would not stand idly by and let his acquisitions slip away one at a time. He would be back with a vengeance; of that Jonas was certain. The only uncertainty was exactly what sorts of foul, loathsome creatures he and his troops would be facing in the spring. Kingdoms and Chaos is a medieval and/or fantasy miniatures game system based loosely on a combination of Chainmail, Swords and Spells, and 1st ed. AD&D BattleSystem, but with a new, fast-paced combat mechanic that lets you dive into the action with a single die roll to resolve combat. Visit <http://homepage.mac.com/thomascompter/Mercia/KandC> for more info. *Kingdoms and Chaos* (2-6 Players) (Saturday 8a-12p)

F10 Star Wars 3D Aerial Combat (GM: *Chris Dondero* Room: [TA6](#)) Rouge Squadron hit and run! Rouge Squadron has been tasked with knocking out an Imperial Gunner consisting of shuttles and escort fighters. The only problem is that this convoy is shuttling a Grand Admiral, and the escort is likely to be tougher than expected! *House Rules* (4-12 Players) (Saturday 8a-12p)

F11 Warhammer 40K Tournament (GM: *Joe Kwiatkowski* (Game Castle) Room: [TD1-4](#)) 1850 point total. Warhammer 40K sign up and organization at 9am; tournament starts at 10am. Runs for three rounds of two hours each. Sponsored and run by the Game Castle of Londonderry, NH. Can you be the champion of 40K at Carnage? *Warhammer 40K* (4-16 Players) (Saturday 8a-5p)

F12 Warmachine/Hordes 50-point Steamroller Trophy Tournament (GM: *Quarterstaff Games* Room: [TCL-C3](#)) Players can bring two 50-point lists to participate in a Warmachine/Hordes tournament that will be run using the Steamroller 2010 rules. Trophies will be awarded for first,

second, and third place. Players must bring copies of their lists to be submitted to the tournament organizers. Dice roll at 8:30am. *War Machine / Hordes* (4-20 Players) (Saturday 8a-5p)

F13 Battlestar Galactica Fleet Action (GM: *William Minsinger* Room: [TA10](#)) While hunting down a crippled Cylon Basestar, Colonial forces get more than they bargain for when Cylon reserve forces show up. Come and see if you can lead the Colonial or Cylon forces to victory in this battle from the first Cylon War. *Full Thrust* (4-6 Players) (Saturday 1p-5p)

F14 Fantasy Medieval: The Army of the Undead! (GM: *Chris Dondero* Room: [TA6](#)) Humans and Goblins fighting side by side? Elves and Orcs standing shoulder to shoulder! Dwarves and Grendils watching each others' backs! Has the world turned upside down? The Army of the Undead has awoken! *House Rules* (4-12 Players) (Saturday 1p-5p)

F15 Mechwarrior: The Pendragon Gambit (GM: *Wizkids Envoys* Room: [TCL4](#)) In the distant future a legendary king has returned and so have his knights, only now they'll great machines of war and fantastic weaponry! Can you help Arthur and his squad of brave knights against the villainous forces of Morgana le Fey and Mordred? And even if you defeat them, can you stop their dragon from razing all of England? Teams and scenario rules will be provided. This will be a Multi-Player MechWarrior event. Players need only bring themselves and come prepared to fight for honor! (3-6 Players) (Saturday 1p-5p)

F16 Heroclix: Zombie-pocalypse! (GM: *Wizkids Envoys* Room: [TCL4](#)) Can you survive the horror as Zombies advance on your position? Save as many bystanders as possible and get them to the "landing zone" for rescue by helicopter! But beware! The Zombies aren't going to like your stealing their lunch! Teams and scenario rules will be provided. This will be a Multi-Player, Modern Age event with four actions per turn. If they choose, each player may bring an 800 point Modern Age force. Each force must have at least eight figures. (3-6 Players) (Saturday 7p-11p)

F17 Halo vs. Alien vs. Predator (GM: *Wizkids Envoys* Room: [TC4](#)) Come join us for this exciting hybrid of three great Science Fiction favorites! No matter who wins, we lose! Join us for this all-new take on a classic favorite! This will be a Multiplayer-style event for five players. Each force will consist of elements from Horrorlix (Alien Force or Predator Force) or Halo ActionClix (USNC Faction or Covenant Faction). Each faction will have its own in-game objectives. Additional details will be available at the event. Maps, figures, and rules will be provided. Players need only bring themselves and come prepared to show no mercy! (3-5 Players) (Sunday 8a-12p)

F18 Warhammer Fantasy Tournament (GM: *Chuck Davis* Room: [TD1-4](#)) Come and prove your steel. This will be a three round eighth edition Warhammer Fantasy tournament. Armies will be 2250 points. The rounds will last two hours. (4-16 Players) (Sunday all day)

F19 Warmachine/Hordes Demos (GM: *Quarterstaff Games* Room: [TCL-C3](#)) Throughout the day on Sunday, the Green Mountain Press Gangsters will be running demos of Warmachine and Hordes. Come take control of nine-ton, steam-powered robots or raging monsters from the wilds of Immoren and see if you can play like you have a pair! *War Machine / Hordes* (4-24 Players) (Sunday 8a-5p)

F20 Anima Tactics (GM: *Chase Maldonado* Room: [TA3](#)) Anima Tactics is a Fantasy miniatures game with an anime-style twist. It is a small skirmish-style game with only a few figures on each side. Now there is no more need for huge armies and hundreds of d6s. *Anima Tactics* (2-8 Players) (Sunday 10a-2p)

F21 Attack on Fort Augusta (GM: *Mike Griffin* Room: [TA4](#)) Colonel Keene and the men of the 35th Maine have found a suitable spot to build a fort for a base of operations. The green-skinned monsters have not been seen for several weeks and the fort is almost completed. Scouts and pickets are reporting seeing small bands of the green-skins moving about and getting closer. Are they about

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to attack yet again? Can the 35th Maine hold out with their new fort? Or will this become another Alamo? Beginners welcome. **G&Z House Rules (6-8 Players) (Sunday 10a-2p)**

F22 Claydonia the 13th (GM: *Gaylord Newcity* Room: TA1D) Serial killers in Claydonia??? Leaked in through a hole in the Space/Time/Cinema Continuum??? If that were to happen they would probably be a bit different than you're used to seeing them on the silver screen. **Clay-O-Rama (4-8 Players) (Sunday 10a-5p)**

F23 Star Trek Fleet Action (GM: *Chris Dondero* Room: TA6) At Carnage 11 the Klingons pounded the Federation Fleet into submission. At Carnage 12 the Romulans mopped the field with the Feds again. At Carnage 13 the Klingon and Romulan Empires will battle for interstellar dominance! May the best fleet win! Star Trek Fleet Action is a simple to learn, simple to play game based loosely on the popular Star Fleet Battles. **House Rules (6-16 Players) (Sunday 10a-5p)**

F24 Zombie Revenge on the Road to Hanghai (GM: *Mike Paine* Room: TA7&A8) David Cheng has taken a little time off from his duties as dictator of the Council of Five Nations to visit 1920s China. Warlord Cheng's army of regulars and his bodyguard of White Russians are on the road to Hanghai, spoiling for a fight. But it won't be easy. The Mysterious Dr. Satan has infected the population, causing the dead to reanimate as zombies. Even the usual cast of hero characters is not immune. Beware of zombie revenge on the road to Hanghai! **House Rules (6-12 Players) (Sunday 10a-5p)**

F25 Heroclix: Anything Goes Golden Age Tournament (GM: *Wizards Envoy* Room: TC4) Build a 400 point Golden Age format team and prove you have what it takes to be the greatest! All Standard Heroclix Tournament Rules apply. Prizes TBD. **(4-12 Players) (Sunday 1p-5p)**

HISTORICAL MINIATURES

Featuring

Centuries of Conflict - 18th Century

Centuries of Conflict is an offering of Historical Miniature events directed at the 18th century. Events will cover various conflicts running from 1701 to 1800. This overall event is directed by the Northern Conspiracy's AJ Wright. The hope is to revive the effects of the much loved, and much missed, TriCon event. Events will be marked as **CHI**.

H1 Ghost Division at Arras (GM: *Shawn Testor* Room: TA2) May 20, 1940. After refueling at Cambrai, Rommel's tanks have reached Arras with the intent of cutting off the BEF from the coast. Hans von Luck's recon battalion must force a crossing over the La Bassee canals as the British counter attack. The German Light AT guns prove useless against the heavily armored Matildas. How can the resourceful Rommel overcome this threat? Join us for this Flames of War Early War scenario. Beginners welcome! Hosted by Shawn Tester with special help from Jason Davis. **Flames of War (4-6 Players) (Friday 1p-5p)**

H2 Sailing Ships (Micro-naughts) (GM: *Chris Dondero* Room: TA4) Fought in 1798, the Battle of the Nile represented Nelson's first "big" victory over the French fleet. Having found the French fleet at anchor in Aboukir Bay, Nelson decided to press his advantage and attack the larger French force rather than wait for additional British forces to arrive. Had the French responded more aggressively, the outcome might have been different. Sailing Ships is a simple, easy to learn, gaming system that allows large fleet engagements to be played with relative ease in four hours or less. **House Rules (6-12 Players) (Friday 1p-5p)**

H3 Samurai War (GM: *Brent Cote* Room: TC3) Home grown skirmish level rules. Clan War miniatures: think Japan, 1300s. The clan the next village over has gone too far. Extract vengeance, or ward off the invaders. Above all, CRUSH YOUR FOE!! **The Pointy End Goes into the Other Guy (2-8 Players) (Friday 1p-5p)**

CH4 Battle of Kolin, 1757 (GM: *Mike Keenan* Room: TA1&A2) Having defeated the Austrians before Prague and besieged the city, Frederick II was forced to confront another Austrian army sent to raise the siege and drive the Prussians from Bohemia. This was Frederick's first defeat by the Austrians. **Volley & Bayonet, 1st ed. modified (6-10 Players) (Friday 7p-11p)**

H5 Battle of Szack: Sept 28, 1939 (GM: *Maurice Holmes* Room: TA8) On Sept 17, 1939, as most of the Polish Army was battling the Germans, the Soviet Union invaded Poland from the east. All that remained on the Soviet front were stripped down Border Defense Corps (KOP) Regiments. Nonetheless, these forces were able to slow the Soviet drive toward central Poland. As the Polish forces withdrew, they were able to give the Soviets a bloody nose near the village of Szack. **Flames of War (6 Players) (Friday 7p-11p)**

CH6 Battle of the Virginia Capes (GM: *Michael Bailey* Room: TA9) On 5 September 1781, a British fleet under Admiral Sir Thomas Graves tried to bring supplies to General Lord Cornwallis at Yorktown, but a French fleet under Admiral François Joseph Paul, the Comte de Grasse, stood against them. This game is based on the events of that day and the days following, when a different outcome would have made a significant difference in the American War for Independence. **Signal Close Action (2-8 Players) (Friday 7p-11p)**

CH7 Carnage in the Colonies (GM: *Sieve Hier, Mike Burton, Terry Terry* Room: TA4&A5) Forced to give up Fort Ticonderoga, you've marched 30 miles in the sweltering heat, when you stop for rest near the town of Hubbardton. Early on the next morning, 7 July 1777, just as you are about to leave, over the hill comes General Simon Fraser with his light infantry. With only you and the rear guard of Green Mountain Boys and 2nd New Hampshire in support, can you take on

General Fraser's infantry before General Riedesel's Brunswick grenadiers come to finish you off? Rules taught. *Black Powder* (2-6 Players) (Friday 7p-11p)

H8 Road to Madrid (GM: *Scott Monteith* Room: *TA6*) This is a meeting engagement between the French and the British/allied forces in Spain around 1813. The British, along with their allies, are driving toward Madrid. The French have sent two divisions plus some horse to stop their advance. Generalship will most likely win the battle, be it French or British/allied. *Home Rules* (8-12 Players) (Friday 7p-11p)

H9 Rorkes Drift (GM: *Vic Gregoire* (BattleGroup Boston) Room: *TALD*) Slightly more than one hundred defenders of a little known outpost and infirmary are left behind to bridge a stream while the main column moves ahead to Isandlwana. The next day, 4000 Zulu warriors descend upon them. The rest is history and becomes one of the most memorable, if not slightly inaccurate, films ever made. Sculpted terrain in 15mm. *Home Grown Rules* (6-8 Players) (Friday 7p-11p)

H10 Specters of the Citadel (GM: *Jason Davis* Room: *TAZ*) From May 22nd to 26th, 1940, members of the British 30th Infantry Brigade, Queen Victoria's Rifles, 3rd Royal Tank Regiment, and supporting units along with brave French soldiers, marines, and sailors held on to the channel port of Calais against Hans Guderian's panzer divisions, buying time for the evacuation at Dunkirk. Many paid with their lives fighting brutal close-quarters battles throughout the city, along the harbor front, and from the Vauban-designed citadel. Can you save the BEF detachment from destruction, or will the panzers drive the Allies into the sea? New Flames of War players welcome. Rules taught. Players under 12 welcome with an adult. *Flames of War: Late War* (4-8 Players) (Friday 7p-11p)

CH11 The Battle of Hohenfriedberg (GM: *Chris Penny, Bill DiGiulio* Room: *TA3*) June 4th 1745, the Prussians versus Austrians and Saxons. Come re-fight the battle where King Fredrick would earn his title of "the Great." Experience with the rules not necessary. *Age of Honour (Fire and Fury modified)* (7 Players) (Friday 7p-11p)

CH12 Battle of Bennington – July 1777 (GM: *Phil Hammond* Room: *TA3&A4*) "Today our flag floats over yonder hill boys, or tonight Molly Stark sleeps a Widow." With that speech, Gen. John Stark set his put-together force of New Hampshire, Vermont, Massachusetts, and New York militiamen in motion. Their goal was to stop the Hessian raiding party sent out by Gentleman Johnny Burgoyne to gather up supplies from the area around Bennington to fuel his campaign down the Hudson River. His intention was to split the colonies in two. Had Burgoyne succeeded at Bennington, Saratoga might have been a different battle indeed. But Stark won the day. Can it happen again? Try your skills (and luck) and find out! Level: Beginner to Intermediate. *Volley & Bayonet – Road to Glory* (4-6 Players) (Saturday 8a-12p)

H13 Bring Me the Head of Al Sayyid (GM: *Michael Bailey* Room: *TA5*) Exiled from Castile in 1080 by Alfonso VI, Rodrigo Diaz de Vivar became a mercenary and found employment with al-Mutammin, the ruler of Zaragoza. Now, Alfonso wants him back (or at least his head) and has

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sent an army into Zaragoza to retrieve him. Happy where he is, Rodrigo, along with his Moorish allies, will try to drive the Castilians out. *Have Fun Storming the Castle, Lads* (4-8 Players) (Saturday 8a-12p)

H14 Close Action Fleet Battle (GM: *Dan Bostwick* Room: *Dealers Room*) Close Action is a tactical simulation of naval combat in the Age of Fighting Sail. Players command one sailing ship ranging in size from a small eight gun brig to a 130-gun, four-deck ship of the line. You will plot your ship's movement, give orders to your sailors and marines, fire the Great Guns, and send signals to the rest of your fleet. Realistic movement, combat, and limited communications rules will make you feel like you are part of the real battle being simulated. Captains and Admirals needed! The scenario will be based on the number of players, but check the website for additional details as the convention approaches. Rules will be taught and beginners are welcome. See <http://www.thenavalregister.com/php/conventions.php> for more details. Please note that this is a two-slot event. The game will begin at 0900, not the Con's normal 0800 for this slot, so get some extra sleep, but please be on time. The game will run until 1700. *Close Action* (6-14 Players) (Saturday 9a-5p)

H15 Dog Company Defends at Dawn (GM: *Gregg Belevick* (BattleGroup Boston) Room: *TA8*) Near Seoul, South Korea, Sept. 17, 1950. It's been 36 hours since the Marines stormed ashore at Inchon. So far things have gone pretty smoothly for the boys in Dog Company, 2/5 Marines. Now, as the sky begins to lighten, there's this ominous rumbling sound coming from up the road. *Point Blank (house)* (2-8 Players) (Saturday 8a-12p)

H16 Manual of Arms – 1861 (GM: *William Minsinger* Room: *TA10*) Handling a regiment, or even a company in the field, is tricky business, especially when your soldiers are fresh off the farm! As the American Civil War started, soldiers and officers alike had to quickly learn the Manual of Arms in order to fight effectively. Come and see how well you can lead your men when you have to memorize the manual and lead your troops with the proper commands. Scenario will run multiple times during the slot; walk-ups welcome. *House Rules* (2-4 Players) (Saturday 8a-12p)

CH17 The Battle of Bemis Heights, October 7, 1777 (GM: *Allan "AJ" Wright* Room: *TAJ*) Re-fight the battle of Bemis Heights. In this scenario, Benedict Arnold has convinced Horatio Gates to allow him to lead the American assault on "Gentleman" John Burgoyne's defences. Can Arnold claim victory and glory for himself, or will he be defeated, removed from command, and forced to repeat history as the most famous turncoat in American history? *Carnage and Glory* is a computer-moderated rule set that adds the element of "fog of war" to miniatures gaming. No previous rule experience is required. *Carnage and Glory II AWI* (4-6 Players) (Saturday 8a-12p)



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CH18 Wandiwash: January 22, 1760 (GM: *Byron Champlin* Room: [TA2](#)) In the decisive battle of the Seven Years' War in India, the forces of the Honourable East India Company, under Col. Eyre Coote, faced off against the *Compte de Lally* and the French *Compagnie des Indes*. Both armies were a mix of European regulars, Company troops, sepoy, and native allies. As Coote attempted to raise the French siege of Wandiwash, neither he nor Lally could have imagined that the outcome of the battle would decide the fate of the subcontinent for the next 300 years. *Volley & Bayonet* (4-6 Players) (Saturday 8a-12p)

H19 Wild West Feud (GM: *Kim Caron* Room: [TAZ](#)) A new hotel has gone up in town and there ain't room for both! Can you erase the competition before he wipes you off the map? Plenty of action, dynamite, lead, and fire. Will the town survive this feud? Come and test your cleverness and skill. Beginners welcome. *High Noon* (6-8 Players) (Saturday 8a-12p)

H20 Flames of War 600-Point Early War Nationals Qualifier Tournament (GM: *Jason Davis* Room: [ZE](#)) Any lists from Blitzkrieg or official EW PDFs from www.flamesoffwar.com will be allowed. Those under review at the time of Carnage or from player-created sources will not be allowed. Send your list to FOWtheWhiz@gmail.com by November 1st to receive a medic chip that can be cashed in for one free re-roll in the tournament. The winner will qualify for all three nationals events (EW, MW, and LW) in 2011. Four rounds of one hour (plus ending bottom of turn) each with half hour break, so six-hour block. *Flames of War* (12-18 Players) (Saturday all day)

H21 A Hanging for Harry (GM: *Kim Caron* Room: [TAZ](#)) Billy the Kid's brother Harry is due to be hung tomorrow at dawn. Can the bandits rescue him? Or will justice prevail? Come and uphold the law—or make your word the law. *High Noon* (6-10 Players) (Saturday 1p-5p)

H22 Battle of Mill Springs/Logan's Crossroads, January 19, 1862 (GM: *Tom Ballou* (BattleGroup Boston) Room: [TA5](#)) Early in the war, the Union and the Confederates fought for control of Kentucky. Both sides marched into Kentucky to control the state. The Confederates, repulsed at Camp Wildcat, pushed towards the center of the state as Union forces pushed south. Fearing their forces would be overwhelmed by the combined Union forces, the Confederates struck at a part of the Union encampments, hoping that the bad weather would have kept them divided. Part one of the 1 Battle 2 Systems. Want to see how different rules sets handle the same battle? Here is your chance. *Carnage and Glory II ACW* (5 max Players) (Saturday 1p-5p)

CH23 Centurion & Diomedee vs. Cybele & Consorts – October 22, 1794 (GM: *Andre Kruppa* Room: [TA2](#)) The British blockade of French colonial possessions has been squeezing the lifeblood out of France. A supported force of French frigates seeks to drive off the British frigates from the coast of Isle de France. The British intend to stay. Will the blockade remain sustained or be broken? Your decisions determine the outcome... No rules knowledge required—Naval knowledge helpful. *Clear For Action* (Computer Moderated) (2-5 Players) (Saturday 1p-5p)

CH24 Malplaquet 1709 (GM: *Chris Kianka* Room: [TA3&AA4](#)) September 11th, 1709: John Churchill and Eugene of Savoy's Allied Army have caught up with Marcellus Villars and Boufflers near the town of Malplaquet. The French have had time to erect extensive defensive works and to funnel the Allies into a frontal assault (all Marlborough could really ever think up anyhow). Can the Allies avoid a Pyrrhic victory? Can the French take the offensive and change history's course? *Modified Volley & Bayonet* (6-10 Players) (Saturday 1p-5p)

CH25 Noailles on the Noguera (GM: *Robert Mulligan* Room: [TA2](#)) To mark the 300th anniversary of the War in Spain, Louis XIV will again send the Duke de Noailles to drive the Allies from Catalonia. This time, however, the British will not be caught napping at Brihuega (where the whole bunch were surrounded and surrendered!), and the British, Dutch, Austrian, and Catalan troops will descend upon and surprise a French army marching to besiege Barcelona. "Spain is a country where large armies starve, and small armies get beaten." Starvation will not be a factor in our four hour game, but someone will get beaten. *Volley & Bayonet* (8-10 Players) (Saturday 1p-5p)

H26 Operation Bagration: Engagement at Orsha (GM: *Vic Gregoire* (BattleGroup Boston) Room: [TA11&A12](#)) The Soviet summer offensive began June 10th, 1944, north of Leningrad. It was intended to knock Finland out of the war, and it did. The formal start on June 23rd began with a massive heavy artillery preparation. Objective: the Moscow-Minsk highway from Smolensk to Orsha. In the way was the 78th Sturm Division, the most powerful German infantry division in Byelorussia. *Command Decision IV "Test of Battle"* (6-8 Players) (Saturday 1p-5p)

H27 Quyet Chien Quyet Thang (GM: *Kenneth J. Sliviak* Room: [TA9](#)) III Corps: Vietnam, Fall 1967. About an hour-long Huey ride from Fire Support Base Crook in the Tay Ninh Province is a small farming hamlet that took a real beating due to a poor rice harvest this year. It's bad enough when the crop almost fails, but add in the expected donations to "Uncle Ho" and there is a real recipe for disaster. Located on the Cambodian border, Division wants to keep an eye on this area, and they really want to keep the locals friendly as well. GI #1 and all that. That is why orders have come in for a recon and good will mission to bring in some livestock and other supplies to the farmers in the area. We should get some good PR for the folks back home as well, since some crazy news crew wants to tag along. Of course it should be a cash dig since a few M113s packing a Ma Duce have been assigned to the platoon. That should keep Charlie's head down and make him think twice about sniping around the area. *Disposable Heroes, Coffin for Seven Brothers* (8-10 Players) (Saturday 1p-5p)

H28 Sir Robert the Lucky (GM: *Keith Castellano* Room: [TA8](#)) In a previous battle, the lowly footman Robert (Bob to his friends) captured a Viking Raven Banner and, aided by luck, carried it off through the Viking hordes. So great was the acclaim that Robert was given a knighthood and a grant of land. Now the Vikings, not being the types to ask politely, are at the walls of Robert's town with ladders and sharp, pointy things, with the intent of getting the banner back. Will Lucky Bob's luck hold and, if not, will the gate to his castle? *Have Fun Storming the Castle, Lads* (4-8 Players) (Saturday 1p-5p)

H29 A Carnage Too Far (GM: *Steve Hier, Mike Burton, Terry Terry* Room: [TA11&A12](#)) Allied: It's 17 September 1944 and your mission is to jump out of an airplane with thousands of other guys and, if you survive, take a bunch of bridges so those triskaidekaphobic Brits in tanks can drive up the road without worry. But what the heck, you've been bored to tears for weeks and have nothing on your agenda except for a visit to the dentist. Axis: Achtung! Achtung! After months of frontline fighting and a hasty retreat from getting your butt kicked in the Falaise Pocket, you've been sent to a quiet spot in the woods of eastern Holland for R&R. Just as you get comfortable with your Heineken and sausages, thousands of paratroops start dropping on your head. Mein Gott! A turkey shoot! Come play a complete Market Garden scenario in 1/285th scale using "top down" armies. Players will take away a CD with their own set of "top down" starter armies. Minimum age 18. Rules taught. *BKC Lite* (4-8 Players) (Saturday 7p-11p)

H30 An Excursion in the Sunny Mediterranean (GM: *Jordan Hauser* Room: [TC2](#)) During WWII, the island of Malta was a British fortress in an area that the Italians thought of as their own. The British barely held onto the island with the aid of repeated convoys that fought their way to it. This game presents the British with that task once again, while offering the Italians (with some help from the Luftwaffe) the chance to improve on their performance in previous encounters. The second edition of the War at Sea rules will be used with slight modifications to aircraft movement. *War at Sea, 2nd ed.* (4-8 Players) (Saturday 7p-11p)

H31 Barroom Brawl (GM: *Gregg Belevick* Room: *Stage by Bar*) The annual tradition continues. Come join Titus and Mongo in this raucous, bloody simulation (sorta) of a Roman chariot race, held Saturday night in the lounge, as always. So belly up to the bar, lace up your sandals, grab your whip, and join the mayhem! *TC Maximus* (6-16 Players) (Saturday 7p-11p)

H32 Battle of Mill Springs/Logan's Crossroads, January 19, 1862 (GM: *Rodney Fernald* (BattleGroup Boston) Room: [TA5](#)) Early in the war the Union and the Confederates fought for

control of Kentucky. Both sides marched into Kentucky to control the state. The Confederates, repulsed at Camp Wildcat, pushed towards the center as Union troops pushed south. Fearing their forces would be overwhelmed by the combined Union forces, the Confederates struck at a part of the Union encampments, hoping that the bad weather would have kept them divided. Part one of the 1 Battle 2 Systems. Want to see how different rules sets handle the same battle? Here is your chance. *They Couldn't Hit an Elephant* (5 max Players) (Saturday 7p-11p)

H33 Battle on Mount Reux, 52 BC (GM: Donna Howard, Keith Miller Room: TCJ) After costly battles, Caesar has decided to return to The Province, where he can obtain more supplies and reinforcements. Vercingetorix seizes the opportunity to attack Caesar, in an attempt to crush the Roman forces before they can regroup. *Shock of Impact* (2-6 Players) (Saturday 7p-11p)

CH34 Carnage and Glory Chotusitz 1742 (GM: Rich Wallace Room: TA2) 25mm War of Austrian Succession. Austrians Attacking! Prince Charles has Frederick's Army split. Can he take advantage of the situation before Frederick arrives with the main body of his Army? You decide. *Carnage and Glory computer moderated* (4-6 Players) (Saturday 7p-11p)

H35 Force Q from Singapore 1941 (GM: Chris Kianka Room: TA3&A4) A what-if scenario where the Royal naval force includes an aircraft carrier, and the IJN fails to detect it... Force Q reaches Singapore, is reinforced, and strikes out to find and destroy the IJN landings on the Malaysian coast. Both surface and air engagements are anticipated, as well as a chance for redemption for the RN and the cult of the battleship... *Homebrewed (Guerre du Escadre)* (4-6 Players) (Saturday 7p-11p)

CH36 Raiders of the Sulu Sea (GM: Mike Paine Room: TA7&A8) It's 1775 and Sultan Muiz ud-Din has ordered his Moro Pirates on a slaving raid as retaliation against the Spanish colonizers at Fort Pilar, Zamboanga, located on the Zambo-anga Peninsula of Mindanao in the southern Philippines. This is a lighthearted pirate raid and kids are welcome. *House Rules* (Saturday 7p-11p)

CH37 The Battle of Krefeld – 23 June 1758 (GM: Ralph Gero Room: TAJ) Comte de Clermont, leading the French army, is attempting to stem the advances of the Prusso-Hanoverian army led by Ferdinand, brother of the Duke of Brunswick. Clermont has chosen a defensive line between two walled canals running roughly east and west, hoping they will prove to be a sort of natural fortification that will be easy to defend. Will they? *Carnage and Glory II 7YW* (4-6 Players) (Saturday 7p-11p)

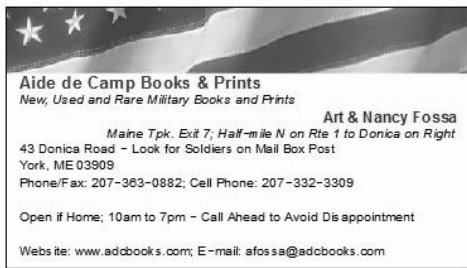
H38 The Church (GM: Jennifer Paperman Room: TA9) The British are camped on the banks of the Tulega River when word comes that a Zulu impi is close by. It is imperative that the local farmers be brought to the safety of camp. But it is Sunday, and the farmers may have already left for church. Can the British round up the farmers and their families and get them to the British camp before the Zulus arrive? *The Sword and the Flame* (4-7 Players) (Saturday 7p-11p)

H39 WWII 3D Aerial Combat (GM: Chris Dondoro Room: TA6) A crack squadron of Stuka dive bombers must be escorted through British air defenses to eliminate a high profile target! 3D Aerial combat is a fast paced game of WWII dog fighting played on a "true" three dimensional battlefield. New models and a simpler aircraft worksheet will make this year's game the best yet! *House Rules* (6-14 Players) (Saturday 7p-11p)

H40 Something for Everyone (GM: Gregg Belevick (BattleGroup Boston) Room: TA2) The CBI (China/Burma/India) theater offers enough different aircraft types to please just about everyone. Zeroes, Oscars, Tonys, Franks, P-40s, P-47s, Mustangs, Spitfires, Hurricanes, Oh My! Fame or Flames is a detailed recreation of aerial combat in WWII. *Fame or Flames* (2-12 Players) (Sunday 8a-12p)

H41 The Church (GM: Jennifer Paperman Room: TA9) The British are camped on the banks of the Tulega River when word comes that a Zulu impi is close by. It is imperative that the local farmers be brought to the safety of camp. But it is Sunday, and the farmers may have already left for church. Can the British round up the farmers and their families and get them to the British camp before the Zulus arrive? *The Sword and the Flame* (4-7 Players) (Sunday 8a-12p)

H42 Last Stand of the Internationals (GM: Kenneth J. Sliwacki Room: TAJ) Spain 1938: 23 September Assault on Venta de Camposines. The Ebro Offensive has failed, and now the Republican forces find themselves on the defensive and the wrong side of some new Fascist artillery from Germany. One by one the towns and high ground have been retaken by Franco, but now the Nationalist eyes turn toward the region around Venta de Camposines, perfect high ground for their artillery. However, this battle will not be as easy as the others. Standing in the Nationalists way are the elite of the Republican Army, the International Brigades. The men of the 15th International Brigade have vowed that "Fascism Shall Be Destroyed!" Secure in their trenches dug into the base of the mountains behind them, the 15th International Brigade stands ready to repel whatever the Nationalists can throw at them. *Disposable Heroes, Coffin for Seven Brothers* (6-8 Players) (Sunday 10a-5p)



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LIVE ACTION ROLE PLAYING GAMES

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

L2 The Realms of Wonder: The Awakening / Training (GM: *Realms Staff Room: P*) See L1 for description. (30 Players) (Friday 1p-5p)

L3 Summit of the Planes (GM: *Dr. Nik Room: C*) This theatrical fantasy LARP is a single event. No prior experience is needed. Travel through the planes has become dangerous. The desiccated corpses of missing Avatars have been found drifting in the aether. Many planar travelers are missing and now presumed dead. No one knows yet where this danger has come from or what form it takes. In an effort to understand, a summit will be held. Representatives from each of the 18 planes and Material World have been called to meet in the neutral ground of the Aether. These avatars, godlings, and high priests will gather to discuss and discover what strange magical power has befallen the Aether. Suspicious tension abounds as the planes gather together for the first time, and just who organized this meeting anyway? Theatrical LARPs focus on character interaction and role-playing. You can find out more about the planes at: <http://www.ObsidianPortal.com/campaigns/planes/>. You are encouraged to pre-register for your plane or ask any questions via email: spooning@gmail.com. *Dr. Nik's Happy FUDGE LARP (6-20 Players) (Friday 7p-11p)*

L4 The Realms of Wonder: Frank Cotton (GM: *Realms Staff Room: P*) See L1 for description. (30 Players) (Friday 7p-11p)

L5 Stuck in Fairlee from Dusk till Dawn (GM: *Big Daddy AI Room: C*) It seemed like a good idea at the time. Escape the instability of the Boston Masquerade to the safety of Montreal's much older and more reliable kingdom. It cost you favors and resources, but you managed to get a ticket on the night bus to Montreal. Everything was going swimmingly until the bus broke down in Fairlee, VT. How bad could it be in this sleepy little town? A stay at the resort and you'll be back on the road by sundown Saturday night...if you make it that long. *Dr. Nik's Happy Fun Time Vampire LARP (5-25 Players) (Friday midnight-whenever)*

L6 The Realms of Wonder: Weapon Making / Training (GM: *Realms Staff Room: P*) See L1 for description. (30 Players) (Friday midnight-whenever)

L7 The Realms of Wonder: Andrew Robinson (GM: *Realms Staff Room: P*) See L1 for description. (30 Players) (Saturday 8a-12p)

L8 The Realms of Wonder: Nicholas Vince / Training (GM: *Realms Staff Room: P*) See L1 for description. (30 Players) (Saturday 1p-5p)

L9 The Crawlspace Killer (GM: *Tom K. Loney Room: C*) Sheldon Tulip, the poor kid who died of an asthma attack after you jumped out of the closet last Halloween, is back from the grave. And this time he doesn't need his asthma inhaler: he's taking your last breath! A live action role-playing event that takes on the worst aspects of theater and gaming to make the best entertaining evening ever. *Crawlspace (4-8 Players) (Saturday 7p-11p)*

L10 The Realms of Wonder: Simon Bamford (GM: *Realms Staff Room: P*) See L1 for description. (30 Players) (Saturday 7p-11p)

L11 Stuck in Fairlee from Dusk till Dawn (GM: *Big Daddy AI Room: C*) It seemed like a good idea at the time. Escape the instability of the Boston Masquerade to the safety of Montreal's much older and more reliable kingdom. It cost you favors and resources, but you managed to get a ticket on the night bus to Montreal. Everything was going swimmingly until the bus broke down in Fairlee, VT. How bad could it be in this sleepy little town? A stay at the resort and you'll be back on the road by sundown Saturday night...if you make it that long. *Dr. Nik's Happy Fun Time Vampire LARP (5-25 Players) (Saturday midnight-whenever)*

L12 The Realms of Wonder: Bruce Ramsay / Closing / Clean up (GM: *Realms Staff Room: P*) See L1 for description. (30 Players) (Saturday midnight-whenever)

ROLE PLAYING GAMES

R1 Grottesque: Brutal Murder in the Shadow of Heaven (GM: *Dr. Nik Room: CD*) When criminal miscreants are savagely mutilated and slain, tensions on the streets are driven high. Gangs blame each other for the ongoing violence, but the killings throughout the city have baffled the police. The cops can't find the culprit or culprits, so they have asked you R.E.A.C.T. group to help. You must solve the murders before a gang war erupts across the city! In honor of Carnage the 13th, this original modern adventure will have mature horror themes. No previous role-playing experience is required. Characters will be provided. *Dr. Nik's FUDGE lite (6 max Players) (Friday 1p-5p)*

R2 Ribbon Drive (GM: *Charlton Wilbur Room: P*) Our characters are on a road trip together, deciding who they are and what they want, and figuring out if they're ever going to get it. It's based on the music we play while we're playing—mix CDs that we've all assembled beforehand—as we create situations and scenes inspired by the music we've chosen. As the game progresses, we'll get to know the characters better and find out if they get what they want out of this road trip after all. You should create a mix CD (or playlist on an iPod or other MP3 player) around some theme or style that appeals to you. We'll use two songs on a randomly-chosen mix CD as inspiration for determining our starting situation and characters, so it will help if you bring a few copies of the lyrics to the two songs you think work best for that. A diceless story game by Joe McDonald, run by Charlton Wilbur. No experience with story games necessary. Questions? Contact Charlton at cwilbur@chromatico.net or on the Carnage forums. *Ribbon Drive (3-6 Players) (Friday 1p-5p)*

R3 RPGA: Living Forgotten Realms (GM: *RPGA Judges Room: P*) LFR will be running throughout the weekend at Carnage. Specific adventures have not been chosen yet but will be set up at Warhorn (<http://warhorn.net/>) prior to the con pre-registration deadline. Players must sign up at Warhorn and mail in the Carnage registration form to pre-register. As always, judges are needed! Please consider volunteering. If you want to be kept in the loop regarding this year's LFR at Carnage, please email Carl at droain@yahoo.com. *D&D 4e (99 Players) (Friday 1p-5p)*

R4 The Colony (GM: *Andre Kruppa Room: B*) *This four-hour Call of Cthulhu scenario is written by David Conyers 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. The Colony is intended for mature players only. (Please no players familiar with the scenario.)* Your unit has been encamped in the Libyan Desert near strange ruins recently exposed in the sands. Once a hall was ordered and the order to set up camp given, you knew your fate was sealed. It is clear that the rest of the army is falling back and the British forces are pressing. It is only a matter of time before you are overrun and must make the ultimate sacrifice for the fatherland. In the meantime the desert awaits, the ruins hint of strange horrors from the past, and evil lurks in the darkness creeping ever closer. *Call of Cthulhu (4-6 Players) (Friday 1p-5p)*

R5 The Mad Mage of Avonsmoor (GM: *Robert Lamm Room: W*) Aystrom VII: At last, the long trek through Avonsmoor is over. Before you stands the mighty tower of Master Gavlin, the Mad Mage of Avonsmoor. You've successfully carried the Stone of Light to the one man who may be able to reveal something of the mysterious black runes carved into its surface. Unfortunately, the wizard does not appear to be in a mood to accept visitors. How do you get into the tower to present the stone to the good mage? 7th-level characters provided. *D&D 3.5e (4-8 Players) (Friday 1p-5p)*

R6 The Ol' Codger (GM: *John Crossley Room: W*) This lighthearted fantasy version of "keep-away" takes the unbalanced party to the extreme. Alistair Almost, a wealthy retired village merchant, has just buried his beloved wife, and his anger at her loss has driven him to contract you to avenge her death—on the condition that he joins in the fun. Role-play is rewarded and extra PH5 welcome! *D&D 3.5e (FR Campaign Setting) (4-5 Players) (Friday 1p-5p)*

R7 The Silver's Jungle (GM: *Tom K. Loney* Room: W) The player characters are summoned to Bogo, a port city in the western Belgian Congo, by the governor himself to investigate a series of murders believed to have been committed by a rogue silver-back gorilla. Their charge: to resolve the situation. Players must bring own pencils and dice. *WHAP!* (2-6 Players) (Friday 1p-5p)

R8 Author CJ Henderson Q&A and Reading (Friday 5:30p-7p) (GM: *CJ Henderson* Room: *Dealer Room*) Origins Award-winner CJ Henderson is the creator of the Teddy London supernatural detective series and the Jack Hagee hardboiled PI series. Working in a wide variety of genres including horror, mystery, dark fantasy, science fiction, and non-fiction, he has more than 60 books and hundreds of short stories to his credit, with titles ranging from Baby's First Mythos to The Encyclopedia of Science Fiction Movies. Also a long-time comics author, CJ has written for such companies as Marvel, Eternity, Tekno Comic, Moonstone Books, and Valiant, most notably on Tekno's Neil Gaiman's Lady Justice and Moonstone's Kolchak adaptations.

Bring your meal and join us for a Q&A and reading with CJ during the dinner break on Friday from 5:30 to 7pm in the dealers' room. CJ also will run a Call of Cthulhu game on Saturday from 8:30 to 11pm. To play you must register for that game.

For more information about the renowned world traveler, cat herder, and president for life of the rapidly growing "Bacon for All" movement, feel free to check out his website,

www.cjhenderson.com, where there are always free short stories, or simply stop by his table in the dealers' room and chat him up. Those who bring prop products will be given preferential treatment.

Acclaim for CJ Henderson's recent novel Brooklyn Knight (Tor Fantasy, 2010)

"CJ and I have worked together before on a series of books called Man O'War. I know his expertise, his storytelling ability, and love of words. I believe you will enjoy this book."

—William Shamer

"As urban fantasies go, Brooklyn Knight is as breathlessly exciting as they come."

—Mike Resnick, Hugo Award-winning author

R9 "A Cyanide Shot Please and Make It a Double" (GM: *Jim Doyle* Room: W) 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 all 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. Cloak and dagger spy game by TSR. Novice players welcomed. Rules will be explained. *TOP SECRET (3-5 Players)* (Friday 7p-11p)

R10 And Then There Was One... (GM: *James Carpio* Room: W) Slasher Flick is a role-playing game that brings all the thrills and chills of "psycho killer" movies from the screen to the tabletop! A game system that was designed to create and build suspense, Slasher Flick emulates every aspect of the genre with ease and style. Come join a group of unsuspecting teens as they find a new meaning of Terror! *Slasher Flick (4-6 Players)* (Friday 7p-11p)

R11 By the Hand of Giants (GM: *Bob Swander* Room: LD) The dead letter drop had a note in it today. Cell A is activating you, and you really don't have any choice but to comply. Ever since that night when the suspect you chased down an alley unhooked his mouth and ate your partner whole, you have known there are things out there that defy rational explanation. FBI, NSA, CIA, USPS...you may or may not be a part of the alphabet soup of agencies that keep this country running. Importantly, though, you are a member of Delta Green: officially unofficial, or is it the other way around? You are rogue. You are doing the work that must be done, despite the consequences should you be found out by your coworkers, friends, or family. You tell yourself that if they ever knew, TRULY knew, what you did for them and this country, this world, they would thank you. Deep down, however, you know that no one in their right mind would ever believe you... No prior experience with Delta Green or CoC required. Characters provided. *Call of Cthulhu—Delta Green (2-6 Players)* (Friday 7p-11p)

R12 Call of Poothulhu (GM: *Gaylorl Newcity* Room: W) Poooh and friends take a group of special guests for a picnic in the 666 Ace Wood. Characters provided: play Poooh, Tigger, Piglet or another Winnie the Poooh friend. No previous RPG experience is needed, but a knowledge of, and affection for, the world of Winnie the Poooh would be very helpful. Probably a bit too much for most children. *Sort of Cthulhu (4-6 Players)* (Friday 7p-11p)

R13 Camp K (GM: *Steven Parenteau, TotalCon Staff* Room: L) You found that not all the prisoners of Kerna Consortium are working in the Mithral Mines. Some have been moved to another location to fill a much different job role. Part 3 of the Grazeled Crown. Levels 7-13. *TC Fantasy D&D 3.5e (2 tables of 4-10 Players each)* (Friday 7p-11p)

R14 Dresden Vermont (GM: *Tom Mechler* Room: W) There's an entire world that exists alongside the everyday life of mankind. Wizards, vampires, werewolves, faeries and demons, it's all real. Jim Butcher's Dresden Files hits home in downtown Burlington, VT. Play a Wizard, a Shape-changer, a White Court Vampire, and more using the FATE RPG rules. If you're a fan of the Dresden novels or TV show this game is a must! Check out <http://www.dresdenfilesrpg.com/> to see what you're in for. *Dresden Files (3-5 Players)* (Friday 7p-11p)

R15 Horror at the Hoover Dam (GM: *Richard Creaser* Room: W) Nine deaths between March 22 and April 30, 1932, have plagued the Boulder/Hoover Dam project, an ambitious effort to dam the mighty Colorado River. Superintendent Frank Crowe dismisses the fatalities as mere workplace hazards. Unsettlingly, the spate of untimely deaths was preceded by the disappearance of Professor Kendrick Fellows and his entire geological survey crew during a recent tunnel collapse. Is the confluence of mishaps a coincidence, or is a darker truth revealed somewhere in the ravings of Larry Malon, the lone survivor of the cave-in? Players must race the clock as the mystery unravels. Characters provided. *Call of Cthulhu 6.0 (3-6 Players)* (Friday 7p-11p)

R16 Incident at Owl Lake (GM: *Andre Kruppa* Room: B) *This scenario places heavy emphasis on role-playing, but does not require prior experience with FUDGE (a simple fast-play system). A theatrical-style tabletop game using lights and sound, Incident at Owl Lake is intended for mature players only. The game will run late, as sessions are expected to go up to five or six hours. (Please no players familiar with the scenario.)* You and your friends have anticipated this camping trip for a long time. The site is a fine isolated spot very far from civilization, a place to share some peace and quiet. A place to rest, find solace in your companions, and escape the dreaded yet unremembered nightmares. You hope to banish the vague sense of unease, that sense of loss, which has disturbed you for so long. Surely nothing horrific could happen here in the dark forest near the lake beneath

the bright night sky. Such a peaceful place could not be the location of unimaginable horror and a giddy descent into terror and madness, could it? *FUDGE (Horror) (4-6 Players)* (Friday 7p-11p)

R17 Remember Tomorrow (GM: *Chuck Burkins* Room: W) It's a cyberpunk world, somewhere around 20 minutes in the future. We've got sky cars, AIs, organ replacements—hell, even death doesn't have to be the end. You're out to get what you want; other characters, corporations, and street gangs want to stop you. Bring your attitude and your sense of style, but leave your concealed blaster pistol with your other body, please. We take turns being the GM for each other as we create the world in which our adventure happens. We create characters and NPCs in game time, as



we go. In this form of collaborative storytelling, we are the only limitation. This game uses the Remember Tomorrow system by Gregor Hutton. All you need to bring are a few ten-sided dice. New players are welcome and strongly encouraged. *Remember Tomorrow (3-6 Players) (Friday 7p-11p)*

R18 RPGA: Living Forgotten Realms (GM: *RPGA Judge Room: L*) See Friday afternoon description. *D&D 4e (99 Players) (Friday 7p-11p)*

R19 Spacers: The Slingshot Chronicles (GM: *Tom K. Loney Room: W*) A routine Tangerine (space marines in orange) training mission on the far side of Mars. What could go wrong? Players must bring own pencils and dice. *Spacers (2-6 Players) (Friday 7p-11p)*

R20 Terror of the State Alchemist (GM: *Doug Poirier Room: W*) In the world of the Full Metal Alchemist, your group is investigating the disappearance of the Marble Alchemist and continuing his investigation. The Marble Alchemist was close to uncovering a crime of forbidden alchemy: alchemy applied to living beings or their corpses. You are part of a Black Ops force formed by the State Military to investigate and eliminate matters such as these. The Marble Alchemist failed and was likely killed, and if they can kill him, they can kill you as well. *Variant Chaosium (4-6 Players) (Friday 7p-11p)*

R21 The Haunted Camp (GM: *Brad Younie Room: W*) Your paranormal investigation team has been invited to conduct a ghost hunt at a summer camp on Crystal Lake. There's a local legend that a couple of murders took place at the camp decades ago, and that the place is now haunted. You thought that it might be bunk, but when things start to happen, all hell breaks loose, and you find that the killing spree may have started again! Beginners welcome, characters provided. *The Unexplained (3-6 Players) (Friday 7p-11p)*

R22 Uncanny X-Men of Weatherstone (GM: *Ben t. Matchstick Room: W*) Hired by a man known only as "X", you serve as the protectors of an excavating clan of dwarves who hail from the cliff-side outpost of Weatherstone. As adventurers, you share a common bond: you are known to the rest of the world as "mutates." Some of the Weatherstone X-Men are a bizarre mix of races; others are humans with a curse that gives them extraordinary powers. You are bound together by your uniqueness. In pursuing your task to break the crime ring known as The House of Magnus, you may soon unlock secrets from your past and find the keys to fulfilling your destiny. This is a level 6 D&D 4e game with some house rules to speed up game play, invite innovative role-playing, and facilitate cooperation. Includes 3D terrain and theatrical effects. Minis and characters provided. Experience with 4e necessary. Let's geek out together and play X-Men in the Dungeons & Dragons world. *D&D 4e (4-5 Players) (Friday 7p-11p)*

R23 RPGA Midnight Madness: Living Forgotten Realms (GM: *RPGA Judge Room: L*) RPGA Midnight Madness slot is still tentative as of the time of this printing. Please visit Warthon to confirm. See Friday afternoon description. *D&D 4e (99 Players) (Friday midnight-whenever)*

R24 Beyond the Caves of Chaos (GM: *Robin Leo Room: W*) Adventurers from a variety of worlds and genres travel back in time to a certain Keep on the Borderlands in pursuit of ruthless temporal raiders from Qalidar who hope to unearth a terrible secret lost in the caves. *True20 (3-6 Players) (Saturday 8a-12p)*

R25 Caravan (GM: *Robert Lamm Room: W*) Ayrstrom VIII: you have been entrusted with a mysterious rune-etched stone that seems to be the deadly focus of the D'Ar Sidhe, a nihilistic cult of Drow. To learn more about the stone and the cult's interest, you must enlist the aid of an elven lore master. The road to the elven kingdom is long, so you have joined a caravan of merchants for company and cover. If the D'Ar Sidhe are aware of your new destination, they have not acted upon it. Perhaps you will make the trek without incident? 8th-level characters provided. *D&D 3.5e (4-8 Players) (Saturday 8a-12p)*

R26 GURPS Ghostbusters: Pumpkin Jack (GM: *Tyler Dion Room: W*) Fresh from the collateral damage accounting session for the fracas in Burlington last week, GBI-Boston is called to action once more. From the wilds of western Massachusetts comes a cry for help, backed by a valid major credit card. Scarecrows in the fields around the little town of Lychfield are no uncommon sight. But the customer says these scarecrows move in the night. And have glowing eyes. Gas up the Ectomobiles, Ghostbusters, and don't forget to save your receipts! No experience is required for this frightfully cheerful role-playing adventure. Characters are provided. *GURPS 4th ed. (3-6 Players) (Saturday 8a-12p)*

R27 Into the Mouth of Milu (GM: *Dr. Nik Room: CD*) As strange earthquakes and volcanic activity rock the Big Island of Hawaii, your R.E.A.C.T. team is called to investigate the growing power in these two forces of nature. From the caldera of Kilauea to tourist-filled oceanside towns, the island is in danger. You must discover the facts and forces that shape this growing cataclysm before the island is completely destroyed! There are six courageous characters ready for souls daring enough for this modern action adventure. *Dr. Nik's FUDGE lite (6 max Players) (Saturday 8a-12p)*

R28 Last Train out of Warsaw (GM: *Charlton Wilbur Room: W*) At 6:48am on September 17, 1939, the last train in free Warsaw pulled into Gdansk station. Artillery fire thudded in the distance, and the air was full of smoke. The city was almost completely encircled by the German army. During the night the train crept across the only remaining bridge over the Vistula River. Below it, a long line of men, working with flashlight signals, tore up the passenger car's floorboards and hid \$11.5 million in gold underneath. With a proper assortment of passengers, impersonating the Pława local, the train should be able to make the trip to Romania in about 14 hours. You are a passenger on that train, with your own reason for being there and your own goals to accomplish. This story game scenario by Jason Morningstar uses the diceless Archipelago II rules by Matthijs Holter. No experience with story games or Archipelago II necessary. Questions? Contact GM Charlton Wilbur at cwilbur@chromatico.net or on the Carnage forums. *Archipelago II (3-6 Players) (Saturday 8a-12p)*

R29 Mystery at Summer Hold (GM: *Steven Parenteau, TotalCon Staff Room: L*) There is a mystery brewing at the town of Summer Hold. Murder, Kidnappings, Muggings. Can you join forces with other adventurers and help? By Joe Ott. Levels 1-6. *TC Fantasy D&D 3.5e (2 tables of 4-10 Players each) (Saturday 8a-12p)*

R30 One from the Vault (GM: *John Prushko Room: W*) The heavy oaken door squeals open, revealing a room heavily laden with dust. Cobwebs fill the empty spaces above the shapless masses piled on the floor. Dank, mildewed air assaults your nostrils... Suddenly a box falls at your feet, spilling its stained papers at your feet. "HEY!!! There's my D&D collection!!!! What LUCK... Let's play THIS one!!!!" Once again it's time to grab a module, dust it off, and play 1E D&D. I'm not gonna tell you which module, whether from my collection or a fresh acquisition from Crazy Egos, but it'll be sure to bring back memories! Characters provided. All are welcome! *AD&D 1e (4-8 Players) (Saturday 8a-12p)*

R31 RPGA: Living Forgotten Realms (GM: *RPGA Judge Room: L*) See Friday afternoon description. *D&D 4e (99 Players) (Saturday 8a-12p)*

R32 Shadows of the Past (GM: *Charles Brown Room: W*) Hoping to expand the storage area beneath his villa to help his people, a nobleman discovers a series of tunnels inhabited by the walking dead. Can they be stopped and the future of his people safeguarded? This HackMaster Basic game is eight hours long, running in the morning and afternoon gaming slots. Players must register for both slots. The first two hours are for character creation and system introduction; the adventure itself is six hours long. Players may arrive at the beginning of the session to create a character; alternatively, they may arrive before the adventure starts and use a pregen or bring a character of level 1-5. No experience required. *HackMaster Basic (3-8 Players) (Saturday 8a-12p and 1p-5p)*

R33 Dave of the Dead! (GM: *James Carpio* Room: W) Something has gone horribly horribly wrong, and the dead have risen and are invading The Hollow with an insatiable hunger for the flesh of the living! Now, the future of humanity rests in the hands of a man with a borderline psychotic personality disorder. And a chainsaw. Can the PCs figure out what caused the outbreak and how to stop it? Hell, can they just manage to survive? On the other hand, is being a zombie really so bad? *Spookybeans!* (4-6 Players) (Saturday 1p-5p)

R34 Fallen Angel (GM: *Brad Younie* Room: W) You get a call late one night from a friend who's screaming in your ear. "IT'S HERE! IT'S REAL! A UFO CRASHED IN MY BACK YARD!" You know he owns ten acres of forest behind his house, so there's lots of room for something to have crashed. He says he wants you to investigate before he calls anyone else, but you have to get your team of paranormal investigators there as fast as you can. Is it a real UFO crash site, or just an airplane or weather balloon? Beginners welcome, characters provided. *The Unexplained* (3-6 Players) (Saturday 1p-5p)

R35 Hire and Salary (GM: *Frank J. Perricone* Room: W) Set in Joss Whedon's Firefly universe. Rumor is that someone struck gold out on the very edge of the frontier and there's money to be made for a crew as can haul out equipment and supplies. Sure, it's lawless out there in a way that makes Persephone look like Londinium, but it's good money for an easy haul. What could go wrong? *RealTime Core* (3-6 Players) (Saturday 1p-5p)

R36 Isle of Deceit (GM: *Bill Finger* Room: W) You are one of several spies sent into the Kingdom of Korl to learn the enemies' troop strengths. Returning together in a fast ship, your boat runs aground on the shoals off Cape Doon. In the stormy darkness, you make it to a lone isle with your lives barely intact. Was the crash just an unfortunate accident? If so, why does the helmsman's body wash ashore with his throat slit? With no possibility of rescue, how can you work together to get off the island, knowing a traitor may be in your midst? This fantasy mystery adventure will use the new Pathfinder Roleplaying Game ruleset (a 3.5 variant). *Pathfinder* (4-6 Players) (Saturday 1p-5p)

R37 MORE Trouble in Halfdale? (GM: *Big Daddy AI* Room: W) Finally, after a long trek from an epic adventure, you come to the town of Halfdale hoping for a little R&R. Halfdale is renowned for its booming entertainment industry and for the bazaar, where traders come to buy and sell curiosities and rare artifacts...magical artifacts. This will not be easy. Bring your favorite 10th level D&D 3.5 character and play your arse off. Standard point buy, standard starting gold to furnish your hero with bling. If your character comes from a supplement you must bring a copy of that book. I expect you to bring something suitably broken. Email Anteus@comcast.net with any questions. *D&D 3.5e* (4-8 Players) (Saturday 1p-5p)

R38 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: L) See Friday afternoon description. *D&D 4e* (99 Players) (Saturday 1p-5p)

R39 Shadows of the Past (GM: *Charles Brown* Room: W) The continuation of this morning's Shadows of the Past game. Players must sign up for both the morning and afternoon slots of this game. *HackMaster Basic* (3-8 Players) (Saturday 8a-12p and 1p-5p)

R40 Terror of the State Alchemist (GM: *Doug Poirier* Room: W) In the world of the Full Metal Alchemist, your group is investigating the disappearance of the Marble Alchemist and continuing his investigation. The Marble Alchemist was close to uncovering a crime of forbidden alchemy: alchemy applied to living beings or their corpses. You are part of a Black Ops force formed by the State Military to investigate and eliminate matters such as these. The Marble Alchemist failed and was likely killed, and if they can kill him, they can kill you as well. *Variant Chaosium* (4-6 Players) (Saturday 1p-5p)

R41 The Bloodstone Cartel (GM: *John Crossley* Room: W) Even villains need to get their start somehow! Allying with a few trustworthy—and like-minded—neighbors, and with some help from ousted denizens of Castle Perilous, you might be able to corner Vaasa's Bloodstone market. But if you're to be successful, you'll need cunning teamwork and bloody-mindedness. Role-play is rewarded; Faerûnian lore and extra PHs welcome. This is this adventure's second tour at Carnage! *D&D 3.5e (FR Campaign Setting)* (4-6 Players) (Saturday 1p-5p)

R42 Whatcha Talkin about, Willis?? (A Tribute to Gygas Continues...) (GM: *Jim Doyle* Room: W) In this installment of A Tribute to Gary Gygas, let me explain the situation to you; wait, that'll take too long, let me sum up... The king of the realm's daughter has been kidnapped and the heir was betrayed, as were all of you, by his own senior scout. Your brave efforts and miserable attempt to sneak into the keep where the princess was held has left you in an awkward position. Upon escaping from the trap set for you, you have overthrown the keep, only to realize that its true forces have returned from sacking the king's castle. Weary, outnumbered by more than fifty to one, and confused by all that has happened and by the strange knight you have saved along the way, you all but wonder if there really is a god and whether he is just laughing at you right now?? This is an AD&D first edition module variant. Alternate rules will be used and explained. *AD&D 1e Variant* (6-8 Players) (Saturday 1p-5p)

R43 Wuthering Depths (GM: *Tom K. Loney* Room: W) Monsters, dark elves, deep caves, and just a touch of gothic romance. Who could ask for more? Players must bring own pencils and dice. *Tunnels and Trolls* (2-5 Players) (Saturday 1p-5p)

R44 "Jack's Back, Let There Be Redrum for All" (Da Bar Room Brawl) (GM: *Jim Doyle* Room: D) Welcome one, welcome all, welcome to this year's Bar Room Brawl! It seems the staff has seen our havoc and decided to make this year's theme a just so special one for everyone. Where else can you see a Halfling smashed with a Maul of the Titans, or a Barbarian falling down and pounced upon by a fellow contender like a wolverine on fresh meat? Like always, this event is all fun, gore, and drama—and guilt-free. It so good, it shouldn't be allowed. It's a no holds barred free for all that begs to find the last man standing. This year's event will be like none other before (as usual). Prizes for Most Guesome Death and a bigger than ever cash prize for Last Man Standing. Rules will be explained. Fresh Meat, err, I mean Novice Players awarded (especially by seasoned players). This event may go beyond four hours. Psychological counseling at your own expense. *AD&D 1e Variant* (24 Players) (Saturday 7p-11p)

R45 Bad Muthas: Tales from the Funk! Ghetto Holocaust (GM: *James Carpio* Room: W) Welcome to an alternate 1970s, where Disco is king and the war with the "Otherworld" is in full swing. The Man is trying to put you down, and only a Bad Mutha can get the Truth to the people. Project "Brighter Tomorrow" may sound like The Man reaching out to a poor neighborhood in "Any Ghetto" USA, but why people were returned to their homes and locked in from the outside raises some unanswered questions from the locals. *FATE 3.0 (Modified)* (4-6 Players) (Saturday 7p-11p)

R46 Don't Rest Your Head (GM: *Charlton Wilbur* Room: W) You've had insomnia for some time now. The first few weeks were hell—when you knew that after 72 hours without sleep most people start to hallucinate?—but a while back things just suddenly fell into place and you realized that it wasn't the hallucinations that weren't real, but what you thought was the real world turned out to be so much wallpaper and pretty paint over reality. You especially started seeing doors where there shouldn't be doors, and when you went through one you found yourself in the Mad City—a place where self-discipline, exhaustion, madness, and pain all intersect. An indie role-playing game of surreal horror by Fred Hicks, run by Charlton Wilbur. No experience with the rules necessary; we'll create characters at the table. It will help if you come up with a concept for a character who undergoes enough stress in the real world to turn an insomniac. Questions? Contact Charlton Wilbur at cwilbur@chromatico.net or on the Carnage forums. *Don't Rest Your Head* (3-6 Players) (Saturday 7p-11p)

R47 Grottesque: Brutal Murder in the Shadow of Heaven (GM: *Dr. Nik* Room: *CD*) When criminal miscreants are savagely mutilated and slain, tensions on the streets are driven high. Gangs blame each other for the ongoing violence, but the killings throughout the city have baffled the police. The cops can't find the culprit or culprits so they have asked your R.E.A.C.T. group to help. You must solve the murders before a gang war erupts across the city! In honor of Carnage the 13th, this original modern adventure will have mature horror themes. No previous role-playing experience is required. Characters will be provided. **(6 max Players) (Saturday 7p-11p)**

R48 Incident at Owl Lake (GM: *Andre Kruppa* Room: *B*) *This scenario places heavy emphasis on role-playing, but does not require prior experience with FUDGE (a simple fast-play system). A theatrical-style tabletop game using lights and sound. Incident at Owl Lake is intended for mature players only. The game will run late, as sessions are expected to go up to five or six hours. (Please no players familiar with the scenario.)* You and your friends have anticipated this camping trip for a long time. The site is a fine isolated spot very far from civilization, a place to share some peace and quiet. A place to rest, find solace in your companions, and escape the dreaded yet unremembered nightmares. You hope to banish the vague sense of unease, that sense of loss, which has disturbed you for so long. Surely nothing horrific could happen here in the dark forest near the lake beneath the bright night sky. Such a peaceful place could not be the location of unimaginable horror and a giddy descent into terror and madness, could it? *FUDGE (Horror) (4-6 Players) (Saturday 7p-11p)*

R49 Manhattan Mythos Madness (GM: *CJ Henderson* Room: *W*) It's the 1920s. You're either a cop investigating a crime scene, or a reporter trying to worm your way in on the action. A reclusive artist from a rich New England family has disappeared. His Manhattan home has been gutted by fire. The scene being investigated is the small, private park attached to his apartment building. All you have to do is explore this tiny, open air park in the middle of the city. In broad daylight. What could be easier? What could go wrong? Required: 1 D6, 1 D20, piece of paper plus writing tool. NOTE: This game will begin late, at 8:30pm, but will still end by 11pm. *Call of Cthulhu (6 Players) (Saturday 8:30p-11p)*

R50 Requiem of the Forgotten Empire (GM: *Doug Pairier* Room: *W*) Necromancy was the plague of the old empire and, while this plague of undeath was defeated, pockets of its power remained hidden. One of these pockets, a cyst of dark power, was made a few years ago and the plague of undeath roamed the world again. This time, without the magic of the old empire, the world was consumed. You and your party have been chosen to go to the great city of the old empire and search for a solution. You have maps to the necropolis of the lich necromancer defeated in the last War of Necromancy. There it is thought a device exists that will turn the tide of the battle, if not all is lost. Level: 10th. *D&D 3.5e (4-8 Players) (Saturday 7p-11p)*

R51 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: *L*) See Friday afternoon description. *D&D 4e (99 Players) (Saturday 7p-11p)*

R52 The Kingsbury Horror (GM: *Joe Weinmannson* Room: *W*) Mutilated bodies are being showing up in the desperate slums of depression-era Cleveland. Elliot Ness himself is hampered by the rising tide of murder. The PCs are brought in to quietly solve the case, but they'll have to tread lightly in the city's political struggles. Can the heroes track down one of the country's most elusive serial killers? *Troll of Cthulhu (3-6 Players) (Saturday 7p-11p)*

R53 The Triangle (GM: *Brad Younie* Room: *W*) A cargo ship, a recreational yacht, and a private airplane have all seen a ship adrift in the Bermuda Triangle. In each case, the ship appeared to be abandoned. But the odd thing is that it was of a class not used since WWII. Your team of paranormal investigators has chartered a boat to take you out into the Triangle in search of the mystery ship. Will you solve the mystery of the old ship, or will you become another ghost story of the Bermuda Triangle? Beginners welcome, characters provided. *The Unexplained (3-6 Players) (Saturday 7p-11p)*

R54 Uncanny X-Men of Weatherstone (GM: *Ben T. Matchstick* Room: *W*) Hired by a man known only as "X," you serve as the protectors of an excavating clan of dwarves who hail from the cliff-side outpost of Weatherstone. As adventurers, you share a common bond: you are known to the rest of the world as "mutates." Some of the Weatherstone X-Men are a bizarre mix of races; others are humans with a curse that gives them extraordinary powers. You are bound together by your uniqueness. In pursuing your task to break the crime ring known as The House of Magnus, you may soon unlock secrets from your past and find the keys to fulfilling your destiny. This is a level 6 D&D 4e game with some house rules to speed up game play, invite innovative role-playing, and facilitate cooperation. Includes 3D terrain and theatrical effects. Minis and characters provided. Experience with 4e necessary. Let's geek out together and play X-Men in the Dungeons & Dragons world. *D&D 4e (4-5 Players) (Saturday 7p-11p)*

R55 Where Have the Fallen Gone (GM: *Steven Parenteau, TotalCon Staff* Room: *W*) The Kerna Consortium wastes no man. Considering the death rate from those at the Mithral Mines and from Camp K, why have you not found a cemetery or mass grave? Are the bodies of the fallen feeding some dark secret? Part 4 of the Grazfeld Crown. Levels 7-13. *TC Fantasy D&D 3.5e (2 tables of 4-8 Players each) (Saturday 7p-11p)*

R56 RPGA Midnight Madness: Living Forgotten Realms (GM: *RPGA Judge* Room: *L*) *RPGA* Midnight Madness slot is still tentative as of the time of this printing. Please visit Warhorn to confirm. See Friday afternoon description. *D&D 4e (99 Players) (Saturday midnight-whenever)*

R57 Case File XA013: Abyss of Insanity (GM: *Robert Lamm* Room: *W*) Your R.E.A.C.T. team has been scrambled to research and deal with a C.I.R.C.L.E. presence near an unstable fissure that has recently grown. Geothermal forces, CO2 gas, and several other theories have been proposed, but only your team will discover what strange truth waits in the ice. The Antarctic continent, with its extremes in weather, loneliness, and stress, can tax the minds of the heartiest souls. Do you have the high tech espionage skills to face the natural and other horrors that await you in this wintry hell? A scenario written by Dr. Nik and presented by Robert Lamm. *Stargate (4-8 Players) (Sunday 8a-12p)*

R58 Isle of Deceit (GM: *Bill Finger* Room: *W*) You are one of several spies sent into the Kingdom of Kori to learn the enemies' troop strengths. Returning together in a fast ship, your boat runs aground on the shoals off Cape Doom. In the stormy darkness, you make it to a lone isle with your lives barely intact. Was the crash just an unfortunate accident? If so, why does the helmsman's body wash ashore with his throat slit? With no possibility of rescue, how can you work together to get off the island, knowing a traitor may be in your midst? This Fantasy mystery adventure will use the new Pathfinder Roleplaying Game ruleset (a 3.5 variant). *Pathfinder (4-6 Players) (Sunday 8a-12p)*

R59 One More from the Vault (GM: *John Prushko* Room: *W*) This module will either be a continuation of the previous Vault game (depending on returning players and progression in the previous module), or a completely different module... The heavy oaken door squeals open, revealing a room heavily laden with dust. Cobwebs fill the empty spaces above the shapeless masses piled on the floor. Dank, mildewed air assaults your nostrils... Suddenly a box falls at your feet, spilling its stained papers at your feet. "HEY!!!! There's my D&K collection!!!! What LUCK... Let's play THIS one!!!!" Once again it's time to grab a module, dust it off, and play IE D&D. I'm not gonna tell you which module, whether from my collection or a fresh acquisition from Crazy Egors, but it'll be sure to bring back memories! Characters provided. All are welcome! *AD&D 1e (4-8 Players) (Sunday 8a-12p)*

R60 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: *L*) See Friday afternoon description. *D&D 4e (99 Players) (Sunday 8a-12p)*

R61 GURPS Ghostbusters: Pumpkin Jack (GM: *Tyler Dion* Room: *W*) Fresh from the collateral damage accounting session for the fracas in Burlington last week, GBI-Boston is called to action once more. From the wilds of western Massachusetts comes a cry for help, backed by a valid

major credit card. Scarecrows in the fields around the little town of Lychfield are no uncommon sight. But the customer says these scarecrows move in the night. And have glowing eyes. Gas up the Ecomobiles, Ghostbusters, and don't forget to save your receipts! No experience is required for this fruitfully cheerful role-playing adventure. Characters are provided. *GURPS 4th ed. (3-6 Players) (Sunday 10a-2p)*

R62 Inglorious Zombies (GM: *Gordon Dritschilo* Room: W) Players must take out the Nazis' newest undead superweapon in this scenario for the Savage Worlds version of Weird Wars. *Savage Worlds (4-6 Players) (Sunday 10a-2p)*

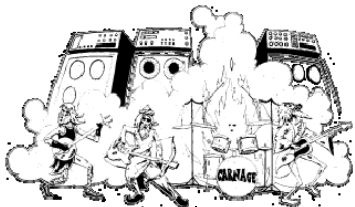
R63 Have Spaceship, Will Travel (GM: *Neil Churchill* Room: W) SG-21 have found a working spaceship. Now it is time to explore the next world over. *Stargate d20 (4-10 Players) (Sunday 1p-5p)*

R64 In a Wicked Age (GM: *Charlton Wilbur* Room: W) Some images from a long-past wicked age: A small room under the foundation, its doorway bricked shut, the prison of a dreadful and malicious spirit. A thick gold ring, torn by a powerful sage from a demon's ear. A trainer of apes, bereft, mourning the death of his dearest performer. The secret central shrine of a temple to forgotten gods. We will start with images like these, create characters, and see where their stories take them as they come into conflict with each other and with the world. This story game, which aims to create tales of swords and sorcery, is written by Vincent Baker and run by Charlton Wilbur. No familiarity with the rules required. Be prepared to be in conflict with some of your fellow players and in uneasy alliance with others, depending on how your goals and ambitions line up. Questions? Contact Charlton Wilbur at cwilbur@chromatic.net or on the Carnage forums. *In a Wicked Age (3-6 Players) (Sunday 1p-5p)*

R65 Into the Mouth of Milu (GM: *Dr. Nik* Room: CD) As strange earthquakes and volcanic activity rock the Big Island of Hawaii, your R.E.A.C.T. team is called to investigate the growing power in these two forces of nature. From the caldera of Kilauea to tourist-filled oceanside towns, the island is in danger. You must discover the facts and forces that shape this growing cataclysm before the island is completely destroyed! There are six courageous characters ready for souls daring enough for this modern action adventure. *Dr. Nik's FUDGE lite (6 max Players) (Sunday 1p-5p)*

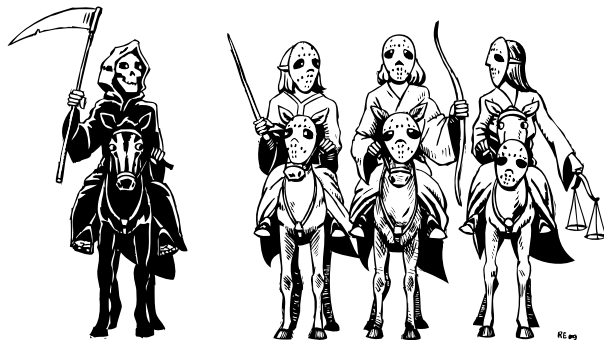
R66 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: L) This RPGA slot still tentative as of this printing. Please check Warhorn to confirm. See Friday afternoon description. *D&D 4e (99 Players) (Sunday 1p-5p)*

R67 Stalker (GM: *Brad Younie* Room: W) Your cousin shows up at your door with a problem. She says she's being stalked by a demonic spirit and wants you and your paranormal investigation team to do your ghost hunting thing to stop the haunting. But as trouble escalates, you find that her stalker is no ghost but may very well be something out of this world! Beginners welcome, characters provided. *The Unexplained (3-6 Players) (Sunday 1p-5p)*



Gaming Room Key

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



2010 T-Shirt

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PRE-REGISTRATION FORM

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

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

Time Slot 1st Choice Title 2nd Choice Title

A	FRI 1-5				
B	FRI 7-11				
C	FRI midnight-?				
D	SAT 8-12				
E	SAT 1-5				
F	SAT 7-11				
G	SAT midnight-?				
H	SUN 8-12				
H1/2	SUN 10-12 (or 2)				
I	SUN 1-5				

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

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

For the Entire Weekend (FRI, SAT, SUN): \$50 _____

For the Entire Weekend as One of a group of Five or more people: \$40 _____

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

Single Day: \$25 _____

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

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