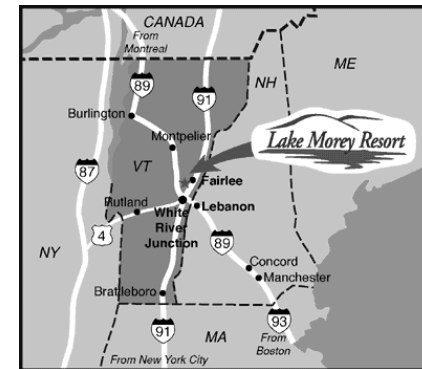


CARNAGE 12



LAKE MOREY RESORT
NOVEMBER 6-8, 2009
CARNAGECON.COM

How to get there



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

Driving Directions:

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

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

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

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

CARNAGE 12

A PRESENTATION OF CARNAGE GAMING

<http://games.groups.yahoo.com/group/NNEG/>

Committee Membership

Charles Davis	Kevin Day	Tom Dorman	Mike Griffin
Ray Hickey	Scott Lasell	Doug Neet	Gaylord Newcity
Nik Palmer	Robert Rousse	Rod Sheldon	Michael Tutt

<u>Game Slot</u>	<u>Friday</u>	<u>Saturday</u>	<u>Sunday</u>
A Friday Afternoon	1pm to 5pm		
B Friday Evening	7pm-11pm		
C Friday Overnight		12am-6am	
D Saturday Morning		8am-12pm	
E Saturday Afternoon		1pm to 5pm	
F Saturday Evening		7pm-11pm	
G Saturday Overnight			12am-6am
H Sunday Morning			8am-12pm
H2 Sunday Late Morning			10am- 12pm (or 2pm)
I Sunday Afternoon			1pm to 5pm

Admission Pricing

	<u>for the Weekend</u>	<u>for a Day</u>
At The Door	60.00	30.00
Pre-registration	48.00	25.00
Group Rate*	40.00	

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

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

Because of the uniform pricing policy Friday admission entitles participation from 1pm Friday-6am Saturday. Saturday admission is good from 8am until 6 am Sunday and

3 Sunday covers 12am Sunday 'til closing



WELCOME

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

Pre-registration: We think this is a very good idea. It helps assure you that you'll be able to participate in the events you want. It will also help save you a little money. Pre-registrations should be completed on the form in the back of this book and returned as soon as possible. Feel free to make additional copies. Any forms returned post marked after November 1 will be declined and held for customers at the convention.

Registration: Everyone who attends Carnage must register upon arrival. A completed pre-registration form will help expedite this process. GM and volunteer credit will be applied during the pre-registration to the price of admission.

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

The Rules: No Smoking, No Pets, and No Weapons inside the convention area. Show proper respect for all other participants at the con and for hotel property. Wear your name tag at all times.

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

Accommodations: Nestled on the shores of Lake Morey and considered one of Vermont's most family friendly resorts, Lake Morey provides its visitors with all of the conveniences of a resort, from day care facilities to its excellent sports and fitness center, while still providing the unique charms which only Vermont can offer. The resort has an excellent rate for conventioners and will surely provide for all of your needs over the course of the weekend. Family members of conventioners will also be pleased by Lake Morey's location which provides easy access to area shopping, touring, and a variety of activities to keep even the non-gamer pleasantly occupied over the course of the weekend. Phone: 800-423-1211 **In order to reserve a room you must mention that you are attending the convention. When reserving online, make a note in the special request section**

Alternate Accommodations: Please visit http://carnagecon.com/2009_news_update.html for more information about other local housing options.

2009 FEATURES

CENTURIES OF CONFLICT



Centuries of Conflict is an offering of Historical Miniature events directed at the 20th century. Events will cover various conflicts running from 1901 to 2000.

This event overall event is directed by the Northern Conspiracy's Byron Champlin. The hope is to revive the effects of the much loved, and much missed TriCon event. The event each year will take a different century as it's focus.

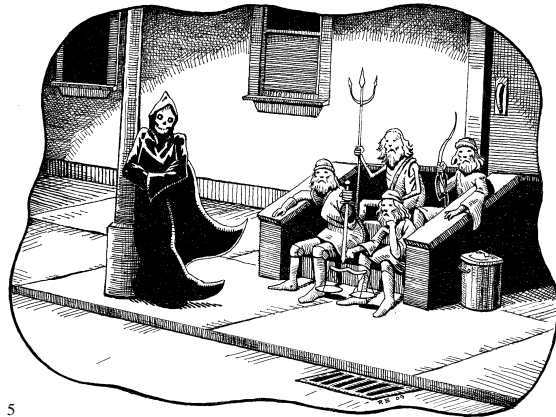
www.thenorthernconspiracy.org/

WARGAME ROOM

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

Email Chuck at cdavis@vermontel.net to find 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.

Sponsored by Bunker Hill Games.



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THE CARNAGE ACCORDS VIII

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 6, 7 & 8

<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 that 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.

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EVENT DESCRIPTIONS

BOARD GAMES

B1 18WEST (GM: *William Brunton* Room: *TH5*) Come check out this newer adaptation of the 18XX series of train games. It is historically based upon Government land grants given to established railroad companies to build track to the Pacific Ocean. Become the head of such historic companies as Union Pacific, Southern Pacific, the Great Northern or the Denver and Rio Grand. Try your hand at building a rail empire in the old west. (2-6 Players) (Friday 1pm-5pm)

B2 A Game Of Thrones (GM: *Justin Berman* Room: *TH1-3*) In this Sixth Annual A Game of Thrones event, players take control of one of the great Houses of Westeros. Via resource management, diplomacy, and cunning, each seek to win dominance over the land. Players must give orders to armies, control important characters, gather resources for the coming winter, and survive the onslaught of their enemies. A unique phase mechanic, battle resolution, and special ordering system make for an engaging game in which all players are actively involved at all times. We will use the A Clash of Kings Expansion too. As always, New Players Welcome! (3-18 Players) (Friday 1pm-5pm)

B3 Battlestar Galactica (GM: *Jacob Foote* Room: *TH4*) "Cylon Bay ship jumping in Admiral!" Prepare to battle the Cylons, both on the Bay ships, and within the fleet itself. Come try out this "semi" cooperative game. Players take on the roles of the major characters from Battlestar Galactica, as they try to make their way to earth, thru heavy raiders and Bay ships and maybe even a Cylon or two on board Galactica actual! (2-6 Players) (Friday 1pm-5pm)

B4 Down in Flames (GM: *Josh Winslow* Room: *TF1-5*) Take command of a Spitfires or Bf-109s and attempt to blast your opponent from the sky in this fast paced, World War II aerial card game. Can your pilot be the ace of Carnage? We'll be tracking kills and assists across dogfights and the pilot with the most total kills will get a prize! Games take about 20 minutes, so stop on in at any time and we'll get you right into the cockpit. (2-6 Players) (Friday 1pm-5pm)

B5 Frag Gold (GM: *Tyler Dion (MIB)* Room: *TI1*) The first person shooter board game has gone gold! Now as you race your pawn around the board, picking up weaponry to do in your fellow players, you'll do it in style. Don't worry, though, Frag plays the same as ever: spawn your fighter, grab some gear, mow down your opponents, get mown down yourself, respawn and do it all again! (2-6 Players) (Friday 1pm-5pm)

B6 Last Night on Earth (GM: *Doug Jorenby* Room: *TH8*) Can help your friends and neighbors survive their last night on earth? Or would you rather help the zombies? Players can take on either role in this great horror game. This is a fast paced game in which the hero players work together to survive the night and the Zombie players...well all they want is more BRAINS!! (3-6 Players) (Friday 1pm-5pm)

Please use the following Room Key:

B: Billiard's Room	M: Morey	C: Captain
P: Parlor	E: Edgewater	S: Steamboat Lounge
G: Garden View	T: Terrace Ball Room	
L: Lakeside	W: Waterlot	D: Dining Room

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B7 Puerto Rico (GM: *Amos Parker* Room: *TH2*) As a plantation owner in Puerto Rico you will grow your five crops: Corn, Indigo, Coffee, Sugar and Tobacco. You must run your business efficiently. Build new buildings in San Juan, use your colonists wisely and store your crops for future sales. They must learn when to sell their crops and find the best way to ship them back to Europe. An excellent game of city building and strategy. (2-5 Players) (Friday 1pm-5pm)

B8 Small World (GM: *Rod Sheldon* Room: *TI2*) The world is just too small! So you need to get rid of everyone else! Come try out this new game from Days of Wonder. You will take on the role of one of the many races that inhabit the Small World. They all have different powers, but not always the same powers. You might play a race of Giant Seafarers or Elven Berserkers. Maybe even some Ghoulis...merchants? Lots of fun! Beginners welcome. (2-4 Players) (Friday 1pm-5pm)

B9 Titan (GM: *Richard Nothey* Room: *TH9*) Come try this classic game of the Fantasy Monster battle! The game is split into two realms, the masterboard and the battle boards. On the masterboard legions of mythical creatures roam the realms attempting to recruit bigger and badder allies to kill opposing legions. When combat occurs, the "space" is blown up on to the battleboard. To win you must be the toughest of the Titans and crush your foes under heel!! This game will extend into the evening slot. (2-6 Players) (Friday 1pm-11pm)

B10 A Touch of Evil (GM: *Sean Wolfe (Triple Play)* Room: *TH1*) The wolves are howling. There is a foul wind in the air. Something is wrong, evil is afoot. Come play this game of Victorian Horror. See if you have what it takes to fight the forces of evil and defeat their minions. It will be tough to survive the night, but you can try..... (2-6 Players) (Friday 7pm-11pm)



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B11 A Victory Denied (GM: *Jim Winslow* Room: [G2](#)) The Russians try to stop the German blitzkrieg at the battle of Smolensk, July-Sept 1941 in the newest IGS game from MMP. Rated low complexity. (1-2 Players) (Friday 7pm-11pm)

B12 Agricola (GM: *Brennan Martin* Room: [TH2](#)) Ever wanted to be a peasant? Want to find out what all the hype is? Now here's your chance! In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats? There will be Animeeples! (2-5 Players) (Friday 7pm-11pm)

B13 Chez Geek (GM: *Michelle Graham (MIB)* Room: [TI1](#)) In this light, humorous, and fast paced card game players are roommates trying to reach their slack goal by inviting over cool friends, buying stuff, and performing activities (like getting tattoos and piercings). Each player has a job which provides free time (actions) and income. "Whenever" cards are used to hinder your roommates and defend yourself against uninvited "guests". (3-6 Players) (Friday 7pm-11pm)

B14 Combat Commander (GM: *Gary Bobar* Room: [TF1-2](#)) A card-driven board game covering tactical infantry combat in the European Theater of World War II. One player takes the role of Axis (Germany and its minors) while another player commands the Allies (U.S. English, Russian, and minor nations). Players take turns playing one or more "Fate" cards from their hands in order to activate units on the mapboard for various military functions (move, fire, assault, lay smoke, etc.) There is no strict sequence of play to follow in Combat Commander: each measure of game Time is divided into a variable number of player Turns, each of which may consist of one or more "Orders" conducted by the active player. "Actions" may generally be conducted by either player at any time. "Events" – both good and bad – will also occur at random intervals to add a bit of chaos and uncertainty to each player's perfect plan. (2-4 Players) (Friday 7pm-11pm)

B15 Conflict of Heroes (GM: *Alex Clay* Room: [G6](#)) 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 WW II 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. In this session, we will be learning the basics of the game and playing through the first few firefights. (2-6 Players) (Friday 7pm-11pm)

B16 Dominion (GM: *Michael Whitehouse* Room: [TF3-5](#)) Come try out this great card game. Build your Dominion thru the play of cards. Can you outwit your opponent. Learn how to play and join in the fun Saturday night at the Dominion Tournament (2-8 Players) (Friday 7pm-11pm)

B17 Memoir '44 (GM: *Matt Miller* Room: [ID](#)) Come play the double-board, eight player, mega version of Memoir '44. Teams of four players battle as either Allied or Axis forces. The unique team play features three generals, each commanding a flank (left, center and right) and one overall commander that co-ordinates the battle by passing order cards to the generals. Rules are intuitive and easy to learn. New generals are welcome! (2-8 Players) (Friday 7pm-11pm)

B18 Powergrid (GM: *Daniel Beard* Room: [TH2](#)) Ever want to own the power company? Well here is your chance. Build your own power plants, make them newer, larger and more efficient as the game goes on. Will your plants run on coal, oil, trash, nuclear (don't worry about the waste), wind or the economic fusion plant. As you build your plants you will be able to power more and more cities. And with all businesses the more customers the more money, the better power plants. Don't worry if things don't work out this quarter, there are always government subsidies! (3-6 Players) (Friday 7pm-11pm)

B19 Railroad Tycoon: Rails of Europe (GM: *Scott Thibault* Room: [TH3](#)) Revisit the early days of the Age of Steam as you begin with a locomotive (the venerable John Bull) and a vision (your Tycoon "mission" card). From there, build your budding railroad network into a vast empire. Connect London to Munich, earn the most money, develop bigger and faster locomotives and maybe even span the continent of Europe! (2-5 Players) (Friday 7pm-11pm)

B20 Shadows Over Camelot (GM: *Amy Stender* Room: [TH4](#)) 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... But enough words... Don your cloak, climb astride your warhorse and gallop into the Shadows to join us in Camelot! (3-7 Players) (Friday 7pm-11pm)

B21 SPANC (GM: *Danny Campbell (MIB)* Room: [TI2](#)) Life is good when you're a Space Pirate Amazon Ninja Catgirl. Enjoy a life of larceny and mayhem as you embark on one Caper after another. Defeat every challenge the galaxy throws at you, from the Friendly Guard Puppies all the way to the Fiendish Death Trap. Pick up Toys (and the occasional Poolboy), grab more Fame than anyone else, and watch your tail... because the other catgirls want what you've got! (2-12 Players) (Friday 7pm-11pm)

B22 Sword of Rome (GM: *Bob Mosdal* Room: [G1](#)) The Sword of Rome plus Carthage expansion is one of GMT Games' line of Card-Driven Games (CDG). The game enables up to five players to recreate the climatic struggles among the peoples of Italy and Sicily, Romans, Carthaginians, Greeks or Gauls will dominate the western Mediterranean and with it earn the right to vie for control of the known world. <http://www.boardgamegeek.com/boardgame/7480> (2-5 Players) (Friday 7pm-11pm)

B23 Victory in the Pacific (GM: *Art Winslow* Room: [G3](#)) Fast paced easy playing World War II Pacific theater wide wargame. Can the Japanese Imperial Fleet cripple the U.S. Fleet at Pearl Harbor and use their initial carrier superiority to amass enough "Points of Control" to outlast the inevitable U.S. superiority as the industrial might of the U.S. is brought to bear upon the Pacific. Simple mechanics, easy rules, and lots of dice shaking make this a fun game to play even for beginners. (1-2 Players) (Friday 7pm-11pm)

B24 Wings of War (GM: *Dean Emmerson* Room: [TH5](#)) Wings of War is the fun and exciting card and miniatures game from Fantasy Flight Games that can be played on a mat or any flat surface. Find your enemy in the skies, select your maneuver cards to get into a good firing position, and blaze away! One of you will fly home the victor. Deceptively simple mechanics allow for fun and good tactics. Beginners welcome. (2-4 Players) (Friday 7pm-11pm)

The Wargame Room at Carnage

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

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B25 Wiz War Classic (GM: *Earl Waters* Room: *TH6*) Play the cult classic Wiz-War game. Wiz-War is a card and board game of dueling wizards and treasure-stealing. Each player represents a wizard who starts the game with two treasures and seven cards that allow the wizard to cast spells. Each wizard battles the other wizards by casting spells and trying to steal two of the opponent's treasures to win the game. You can also win by eliminating the other wizards. Cast cool spells like fireballs, waterwalls, and the dreaded "It" spell on your opponents or turn invisible, create monsters, or even affect the board game itself to win. Try this magic mayhem on a custom made 3-D game board with movable (and removable) walls, wizards, monsters, and spell effects. 2-6 players. No experience necessary. (2-6 Players) (Friday 7pm-11pm)

B26 World Domination (Advanced edition) (GM: *Christopher Dandero* Room: *JD*) At Carnage 11 we played the beginner's edition. This year I'm bringing the advanced rules. Based loosely on Axis & Allies, World Domination takes the popular board game off the "predicable" terrain of planet Earth & (using a random terrain generating system) allows for a near infinite number of playing scenarios! 6 to 16 players will randomly pick their starting capitol locations, then Axis & Allies are randomly chosen. After that its empire building & battles royale! This game will most likely go past 11:00 pm. (6-16 Players) (Friday 7pm-??)

B27 Battlestar Galactica (GM: *Justin Berman* Room: *THD*) 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 puts players in the role of one of ten characters from the show. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons, often without their knowledge at the start of the game. Players must attempt to expose the traitor while fuel shortages, food contaminations, and political unrest threatens to tear the fleet apart. As always, New Players Welcome! (3-6 Players) (Saturday 8am-12pm)

B28 Cults Across America (GM: *Kevin Day* Room: *TH4*) In Cults Across America, you control a bunch of religious fanatics who aim to dominate the entire United States of America. Your faction consists of cultists, priests, creatures, and others, and their plans for domination include such goals as the creation of a continuous chain of lunatics that stretches from coast to coast. Or a mad shopping cart race from New York to Los Angeles! (2-6 Players) (Saturday 8am-12pm)

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B29 Empire Builder (GM: *Jeannie Compter* Room: *TH2*) 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. (2-6 Players) (Saturday 8am-12pm)

B30 Frag Gold (GM: *Danny Campbell* (MIB) Room: *THB*) The first person shooter board game has gone gold! Now as you race your pawn around the board, picking up weaponry to do in your fellow players, you'll do it in style. Don't worry, though, Frag plays the same as ever: spawn your fighter, grab some gear, mow down your opponents, get mown down yourself, respawn and do it all again! (2-6 Players) (Saturday 8am-12pm)

B31 Fury of Dracula (GM: *Jacob Foote* Room: *TH5*) Dracula has returned and intends to control all of Europe with his army of the undead! Only you the greatest Vampire Hunters in Europe can stop him. Track down and destroy Dracula as he moves across the continent seeking domination! (2-4 Players) (Saturday 8am-12pm)

B32 Munchkin (GM: *Michelle Graham* (MIB) Room: *TH9*) 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) (Saturday 8am-12pm)

B33 Munchkin Quest: Munchkin 3D (GM: *Neil Byles* (MIB) Room: *IL2*) Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to the boardgame! Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it . . . then another tile is added to the dungeon. Battle monsters for power and treasure, or send them after your friends. Reach Level 10, and then get out alive if you can! And if your metal is heavy, it hurts more—all Big metal Items get double bonuses! 2-4 mature (by middle school standards) players. 3D glasses not required. (2-4 Players) (Saturday 8am-12pm)

B34 Princes of Florence (GM: *Amos Parker* Room: *THD*) Develop your medieval city and attract the professionals from all walks of life. There are a variety of professions such as astronomers, organists and architects. Each is attracted to a particular combination of building, landscape feature, and social freedom. Once in your city grid you must create work points for your professionals and thus victory points for you. (2-4 Players) (Saturday 8am-12pm)

B35 Revolution! (GM: *Tyler Dion* Room: *IL1*) In this game, your tools are blackmail, force and filthy lucre. You'll employ them all in bidding wars to win the people's favor, take territory and gather more resources for the next round of bidding. Will you coerce the apothecary to assist you in glorious revolution or pursue the favor of the aristocrat? (3-8 Players) (Saturday 8am-12pm)

B36 Snow Tails (GM: *Derek Dunn* Room: *TH3*) You are a brave musher in the Arctic Circle. You must prove yourself in tests of skill and endurance. The action is fast and furious and not all of the sled teams will finish! Your Huskies have only one speed and that is full speed ahead! So hang on to your sled, and maybe just maybe you will make it back...in one piece. Beginners welcome! (2-5 Players) (Saturday 8am-12pm)

B37 Taj Mahal (GM: *Dean Emmerson* Room: *TH10*) Control of India at the beginning of the 18th century is up for grabs. The 200 year-long rule of the Grand Moguls has collapsed. Now is the time to take control of the Indian sub-continent. Rio Grande Games. Game designed by Reiner Knizia. (3-5 Players) (Saturday 8am-12pm)

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B38 Victory (GM: *Bob Yates* Room: [G2](#)) Victory is war game using World War 2 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. It is a game that appeals to both the beginner and the experienced players. Two sections with up to four players per section (2-4 Players) (Saturday 8am-12pm)

B39 Stalingrad Pocket II (GM: *Billy DiGiulio* Room: [G](#)) Simulation of the Soviet counteroffensive and the German operations to keep the Soviet pincers apart and/or relieve the Stalingrad pocket. This is the 2nd Edition of the 1992 CSR Standard Combat Series award winner by The Gamers. This game will run pretty much all day with two teams of two players per side. Experienced players preferred, but not necessary. (4 Players) (Saturday All Day)

B40 18XX (GM: *Richard Nothey* Room: [TH6](#)) 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 their rails! Many of the 18XX games will be available during this slot including: 1829, 1830, 1856 and 1870. This game will extend into the afternoon slot. (3-5 Players) (Saturday 8am-5pm)

B41 Age of Empire III: The Age of Discovery (GM: *Matt Golec* Room: [TH1](#)) Take on the role of a colonial power seeking fame, glory and riches in the New World. As you proceed through three ages you can launch expeditions of discovery, colonize regions, expand your merchant fleet, build capital buildings that give your nation distinct advantages, develop your economy, and if necessary, declare war. (3-6 Players) (Saturday 1pm-5pm)

B42 Combat Commander (GM: *Gary Bobar* Room: [G2](#)) A card-driven board game covering tactical infantry combat in the European Theater of World War II. One player takes the role of Axis (Germany and its minors) while another player commands the Allies (U.S. English, Russian, and minor nations). Players take turns playing one or more "Fate" cards from their hands in order to activate units on the mapboard for various military functions (move, fire, assault, lay smoke, etc.) There is no strict sequence of play to follow in Combat Commander: each measure of game Time is divided into a variable number of player Turns, each of which may consist of one or more "Orders" conducted by the active player. "Actions" may generally be conducted by either player at any time. "Events" – both good and bad – will also occur at random intervals to add a bit of chaos and uncertainty to each player's perfect plan. (2-4 Players) (Saturday 1pm-5pm)

B43 Dune (GM: *Eric Paperman (Council of Five Nations)* Room: [TH5](#)) Six factions are vying for control of the planet that produces Spice, which makes interstellar travel possible. Each faction has special powers that overlook certain rules in the game. Each turn players move about the map attempting to pick up valuable spice while dealing with giant sandworms, deadly storms, and other players' military forces. (3-6 Players) (Saturday 1pm-5pm)

B44 Endeavor (GM: *Brennan Martin* Room: [TH2](#)) Come try Z-Man Games new game of world exploration and empire building. Players represent a European empire colonizing the Mediterranean. They will vie against the other players for control of the Industry, Culture, Finance and Politics of the region. (3-5 Players) (Saturday 1pm-5pm)

B45 Federation Commander (GM: *Will Minsinger* Room: [TH4](#)) Raise Shields and arm Photons! Take command of a starship and see if you have what it takes win a warp speed dogfight. Federation and Klingon fleets are poised to clash over a valuable planet in the Neutral Zone- can you seize this new world for your people? No experience needed, rules will be taught. (4-8 Players) (Saturday 1pm-5pm)

B46 Fields of Carnage (GM: *Mike Griffin* Room: [TC2](#)) The hostilities increase on Carnage 12. House Davion is closing in on the bandit group known as the Harliquins. This might be the Harliquins final stand. The locals don't have much firepower for support. But whose Mech's are those coming over the ridge? When the dust settles it is certain. There will be nothing but Carnage left on the fields. Old school BattleTech my way. *Battleground* (8 Players) (Friday 7pm-11pm)

B47 Great Space Race (GM: *Daniel Beard* Room: [TH8](#)) 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 your 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 the last to survive. Come forth and let's have some fun! (2-6 Players) (Saturday 1pm-5pm)

B48 Munchkin Quest (GM: *Danny Campbell (MB)* Room: [T11](#)) Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to the boardgame. (3-6 Players) (Saturday 1pm-5pm)

B49 Powergrid (GM: *Rick Salamin* Room: [T12](#)) Come build your power plants and provide power for the people! Various expansions will be available for play in this slot. Different boards and new and improved power plants. (3-6 Players) (Saturday 1pm-5pm)

B50 Steam (GM: *Derek Dunn* Room: [TH3](#)) Come try Martin Wallace's new game of Rail domination. Can you build a great rail empire? Lay your track and buy your locomotives. Beginners welcome! (3-6 Players) (Saturday 1pm-5pm)

B51 The Pillars of the Earth (GM: *Michael Tutt* Room: [TH10](#)) The Pillars of the Earth, designed by Michael Rieneck and Stefan Stadler and published by Mayfair Games, has been named Game of the Year by Games Magazine. and a 2007 nominee for Spiel des Jahres. Based on Ken Follett's best-selling historical fiction novel about the construction of Kingbridge Cathedral during the 12th Century, (2-5 Players) (Saturday 1pm-5pm)

B52 War of the Rings (GM: *Amos Parker* Room: [TH7](#)) Ever want to take control of one of the armies of Middle Earth? This is the game for you. Fight as a leader of the Free Peoples or the Shadow Armies. You can win thru military means, but lets not forget the real prize...the One Ring! Take control of the Ring and you may just win the day! (2-4 Players) (Saturday 1pm-5pm)

B53 Wiz War Classic (GM: *Earl Waters* Room: [TH9](#)) Play the cult classic Wiz-War game. Wiz-War is a card and board game of dueling wizards and treasure-stealing. Each player represents a wizard who starts the game with two treasures and seven cards that allow the wizard to cast spells. Each wizard battles the other wizards by casting spells and trying to steal two of the opponent's treasures to win the game. You can also win by eliminating the other wizards. Cast cool spells like fireballs, waterwalls, and the dreaded "It" spell on your opponents or turn invisible, create monsters, or even affect the board game itself to win. Try this magic mayhem on a custom made 3-D game board

with movable (and removable) walls, wizards, monsters, and spell effects. 2-6 players. No experience necessary. (2-6 Players) (Saturday 1pm-5pm)

B54 Advanced Civilization (GM: *Scott Thibault* Room: *TC6*) Take control of an ancient tribe and work them up to a position of world power. This is the classic Avalon Hill game of territorial expansion, economic planning, trading, military power, and cultural advances. Lead your people to a truly advanced civilization while avoiding the disasters that lie in the path! This is a great opportunity to play Advanced Civ to its ultimate conclusion. This game will extend into the evening slot, allowing the game to finish. (3-6 Players) (Saturday 1pm-11pm)

B55 Arkham Horror (GM: *Tyler Dion* (*Northeast Wars*) Room: *T11*) Something dark and dire is boiling to the surface of the Massachusetts coastline. In Arkham Horror, players take on the roles of investigators as they collide with the bizarre and squamous denizens of H.P. Lovecraft's Cthulhu mythos. Fight monsters, struggle to push back the dark for a little while longer and cling to the last vestiges of your sanity in the process. This game will feature the Innsmouth Horror expansion, adding the town of Innsmouth and bringing on the threat of the Deep Ones. Familiarity with the base Arkham Horror game is recommended, although not required. (2-6 Players) (Saturday 7pm-11pm)

B56 Axis and Allies: Double Blind (GM: *Bob Yates* Room: *TH8-10*) Classic WWII game with a slight twist. Where are those German tanks? They came out of the Ukraine last turn. Are they still there? Are there more of them? Do they have air support? Players will not be able to see their opponents pieces until it may be too late! (2-5 Players) (Saturday 7pm-11pm)

B57 Conflict of Heroes (GM: *Alex Clay* Room: *G6*) 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 WW II 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. In this session, we will be playing more advanced scenarios featuring tanks or larger-scale infantry engagements. There is an introductory session on Friday for those unfamiliar with the game. (2-8 Players) (Saturday 7pm-11pm)

B58 Die Macher (GM: *Justin Berman* Room: *TH1*) In this classic game, players are in charge of national political parties, and must manage limited resources to help their party to victory. The winning party will have the most victory points after all the regional elections. There are four different ways of scoring victory points: victory points in regional elections, media control in regions, grow your national party membership and score some victory points if their party platform matches the national opinions at the end of the game. Forming coalitions, establishing shadow cabinets, etc are just a few of the many exciting mechanisms available in this great game. As always, New Players Welcome! Note: Game will extend into late evening. (3-5 Players) (Saturday 7pm-11pm)

B59 Dominion: Tournament (GM: *Michael Whitehouse* Room: *JF1-5/HZ*) The card game Dominion has taken the gaming community by storm. Join us in this Swiss-Style tournament. Earn points based on your standings in each round. The winner after 6 rounds will win great prizes including TOURNAMENT_PRIZES (4-24 Players) (Saturday 7pm-11pm)

B60 Hero Quest (GM: *Richard Creaser* Room: *TH5*) A Swords & Sorcery classic from Milton Bradley. Brave the multi-leveled dungeon of Zargon in a quest for fortune and fame! The evil sorcerer will do his best to turn aside your brave band with fell spells and fiendish foes by the score. Can you overcome Zargon and his minions and put an end to his wicked reign or will you too fall before this seemingly unstoppable evil? (2-4 Players) (Saturday 7pm-11pm)

B61 Le Havre (GM: *Rod Sheldon* Room: *TH6*) Build the town of Le Havre into a mighty port. Build the businesses of Le Havre and collect the goods you will need to take control of the docks. Come try this game from Agricola designer Uwe Rosenberg. (2-5 Players) (Saturday 7pm-11pm)

B62 Memoir '44 (GM: *Matt Miller* Room: *G2*) Come play the double-board, eight player, mega version of Memoir '44. Teams of four players battle as either Allied or Axis forces. The unique team play features three generals, each commanding a flank (left, center and right) and one overall commander that co-ordinates the battle by passing order cards to the generals. Rules are intuitive and easy to learn. New generals are welcome! (2-8 Players) (Saturday 7pm-11pm)

B63 Tales of the Arabian Nights (GM: *Bethany Creaser* Room: *TH2*) Tales of the Arabian Nights is the legendary storytelling game in the world of Aladdin and Sinbad. Travel the world encountering imprisoned princesses, powerful "efreets, evil viziers, and such marvels as the enigmatic magnetic mountain and the fabled elephant's graveyard. Choose your actions carefully and the skills you possess will reward you. Choose unwisely and pay the price! New and experienced players welcome. (2-6 Players) (Saturday 7pm-11pm)

B64 Through the Ages (GM: *Kevin Day* Room: *TH4*) Come try this great game of Civilization building. In Through the Ages players manage food, resources, and their population to guide them through four ages of history, trying to garner enough cultural splendor to claim victory when the history books are finally written. (3-4 Players) (Saturday 7pm-11pm)

B65 Twilight Imperium Special Carnage Edition (GM: *Christopher Dandera* Room: *JD*) Responding to numerous special requests from Carnage 11, I will be running a Special edition of Twilight Imperium this year. I have amassed enough game pieces & system tiles to play a game with up to 14 players (one for each race represented). If necessary we can build a galaxy up to 6 rings deep with NO duplicate systems! Obviously with up to 14 people playing some modifications to the rules are necessary. I have play tested games of up to 10 players & the current rules modifications are sound. I have seen documented games of up to 12 players on line. Lets shatter the record & put Carnage in the books as the first documented 14 player Twilight free for all! This game will most certainly go past 11:00 pm. (6-14 Players) (Saturday 7pm - ?)

B66 Twin State Ticket to Ride (GM: *Amy Stender* Room: *TH3*) With elegantly simple gameplay, Ticket to Ride can be learned in 3 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes. 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. In this homemade version, players claim routes across a custom board depicting destinations across Vermont and New Hampshire. (2-5 Players) (Saturday 7pm-11pm)

B67 Video Munchkin (GM: *Doug Gray* Room: *T12*) The Munchkins are going VIDEO Gaming! Come try out this Munchkin Original variation, where Munchkins invade the Video world. To be sure Munchkin madness and goofiness will ensue! (2-6 Players) (Saturday 7pm-11pm)

B68 Martin Wallace Games (GM: *Bob Mosdal* Room: TH2-3) Come try out the games of Martin Wallace a superb game designer. Many of his games will be available and one or more will be run. Players will choose the game they would like to try. Options include Tinner's Trail, Brass, Pericles, Byzantium, Rails of Europe, maybe even Automobile. (3-8 Players) (Sunday 8am-12pm)

B69 Munchkin: Crisis of Infinite Munchkin (GM: *Nell Byles* Room: TD) Whether you are a Dwarf Warrior, a Cyborg Bounty Hunter, a Yakuza Ninja, a blood sucking Vampire, a playboy Spy or a Mutant Super Hero, you are a MUNCHKIN! Start with a hand from any of the Munchkin games, then choose your doors and treasure at will (why did the Lame Goblin have the Schadenfreudian Slip and Narrow S Cape? Do you really care?) all in the fight to be the first EPIC MUNCHKIN to reach level 20! (2-6 Players) (Sunday 8am-12pm)

B70 Shogun (GM: *Michele Denault-Reynolds* Room: TH6) Eliminate your enemies and become Shogun of Japan in this game of strategy, secrecy and diplomacy! The time is the 16th century, and five warlords engage in a violent struggle for land and power. Protect your growing empire by forming alliances with other warlords, but be constantly wary of the knife in the back. Please note this is the Milton Bradley version of the game, originally produced as "Shogun", later re-released as "Samurai Swords". Beginners encouraged. (3-5 Players) (Sunday 8am-12pm)

B71 Stone Age (GM: *Eric Paperman* (*Council of Five Nations*) Room: THJ) Take control of a tribe of Stone Age humans and try to survive. Players will use the members of their tribe to hunt, trade, farm and make tools. You will gather the resources you need to build the tools for your civilization. But you must make sure you can feed your people or your civilization will dwindle. (2-5 Players) (Sunday 8am-12pm)

B72 Tigris & Euphrates (GM: *Chuck Burkins* Room: THJ0) This game, designed by Reiner Knizia, is an abstract tile game with a Fertile Crescent theme. You score points in one of four categories by adding colored tiles to the gameboard. Temples, internal conflicts, and external conflicts can help you gain points fast. Your standing in the game is determined by your weakest category, so balance is important! The game is a perennial favorite on boardgamegeek.com. Come play and find out why! (2-4 Players) (Sunday 8am-12pm)

B73 Blood Bowl (GM: *Danny Campbell* (*MIB*) Room: TD) The smell of Autumn is in the air... football season is in full swing. Wait those players have axes? Are they barbarians? And the other team is a bunch of Elves! See if you have what it takes to win it all. Come play this classic game and leave EVERYTHING on the field! (2-6 Players) (Sunday 10am-5pm)

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B74 High BANG! (GM: *Rod Sheldon* Room: TH7-9) Can you out draw, out shoot, out ride and out think your opponents? It is time.... You have been called out to the street to face down the meanest, toughest gunfighters at Carnage. It is High BANG! and you have date with destiny. The BANG! tournament rules are still posted on our website and will be available at the convention. www.carnagecon.com (6-24 Players) (Sunday 10am-2pm)

B75 18WEST (GM: *William Brunton* Room: TH5) Come check out this newer adaptation of the 18XX series of train games. It is historically based upon Government land grants given to established railroad companies to build track to the Pacific Ocean. Become the head of such historic companies as Union Pacific, Southern Pacific, the Great Northern or the Denver and Rio Grand. Try your hand at building a rail empire in the old west. (2-6 Players) (Sunday 10am-2pm)

B76 Cutthroat Caverns (GM: *Doug Neet* Room: TD) "Without team work you will never survive. Without betrayal you will never win." Enough said.... Help your friend or maybe not.... (3-6 Players) (Sunday 10am-12pm)

B77 Dominion (GM: *Alex Clay* Room: TF4-5) Still have not got enough of this great game? Well come play one more time before you head home! (3-8 Players) (Sunday 10am-12pm)

B78 Pandemic (GM: *Doug Jarenby* Room: TF3) The plague has come. You and your fellow specialist are the only ones that can save the world. From your headquarters in Atlanta the fight to save humanity begins. Come check out this cooperative game. Lots of fun, easy to learn and quick to play....plus you get to save mankind! (2-4 Players) (Sunday 10am-12pm)

B79 Pirates Cove (GM: *Kevin Day* Room: TF2) Avast me hardies! Come build your ship and set sail on the high seas in this now classic Carnage game! Face down the Royal Navy and the other scurvy dogs in the Caribbean. (3-5 Players) (Sunday 10am-12pm)

B80 Redneck LIFE (GM: *Sarah Moore* Room: S) We all play the game of LIFE...right? Well not quite this way. Come play this fun LIFE game, with a Redneck twist! (3-6 Players) (Sunday 10am-12pm)

B81 Skulls & Swords/Monster Menace America (GM: *Roland Paperman* Room: TFJ) A double feature of kid friendly games. In Sword & Skull each player moves two pieces, an Officer and a Pirate, around the board to recruit crew, obtain weapons, and gather treasure. The goal is to be mighty (or wealthy) enough to face the Pirate King and defeat (or bribe) him to win back the Queen's stolen ship. In Monsters Menace America, each player controls a monster and a branch of the armed forces. Your goal is to send your monster rampaging across America, building up his strength by destroying cities. Meanwhile your troops will be weakening other monsters. In the end, the monsters face off in a series of duels to determine which monster is the toughest. (3-4 Players) (Sunday 10am-2pm)

B82 Ticket to Ride (GM: *Rick Salamin* Room: TD) All aboard! Got a few minutes before you head down the road? Come take a ride across the USA in this great Days of Wonder rail game. Get your tickets! (3-5 Players) (Sunday 10am-12pm)

B83 Age of Conan (GM: *Kevin Day* Room: TH3) By Crom! Come play the game of Conan. Take control of one of the races of Robert Howards books. Maneuver Conan thru the lands and crown him king to win. Sounds simple? Nothing is simple where Conan is concerned! (3-4 Players) (Sunday 1pm-5pm)

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B84 Age of Steam: VT/NH (GM: *Chuck Davis* Room: *TH2*) Classic rail game only with central New England flavor. Two new boards to try to build your rail empire on. Connect Burlington to St. Johnsbury or maybe Lebanon to Concord. (3-4 Players) (Sunday 1pm-5pm)

B85 Antike (GM: *Robert Rousse* Room: *TH4*) Take control of one of the peoples of the ancient world. Build your temples, your cities and your armies and prepare to conquer your enemies. This is a fast paced game of building and conquest in the ancient world. (3-6 Players) (Sunday 1pm-5pm)

B86 Dungeoneer (GM: *Tyler Dion (Northeast Wars)* Room: *TI1*) In the game of Dungeoneer, each player takes on two roles: the first is a hearty adventurer exploring underground lairs or remote wildernesses to complete quests for treasure and glory. Secondly, every player acts as the fiendish Dungeonlord, throwing monsters and obstacles at all their opponents to prevent them finishing their quests first. No experience required; just come girded for swords and sorcery! (2-4 Players) (Sunday 1pm-5pm)

B87 Formula De (GM: *Doug Neel* Room: *TC2*) Formula Dé is a fast-paced racing game in which the cars' top speeds are limited by having to end a certain number of turns in each curve of the racetrack. This can be tricky, because although players can regulate their speeds by choosing which gear to be in and each gear allows a certain range of movement, the exact amount is determined randomly. Great fun for a big group. (2-10 Players) (Sunday 1pm-5pm)

B88 Munchkin (GM: *Michelle Graham (MIB)* Room: *TI2*) 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 1pm-5pm)


B89 Settlers of Catan (GM: *Chuck Burkins* Room: *TH1*) Settlers of Catan appeals to both gamers and non-gamers alike. Is it the steady building of settlements as you create your own small empire? Is it the fast paced resource trading that happens on every turn, keeping your attention even when it's not your turn? Is it the thrill of the gamble as you buy yet another development card? Perhaps it's that streak of meanness that is satisfied when you land the Robber right on your opponents key wheat field. Whatever it is, it's fun! Come play whether you are an old hand or a beginner. (3-6 Players) (Sunday 1pm-5pm)

CARD GAMES

C1 Hand & Foot (GM: *Jeannie Compter* Room: *J*) Come try out this fun game for the whole family. The only requirement is to be able to count by 5's! Hand & Foot is a card game best played with 4 players, but you can play with 2 to 6 players, using several decks of standard playing cards. It is similar to Canasta. Written rules will be provided, so you can take them home and teach your friends! (2-6 Players) (Friday 7pm-11pm)

C2 Magic: Elder Dragon Highlander Tournament (GM: *Rod Sheldon/Jeremy Muir* Room: *J*) Check out this cutting edge, multi-player variant of Magic! Appoint your General and build your army. Each player will build a 100 card army (deck) with one of Magic's many Legends leading the charge as the Field General!! Did I forget to mention that this is a highlander tournament. No more than one of each card in your army (with the exception of basic land) And further each General is unique. No two armies can have the same leader. The armies colors and mana produced can only come from the colors of its leaders. (Thus if you choose Baron Sengir as your General you may only use black cards in your army and black mana producing lands and artifacts) Further rules will be posted at www.carnagecon.com under the Elder Dragon Highlander Tournament section. If you are planning on playing in this tournament we ask that you please send an email with the heading EDH GENERAL to EDHgeneral@carnage.com with the name of your general. You might want to add a back up or two as the Generals are strictly first come first serve. Every week we will update the website with the list of Generals already assigned to armies. There is no additional cost for this tournament! And prizes will be given! So recruit the troops and join the battle!! (4-48 Players) (Friday 7pm-11pm)

C3 Legends of the Five Rings Constructed Tournament (GM: *Ben Higginson* Room: *L*) L5R returns to Carnage! As we enter the 15th Year of this CCG, the Empire of Rokugan has recently defeated the first major invasion from the Burning Sands, a desolate wasteland that borders Rokugan to the North. Not all is well within the confines of the Emerald Empire however. Plague grips the provinces of the Scorpion and the Crane Clans; and a new threat has even the monstrous denizens of the evil Shadowlands running for their lives. Choose your Clan and join us for this tournament. Format for the event will be a Celestial-legal Constructed Deck Tournament with 40/40 deck

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minimums. Number of rounds and Top Cut will be based upon the AEG Tournament Floor Rules. Prizes will include a Daisho and booster packs from the most current LSR expansion. More prizes may be added at the TO's discretion. For more details, please visit www.endlessroad.ca Legend of the Five Rings: Where Honor is Stronger than Steel! (4-48 Players) (Saturday 1pm-?)

C4 Magic Tournament: Legacy Format (GM: *Jeremy Muir* (Quaterstaff Games) Room: E) Legacy is a fun older format where people get to use the cards from the days of Yore in a normal tournament. With the ability to play with any card that is not restricted or banned in type 1, it is time to dust out your best Elf Deck, Goblin Deck, Classic White Weenie deck, Crazy Combo deck or any other mix of older cards with newer cards for something just plain cool! This format is not exclusive to older cards, you can play newer ones as well, mixing up the flavor pot just a little more! Entry for this event will be only \$3.00 and prizes will be great! Make sure to register soon! (4-48 Players) (Saturday 11am-?)

C5 Hand & Foot (GM: *Jeannie Compter* Room: S) Come try out this fun game for the whole family. The only requirement is to be able to count by 5's! Hand & Foot is a card game best played with 4 players, but you can play with 2 to 6 players, using several decks of standard playing cards. It is similar to Canasta. Written rules will be provided, so you can take them home and teach your friends! (2-6 Players) (Saturday 7pm-11pm)

C6 Legend of the Five Rings: Path of the Destroyer Suicide (GM: *Ben Higginson* Room: L) Following the constructed tournament, the first 16 players to sign up will get to play in a Suicide-format LSR Single Elimination Tournament. Each player will be given one PoD booster pack and must play with it and only it! Winner takes the losers cards, adds them to their own and moves on to the next round! Participants will receive a Suicide-format Stronghold, exclusive to Carnage! For full Suicide-format rules visit rules.lsr.com (2-16 Players) (Saturday 7pm-11pm)

C7 Magic Unhinged Sealed Deck Tournament!! (GM: *Jeremy Muir* (Quaterstaff Games) Room: E) THE RETURN! The Unhinged Sealed has been one of the most FUN tournaments ever to happen at Carnage! This event gives each player 5 booster packs of Unhinged to build a Sealed Deck with. You never know just what might happen next! The most important part of playing in this event is to have a good time, and a good sense of humor. The Unhinged set brought along a lot of, interesting... concepts into the game of Magic. Don't miss this event, it's going to be a BLAST (from the past). This event cost will be \$20.00 for this set that is getting harder and harder to get! Prizes include some REAL HARDWARE with a Plaque or Statue for First and a lot of other Great prizes. It's the Magic event of the weekend! (8-32 Players) (Saturday 7pm-11pm)

C8 Magic Challenge! Lage Group Battle (GM: *Jeremy Muir* (Quaterstaff Games) Room: E) Come bring your favorite deck - and get ready for some insanity. One, Big, Large Group, Game! We are talking about something with 7 to 15 people in one large chaotic

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battle! You may worry about this taking a long time... but Wait - there is more! Jeremy will be showing you some "new styles of play" for this multiplayer event, including "NINJAS" and "Time Setting/Status". These things will help prod, or pull, you towards making action! If time permits, we will run a second round with the style of play known as "Prince, the Princess and the Devil". These events will be FREE to play in and all you have to bring with you is a smile and a good laugh. There will be prizes for this Event as well! (4-16 Players) (Sunday 11am-?)

C9 Yu-Gi-Oh Challenge! (GM: *Jeremy Muir* (Quaterstaff Games) Room: E) Time to break out your Blue-Eyes, Dark Armed Dragons and Samurai! This event will be a full fledged Challenge for Yu-Gi-Oh players of all ages and levels. This will be in the tournament format setting. Winner gets a piece of HARDWARE with a Plaque! Show you are the best in the area at this showcase event! The prizes for this event will be AWESOME! Come check it out! Get cool stuff, and everyone will get a prize just for showing up! Entry fee will be \$10 for the Event and if you show up for this event there will be a cost at the door to get in. (4-48 Players) (Sunday 10am-5pm)

FANTASY MINIATURES

F1 Dino Hunt (GM: *Dustin Cotton* Room: TH10) Every year the dinosaur attacks along the edge of the Ravenwood become worse and more numerous. Overpopulation is forcing the beasts to venture into areas that had always been safe before. At last, to protect their isolated villages, the elves of Ravenwood have assembled a hunting party. Will they succeed in driving away the threat, or will the lands revert to wild savagery? Come try Battleground, the fantasy mini's game without mini's, and find out! *Battleground* (2-4 Players) (Friday 7pm-11pm)

F2 HeroClix Scenario Tournament: ZOMBIE-POCALYPSE!! (GM: *J. Gonyeau - WizKids* Room: IG) 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 you stealing their lunch! Teams & Scenario rules will be provided. This will be a Multi-Player event with four actions per turn. If they choose, each player may bring an 800 point force. Each force must be either "Black Hat/White Hat", and have at least 8 figures with NO DUPES. NO FEATS or BFC's will be used for this event. (2-12 Players) (Friday 7pm-11pm)

F3 Lord Of The Rings: EPIC Battle (GM: *Vic Gregoire* *Battlegroup Boston* Room: IC3) You are the Fellowship of the Ring and all that stands between the hordes of the army of Uruk-Hai, and Orks while Sam, Frodo and Gollum climb to the top of Mt. Doom to destroy the Ring! *Home Rules* (4-8 Players) (Friday 7pm-11pm)

F4 Kingdoms and Chaos: Mournings and Knights (GM: *Thomas Compter* Room: IC1) The Crown Prince Phillip has been assassinated, and King Jonas of Drachenwald has sworn vengeance! Despite overwhelming odds, honor must be served. Having learned via his operatives in the Sarcian court that the Emperor himself had given the order for the assassination, Jonas has marshalled his forces to land a punishing blow against the nefarious interloper, and sent dispatches to his elven and dwarven allies requesting help in his hour of need. Will any respond? And what dark forces will the emperor bring to bear against the King? Kingdoms and Chaos is a medieval and/or fantasy miniatures game system based loosely on a combination of Chainmail, Swords and Spells and 1st Edition AD&D BattleSystem, but with a new, fast-paced combat mechanic that will let you dive into the action with a single die roll to resolve combat. *Kingdoms and Chaos (Home Rules)* (2-6 Players) (Saturday 8am-12pm)

F5 MechWarrior Tournament: Meatgrinder in Boulder Canyon! (GM: *J. Gonyeau - WizKids* Room: TG/E) This is war at its most brutal. Every unit that is killed comes back



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on your next turn, except for Unique figures. As if your opponents weren't bad enough, you'll have to act quickly or face the wrath of not one but two Atlas-Class battlemechs! This will be the ultimate meat grinder! Teams & Scenario rules will be provided. This will be a Multi-Player event with four actions per turn. If they choose, each player may bring a 750 point force. (2-12 Players) (Saturday 8am-12pm)

F6 Silent Death - Astro Smash (GM: *Bruce Carson* Room: *IC2*) The interstellar war was expensive...very, very expensive. Being pragmatists, the Powers-that-Be got together and agreed to put their best fighter pilots forward and settle their differences in a controlled arena. Each pilot begins with a small ship and must progressively do more and more damage to his opponents. Luckily the fighters have been equipped with emergency teleporters. If your ship is destroyed you are assigned to a new ship and thrown back into the arena. The winner of the battle is the first pilot to be upgraded 4 times. Before you complete the mission you may be flying a mighty Star Raven or even the heavily-armed Beta Fortress. *Silent Death* (12 Players) (Saturday 8am-12pm)

F7 Warhammer 40K Tournament (GM: *Chuck Davis* Room: *ID*) Bring your best 1850 point 40K army and dominate your opponents. There will be 3 rounds of play and will go all day. (4-12 Players) (Saturday 9am-7pm)

F8 Hold the Fort (GM: *Hugh Brown* Room: *IM*) All Day open format WarMachines/Hordes game. Bring a 500 to 750 pt Army to battle with others. Mark 1 rules mixed format. Stop by and play when you have time. If you have questions please email. thunderrunner@comcast.net *House Rules* (2-10 Players) (Saturday All Day)

F9 War in the Wheat (GM: *Hugh Brown* Room: *IM*) All Day open format WarMachines/Hordes game. Bring a 500 to 750 pt Army to battle with others. Mark 1 rules mixed format. Stop by and play when you have time. If you have questions please email. thunderrunner@comcast.net *WarMachine/Hordes* (2-10 Players) (Saturday All Day)

F10 Battle of Xarn's Crossing (GM: *Dustin Cotton* Room: *TH10*) It's war! The orc army under General Grimfang has marshaled its forces to invade the peaceful kingdom of Hawkshold. All that stands between a certain massacre is the small outpost of Xarn. With assistance from the friendly elves, can they get past the orc advance scouts to warn the

king in time? Come try Battleground, the fantasy mini's game without mini's, and find out! *WarMachine/Hordes* (2-6 Players) (Saturday 1pm-5pm)

F11 Halo ActionClix/Horrorclix: Halo vs Alien vs Predator! (GM: *J. Gonyeau - WizKids* Room: *IG/E*) Come join us for this exciting hybrid of three great Science Fiction favorites! No matter who wins, we lose! This will be a Multiplayer style event with 4 Predators at each Map. Each force will consist of elements from Horrorclix (Alien Force or Predator Force) or Halo ActionClix (USNC Faction, Covenant Faction, or Flood Faction). Additional details will be available at the event. Teams & Scenario rules will be provided. Players need only bring themselves and be prepared to show no mercy! *Fierce Teck - BattleTech Modified*. (2-12 Players) (Saturday 1pm-5pm)

F12 HeroClix Scenario Tournament: GALACTUS (GM: *J. Gonyeau - WizKids* Room: *IG/E*) The Devourer of Worlds has arrived and he is not alone! Galactus and his Heralds are bent on feasting upon the Earth, and only you can stop them! Teams & Scenario rules will be provided. This will be a Multi-Player event. Each player may bring a 600 point Unrestricted force. No force may include anyone with the "Herald" Keyword or "Power Cosmic" Team Ability. (2-12 Players) (Saturday 1pm-5pm)

F13 Long Ago in a Galaxy Far, Far Away... (GM: *Keith Castellano* Room: *IC5*) Sith and Jedi vie along the space lanes and on the worlds of the systems of the Republic. Sith Space and the outer rim, hoping to maintain, or gain, control of the Republic. Vital trade routes must be kept open and strategic planets must be kept under control. Just be careful that you don't fall into a nest of Gundarks. Beginners Welcome! *Star Wars Miniatures and Starship Battles* (6 Players) (Saturday 1pm-5pm)

F14 Pirates of the Cursed Seas Scenario Tournament: Return to Spider-Skull Island! (GM: *J. Gonyeau - WizKids* Room: *IG/E*) Old Salts speak of a mysterious isle guarded by ferocious creatures of the Deep. Will you find the untold fortunes there, or will you fall prey to the monsters guarding them? Fleets, Islands, Terrain, & Scenario rules will be provided. If they choose, each player may instead bring a 60 point fleet and sail to Spider Skull island (many Players) (Saturday 1pm-5pm)

F15 Skill vs. Luck Teams (GM: *Adam Saris* Room: *IC2*) In every War or Conflict throughout history skill and luck have been named for every victory or blamed for every defeat and in the 32nd century nothing has changed. This will be a Grand Melee style combat up to 20+ combatants to start. Points will be awarded in the following manner. Skill Kill (Aimed or Damage kill) 5 points. Luck Kill (Target had 85% of starting armor or a11 or 12 to hit needed) 5 points. Immobilized opponent Skill (Aimed or Damage kill) 3 points. Immobilized opponent Luck (Target had 85% of starting armor or a 11 or 12 to hit needed) 3 points. Weaponless opponent Skill (Aimed or Damage kill) 3 points. Weaponless opponent Skill (Target had 85% of starting armor or a 11 or 12 to hit needed) 3 points. Max Damage Roll Luck 2 points. Min Damage Roll Luck -2 points. Winner will be named the #1 Battletech Team in all of New England and be awarded the trophy. (Yes a real one) *Battletech* (20 Players) (Saturday 1pm-5pm)

F16 The Green Horde Unleashed! (GM: *Christopher Dandera* Room: *IC3*) The Ork / Goblin hordes are on the rampage & nothing seems able to stem their tide of carnage & destruction! In a final attempt to halt the chaos the ancient alliance of Men, Elves & Dwarfs will stand there ground one more time to defeat the green menace once and for all! (4-12 Players) (Saturday 1pm-5pm)

F17 Autoduel in Akron (GM: *Jeff Lyczak* Room: *IC4*) Combat your opponents in armed and armored sportscars in a 3-dimensional arena modeled after Akron, Ohio's "Rubberway" Arena (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 that crosses the most of them by the end of the timeslot. But this is NOT a straight-out race, since the layout of the arena forces multiple confrontations between cars. Will you go for a lightly-armed speed demon and hope to out-drive your opponents to victory? Or will you go in armed to the teeth and try to knock-out any competitors that 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 arena's "Winner's Board". Come drive for Car Wars immortality, bragging rights, and most importantly, a REALLY FUN four hours! GM will provide everything. No previous experience is necessary. *Car Wars, 5th edition* (2-12 Players) (Saturday 7pm-11pm)

F18 Heavy Gear- Battle in the Badlands (GM: *William Minsinger* Room: *TC5*) Come try out the latest version of the Heavy Gear rules. Two forces converge on a quite Badlands outpost, intent on taking it for themselves. Mecha combat at it's finest. No experience needed, all material provided. *Heavy Gear Blitz!* (4 Players) (Saturday 7pm-11pm)

F19 HeroClix Scenario Tournament: ZOMBIE-POCALYPSE!! (GM: *J. Gonyeau - WizKids* Room: *TG/E*) 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 you stealing their lunch! Teams & Scenario rules will be provided. This will be a Multi-Player event with four actions per turn. If they choose, each player may bring an 800 point force. Each force must be either "Black Hat/White Hat", and have at least 8 figures with NO DUPES. NO FEATS or BFC's will be used for this event. (2-12 Players) (Saturday 7pm-11pm)

F20 MechWarrior Tournament: Meatgrinder in Boulder Canyon! (GM: *J. Gonyeau - WizKids* Room: *TG/E*) This is war at its most brutal. Every unit that is killed comes back on your next turn, except for Unique figures. As if your opponents weren't bad enough, you'll have to act quickly or face the wraith of not one but two Atlas-Class battlemechs! This will be the ultimate meat grinder! Teams & Scenario rules will be provided. This will be a Multi-Player event with four actions per turn. If they choose, each player may bring a 750 point force. (2-12 Players) (Saturday 7pm-11pm)

F21 Star Wars Pocketmodels Scenario Tournament: Galactic Showdown! (GM: *J. Gonyeau - WizKids* Room: *TG/E*) Battle for supremacy in the Star Wars universe! Imperials vs. Rebels! Republic vs. Confederacy! And are those Mercenaries dropping out of Hyperspace? Time to decide who will rule the Galaxy once and for all!!! Fleets & Scenario rules will be provided. This will be a Multi-Player event. May the Force be with you! (2-12 Players) (Saturday 7pm-11pm)

F22 Halo ActionClix/HorrorClix: Halo vs Alien vs Predator! (GM: *J. Gonyeau - WizKids* Room: *TG*) Come join us for this exciting hybrid of three great Science Fiction favorites! No matter who wins, we lose! This will be a Multiplayer style event with 4 players at each Map. Each force will consist of elements from HorrorClix (Alien Force or Predator Force) or Halo ActionClix (USNC Faction, Covenant Faction, or Flood Faction). Additional details will be available at the event. Maps, Figures, and Rules will be provided for this event. Player need only bring themselves and be prepared to show no mercy! (2-12 Players) (Sunday 8am-12pm)

F23 Road to Hanghai (GM: *Mike Paine* Room: *TC1*) Against a background of Far East intrigue treachery and a thousand terrors is the amazing never-to-be forgotten story of hair raising spine tingling adventure. You can have a hand in stopping the Mysterious Dr. Satan's world domination plot. *Home Rules* (9 Players) (Sunday 8am-12pm)

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F24 Hold the Fort (GM: *Hugh Brown* Room: *MJ*) All Day open format WarMachines/Hordes game. Bring a 500 to 750 pt Army to battle with others. Mark 1 rules mixed format. Stop by and play when you have time. If you have questions please email. thunderrunner@comcast.net *WarMachine/Hordes* (2-10 Players) (Sunday All Day)

F25 War in the Wheat (GM: *Hugh Brown* Room: *MJ*) All Day open format WarMachines/Hordes game. Bring a 500 to 750 pt Army to battle with others. Mark 1 rules mixed format. Stop by and play when you have time. If you have questions please email. thunderrunner@comcast.net *WarMachine/Hordes* (2-10 Players) (Sunday All Day)

F26 Warhammer Fantasy Tournament (GM: *Chuck Davis* Room: *ID*) Come and prove your steel. This is a 3 round 1750 Warhammer Fantasy Tournament. The tournament will play all day. (4-12 Players) (Sunday 9am-5pm)

F27 Romulan Revenge (GM: *Christopher Dandera* Room: *IA6*) After the near destruction of the Federation Fleet in the battle of Carnage 11, the Romulan Star Empire has amassed its forces & is intent on finishing off the Federation once & for all. Has the Federation rebuilt its defenses or will the Romulans push them aside with relative ease! Star Trek Fleet Action is loosely based on the popular Star Fleet Battles. The major differences being simplicity & ease of play. Last year we had over 40 ships on the board & concluded the game in less than 4 hours! This year we could easily field 50 ships or more (depending on the number of players present). *Star Trek Fleet Action-House Rules* (6-24 Players) (Sunday 10pm-2pm)

F28 The Lost Regiment - First Encounter (GM: *Mike Griffin* Room: *IA6*) It is 1865. The 34th ME is heading home to Portland. But that is not where they end up. As their ship gets beached on shore, there is no other course of action but to move inland and explore. Those green skinned monsters certainly are not Confederates. Will the 34th survive this first encounter? Or will they become tomorrows lunch? *G&Z Rules* (4-8 Players) (Sunday 10am-2pm)

F29 HeroClix Scenario Tournament: 1000 Point Beatdown! (GM: *J. Gonyeau - WizKids* Room: *TG*) Sometimes, a good ol' fashioned knuckle-duster is the best solution! Do you have what it takes to rock out before you're knocked out? Teams & Scenario rules will be provided. This will be a Multi-Player event with four actions per turn. Each player may bring a 1000 point Unrestricted force. No force may include more than 8 figures on your team and NO BFC's will be used for this event. (2-12 Players) (Sunday 1pm-5pm)

F30 Arcane Legions Demo (GM: *Mike Griffin* Room: *IK*) From the same team that invented the collectable miniatures game category—including heavyweights Mage Knight™, MechWarrior®, and HeroClix®—comes a new game system that revolutionizes mass action combat. Players will be able to command hundreds of figures to victory within a couple of hours without having to keep records or reference rules. The titanic wars of the Arcane Legions game are set within a dynamic world created by the same warped mind that brought you gaming classics like BattleTech® and Shadowrun®. Come see what this new game is all about. The demos will run in most slots in the Terrace Ballroom. *Arcane Legions* (many Players) (All Weekend)

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HISTORICAL MINIATURES

Featuring

CENTURIES OF CONFLICTS - 20TH CENTURY

Centuries of Conflict is an offering of Historical Miniature events directed at the 18th century. Events will cover various conflicts running from 1901-2000. This event overall event is directed by the Northern Conspiracy's Byron Champlin. The hope is to revive the effects of the much loved, and much missed TriCon event. Events will be marked as **CH**

CH1 3D WW2 AIR COMBAT "Junkers over London" (GM: *Christopher Dandera* Room: [TD](#)) Its September 1940 & Germany is launching massive daylight air campaigns over London with up to 1000 aircraft. Will the German bombers (with fighter escort) penetrate the British air defenses or will the R.A.F win the day. Based on the very popular Star Wars 3D combat system played at Carnage 11. *House Rules* (6-22 Players) (Friday 1pm-5pm)

CH2 Carnage On The River (GM: *Shawn Tester & Steve Hier* Room: [TA2](#)) Southern Russia, late summer 1942 as the Axis forces advance toward Stalingrad with the Soviets in full retreat. As an Axis player, lead a mobile Kampfgruppe in a bold strike to seize a key bridge crossing over the Chir River. As a Soviet player, carry out Stalin's orders to cobble together a blocking force to cover the withdrawal of Soviet forces and deny the Fascist invaders access to the bridge. Flames of War game system. All models provided. Up to 6 players. All experience levels welcome. This game is linked to the CARNAGE IN THE RUBBLE scenario although players do not need to participate in both. *Flames of War* (4-6 Players) (Friday 1pm-5pm)

CH3 The Western Front (GM: *Adam Saris* Room: [TD](#)) Dec. 20, 1917 - Sector 42. A massive push shatters the Allied lines. German planes rule the sky, targeting all road traffic and troops. Crushing any force sent up to meet them. Prizes offered and the player to get the most kills gets the Top Ace trophy. *Aerodrome* (20 Players) (Friday 1pm-5pm)

CH4 The Western Front (GM: *Adam Saris* Room: [TD](#)) August 20, 1914 the war starts to heat up. This is the start of a new campaign Players kills will be carried over from year to year and the world map will change. (20 Players) (Sunday 8am-12pm)

CH5 Battle of Gembloux Gap: 12-15 May, 1940 (GM: *Phil Hammond* (*Northern Conspiracy*) Room: [TA2](#)) This year, in honor of the 70th anniversary of the start of hostilities on the continent (1 September 1939) we will be running a game based in the France 1940 campaign. The scenario will be the battle at Gembloux Gap (12-15 May) at which elements of the French 2e DSM and 3e DSM Cavalry Corps (equipped with the Somua S35—arguably the best overall tank on the Allied side in the France '40 campaign) went up against the might of XVI Panzer Corps. Even with a 3 to 2 advantage in tanks, the Germans barely squeaked out of this one, saved in many ways by air superiority and fresh reserves. We'll see this time what nothing BUT chaos might bring to the table (rules allow for many random events). *Storm of Steel* (*Open Source - Modified for This Campaign*) (4-6 Players) (Friday 7pm-11pm)

CH6 Carnage in the Rubble (GM: *Shawn Tester & Steve Hier* Room: [TA2](#)) Stalingrad, September 1942. The German 6th army has managed to brush aside all resistance in the race for the Volga, and now finds itself fighting street to street in the ruins of Stalingrad. Desperate Soviet defenders have made every cellar hole a strongpoint and every alleyway a deathtrap. Sharpen your shovel, prime your hand grenades, and get ready

for some serious street-fighting action! This game is the follow up to the CARNAGE ON THE RIVER scenario although players do not need to participate in both. *Flames of War* (4-6 Players) (Friday 7pm-11pm)

CH7 Last Spanish Civil War in the Air (GM: *Jerry Lane* Room: [TA2](#)) Spain 1937 - Yet another civil war has split Spain between the conservative Nationalist and the liberal Republican camps. Both sides have "volunteers" helping with the latest weapons. German fighters and Soviet bombers clash in the skies over Estremadura. Come see if the bomber will always get through. Rules taught. *Check Your Six!* (8 Players) (Friday 7pm-11pm)

CH8 Rommel Attacks!! (GM: *William Bress* Room: [TA5](#)) Rommel's reputation started in WW1 where he fought on the French, Italian and Romanian fronts. In this battle he attacks the British and the French in a WW1 small scale action. Can you end his career before it takes off? *Arc of Fire* (4 Players) (Friday 7pm-11pm)

H9 Wargram July 6, 1809. the French left flank (GM: *Scott Monteith* Room: [TC2](#)) This action is only part of the battle of Wargram, the section of battle centers on the French army's left flank. The French IV & XI Corps face off on 3 advancing Austrian Corps which threaten the French army left flank. There is no place to hide in the landscape of rolling low hills and little cover, this slugfest will test the might of both sides and result in much Carnage. Join the battle-hardened French or the Austrians who had handed Napoleon his first major defeat a couple of months earlier in May of 1809. *House Rules* (8-10 Players) (Friday 7pm-11pm)

CH10 "I Flunked Flank, Sir" (GM: *Jim Dirmaier* Room: [TA2](#)) It is early September of 1944 and the American 11th Armored Division is racing through Western France forcing the German army back to the border of Germany. But, the column is spread out and constantly vulnerable to a Wehrmacht flank attack. Can the Americans keep the platoons of an Aufklärungsschwadron (reconnaissance company) from breaking through? *Flames of War* (2-4 Players) (Saturday 8am-12pm)

H11 Battle of Plum Point Bend (GM: *Jeff Lyczak* Room: [TC6](#)) It is May 1862, and the Union's fleet of City Class ironclads, together with a large collection of mortar barges, are relentlessly moving southward down the Mississippi River, capturing one strategically important site after another. On the 10th of May, the Confederates were ready for a gambit, and their River Defense Fleet steamed out in early morning to launch a surprise assault on the sleeping Union vessels. The Confederates are commanding "cottonclad" ships converted from passenger ships and tugs and "armored" with compressed cotton bails, while the Union ships are purpose-built ironclad warships. But despite their technological advantage, the Union fleet is about to get a lesson in tactics from the Confederates. The GM will provide everything needed. No previous experience is necessary. *Hammerin' Iron II* (*modified*) (2-8 Players) (Saturday 8am-12pm)

H12 Carnage is our Specialty! (GM: *Michael Bailey* (*Northern Conspiracy*) Room: [D](#)) In the tenth century, sails off the coast meant one thing: Vikings. And nobody brings carnage like the Vikings. So join the Vikings in their Long Ships to loot and burn (in that order) with merry abandon, or join the locals and bravely drive the savage raiders back into the sea. Highest body count wins. Beginners Welcome! *Have Fun Storming the Castle, Lads* (6 Players) (Saturday 8am-12pm)

H13 Close Action Fleet Battle (GM: *Dan Bostwick* Room: [TC4](#)) 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 Corvette to a 130 gun ship of the line from one of four Navies. 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 and combat rules, as well as a limited communications system will make you feel like you are part of the real battle. Captains and Admirals needed! Rules will be taught and beginners are welcome. Please note that this is a two-slot event that begins at 0900. Additional game information at http://www.thenavalregister.com/trn_files/conventions.html. *Close Action* (12 Players) (Saturday 8am-12pm)

CH14 France '44 (GM: *Billy DiGiulio* Room: *JA5*) A British combined infantry/tank assault on a German-held line in the summer of 1944. The Panzer rules have one of the most comprehensive and detailed armor modeling systems while still being easy enough for new folks to play. The scale is vehicle and towed gun at 1:1 with infantry at squad, ½ squad, and section levels. These rules do for tanks what Advanced Squad Leader did for infantry combat. Come try out one of the best WWII miniature armor games on the market in terms of detail, historical accuracy, and tactical thinking! *Panzer* (3-5 Players) (Saturday 8am-12pm)

CH15 Grosse Deutschland on Tour: The Battle for the Stonne, 15-17 May, 1940 (GM: *Phil Hammond* (*Northern Conspiracy*) Room: *TA2*) The boys from Grosse Deutschland have barely settled into Stonne when the French launch a full-scale counterattack. Taken from the annals of Advanced Squad Leader, this time the battle gets fought in 15mm using Crossfire. During the three days of actual battle, ownership of Stonne changed hands 17 times. See if you can keep it until the game is done! *Crossfire* (4-6 Players) (Saturday 8am-12pm)

H16 It's a High Noon Wedding and zombies aren't welcome! (GM: *Kim Caron* Room: *TB2*) There's a wedding taking place and "Pa" don't like it none! He's a comen to stop it all. Well the "Gal" who's a getin hitched don cotton ta anyone stopin her. She's on a mission! There's a big Bar-B-Q for the party and the smell has brought some unwanted guests. It's wild and crazier than any western movie you've ever seen. *High Noon* (10 Players) (Saturday 8am-12pm)

H17 Napoleon's Men - A day of Carnage. (GM: *Christopher Dondero* Room: *TC3*) The Emperor & his Grande Arme'e have chosen their ground for battle this day. The British & their local allies can only wait in helpless anticipation as the French army masses for its inevitable assault! Men form ranks in battle column. Cavalry formations defend the flanks. Hundreds of canon belch fire & smoke. Let the Carnage begin! *check your 6*. *Modified* (6-16 Players) (Saturday 8am-12pm)

CH18 Skyway to Berlin (GM: *Jim Hatch* Room: *TA4*) March 8th, 1944, the 395th bomber squadron, part of the 100th bomb group was tasked to bomb an airframe factory located near Berlin. They launched a mix of 6 B-17F's and G's and recovered 3. This mission, should you choose it, reflects the need to transition from P-38's and P-47's to the longer ranged P-51 as well as the need for more g model b-17's. Can you bring home more of the B 17's or can you defend the fatherland from destruction *TBD* (4-6 Players) (Saturday 8am-12pm)

CH19 The Red and the Dead (GM: *Byron Champlin* (*The Northern Conspiracy*) Room: *TA1*) The forces of the Bolshevik Army of Taman struggle once more against the "Colorful Units" of the Armed Forces of South Russia for control of an obscure piece of desolate terrain critical to their cause. Be a "Hero of the People" or a "Savior of Mother Russia" as you command the Red and White forces that struggled for the future of Russia from 1918 to 1922. *Point Blank* (6 Players) (Saturday 8am-12pm)

CH20 The Rule Of The LGOP's (GM: *Gregg Belevick* (*Battlegroup Boston*) Room: *JA6*) Sicily: July 9, 1943. After the demise of the best airborne plan, a terrifying effect occurs

on the battlefield. This is known as the Rule Of The LGOP's (Little Groups Of Paratroopers). This is, in its purest form, small groups of pissed off 19 year old American paratroopers. They are well trained, armed to the teeth and lack serious adult supervision. They collectively remember the commander's intent as "March to the sound of the guns and kill anyone not dressed like you", or something like that. Happily, they go about their day's work. Let's go to work. *Top Gun by FASA* (6 Players) (Saturday 8am-12pm)

H21 Top Gun (GM: *Christopher Gurney* Room: *TB1*) Mavrick and Goose, Iceman and Slider take on Jester and Viper at the US Navy Fighter Weapons School in Miramar California known as TOP GUN. Rules are simple and fun. Players will use F-14 Tomcats "aggressors" in their F-5 Tigers *Fierce Tempest* (4-6 Players) (Saturday 8am-12pm)

CH22 A little piece of Army Group Center (GM: *Ed Petrillak & Ed Sztramski* Room: *JA5*) an ad hoc german battle group attempts to slow the momentum of the soviet armored thrust. a small snapshot of operation bagration. *Victory at Sea* (8 Players) (Saturday 1pm-5pm)

CH23 Bombardment of Guadalcanal (GM: *Andre Kruppa* (*The Northern Conspiracy*) Room: *JA2*) : In November of 1942 the Japanese assembled a large ground force, distributed aboard 11 transports, with the intention of relieving their beleaguered forces on Guadalcanal. A group, centered about two Kongo class battlecruisers, was formed to provide escort and bombard U.S. positions. American intelligence picked up on the enemy intentions and prepared to intercept the Japanese task force. Poor visibility, due to unfavorable weather, created problems for both sides and their forces were out of position. At the time the Japanese task force arrived at the slot the United States heavy forces had not yet arrived. The U.S. Was forced to intercept with what forces were available. The engagement was one of the most chaotic and brutal night battles of the Pacific war. Now the outcome is in your hands. No Rules Knowledge Required. Basic Naval Knowledge is Helpful. *Close Action* (2-6 Players) (Saturday 1pm-5pm)

H24 Close Action Fleet Battle (GM: *Dan Bostwick* Room: *TC4*) 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 Corvette to a 130 gun ship of the line from one of four Navies. 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 and combat rules, as well as a limited communications system will make you feel like you are part of the real battle. Captains and Admirals needed! Rules will be taught and beginners are welcome. Please note that this is a two-slot event that begins at 0900. Additional game information at http://www.thenavalregister.com/trn_files/conventions.html. *Battleground* (12 Players) (Saturday 1pm-5pm)

CH25 Guadalcanal Diary/Engagement at the Tenaru River (GM: *Vic Gregoire* (*Battlegroup Boston*) Room: *TA6*) August 13th, 1942 Situation: Japanese High Command has ordered Lt.Gen. Haruyoshi Hyakutake's 17th Army at Rabaul to retake Guadalcanal. The tip of the spear will be 2nd Battalion/ 28th infantry regiment under Colonel Kiyono Ichiki. In front of them at the Tenaru River was Lt. Colonel Edwin A. Pollock and the 2nd. Battalion/ 1st. Marines. The fighting was described as "fierce and savage". *Hunt for the Lonely Queen* (8 Players) (Saturday 1pm-5pm)

CH26 Hunting the Beast: Norway, Kaafjord, 16 June, 1944 (GM: *Tom Ballou* (*Battlegroup Boston*) Room: *JA4*) A "what if" game. The RAF 618 squadron trained for a very special mission: sinking the German battleship Tirpitz. The RAF came up with an audacious plan using a small force of RAF Mosquitoes carrying the secret "Highball" bouncing depth bombs. The mission required a high speed run down the length of the

fjord, with a final precision launch of the bouncing bomb, in the face of a wall of flak. *House Rules* (10 Players) (Saturday 1pm-5pm)

H27 Operation Red Flag (GM: *Christopher Gurney* Room: *TB1*) Red Flag is the international Jet Fighter training exercise for air forces of allied countries where many of the world's best pilots meet for the most challenging flying of their careers. Rules are simple and fun. Players will use F-15 Eagles and F-16 Falcons against the "aggressors" in their F-18 Hornets. *Top Gun by FASA* (4-6 Players) (Saturday 1pm-5pm)

H28 The Battle of Chapman's Mill (GM: *Ralph Gero (Northern Conspiracy)* Room: *TA1*) The Battle of Chapman's Mill took place on August 28th near Thoroughfare Gap and Gainesville, Virginia. On August 26th, 1862 Major General Stonewall Jackson separated his corps from the rest of the Army of Northern Virginia to conduct a large scale raid of the Union supply depot at Manassas Junction. In response to the raid, the Union army set out to engage Jackson. In order to protect the army's left flank, elements of Brigadier General James B. Ricketts' division were dispatched toward Thoroughfare Gap. Confederate General Longstreet countered by confronting the blue coats with General Jones division. The historical action saw skirmishing near Chapman's Mill which secured the high ground on either side of Thoroughfare Gap for the Confederates. Ricketts withdrew via Gainesville and James Longstreet's wing of the army marched through the gap to join Thomas J. "Stonewall" Jackson. This seemingly inconsequential action virtually ensured the Union army's defeat during the Second Battle of Manassas on August 29th and 30th because it allowed the two wings of Lee's army to unite. As a Confederate commander of miniature soldiers can you match the performance of your historical counterparts? Or as a Union player can you delay the Confederates long enough to allow the rest of your army defeat of Jackson? *Carnage and Glory* (5 Players) (Saturday 1pm-5pm)

H29 The James Gang in Russellville - March 21, 1868. (GM: *Maurice Holmes* Room: *TB2*) Jesse and Frank along with some others enter the Southern Bank of Kentucky. Jesse is forced to fire a number of warning shots before the teller begins to hand over the money. Nimrod Long, President of the bank, is at home eating lunch when he hears



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the shots. He sprints back to the bank yelling a warning as he runs. Will the robbers escape or will the towns people stop them? *High Noon* (8 Players) (Saturday 1pm-5pm)

CH30 1932-Nuttin Atoll (GM: *Christopher Klanka* Room: *TJ*) 1932-- Nuttin Atoll, the south east Pacific. The main fleets of Imperial Japan and the United States meet in a colossal clash, reminiscent of Jutland. *Home Rules* (6-10 Players) (Saturday 7pm-11pm)

CH31 Battle of San Bernardino Strait (GM: *Jordan Hauser* Room: *TA3*) On October 25, 1944, USN Task Force 34, under Admiral Halsey was supposed to be guarding the San Bernardino Strait north of Samar Island from the approaching IJN attack force under the command of Admiral Kurita, but it was off chasing the remainder of the IJN carrier force that had successfully lured Halsey's fleet to the north. Had TF 34 remained to guard the Strait, an encounter between the largest battleships in the world would have taken place as the Yamato faced off against the Iowa. This game will pit them and 44 other surface ships against each other in a nighttime heavyweight battle. *War at Sea* (8 Players) (Saturday 7pm-11pm)

CH32 Fighting Chinese Pirates with the U.S. Marines (GM: *Mike Paine* Room: *TJ1*) While steaming down the Yangtze, a merchant vessel operated by American Capt. Barker suddenly went aground. Within minutes, the crew was set upon by as villainous a gang of cutthroats as Barker had ever seen. At about the same time, the city of Changsha was captured by bandits. Not too long after that, U.S. and British river patrols arrived at the scene and the fun began. *Home Rules* (6 Players) (Saturday 7pm-11pm)

H33 First Spanish Civil War (GM: *Jerry Lane* Room: *TA2*) Spain 1837 - Spain is split between the Carlists and the Christinos. The Carlist rebels are holding a farm in the Basque mountains. The government has sent a force to drive them out of the valley. Come defend tradition as the Carlists or fight for Isabella's Liberals. Rules taught. *Sharp Practice* (6 Players) (Saturday 7pm-11pm)

H34 Iron Wagons and Squishy Men (GM: *Leo Walsh* Room: *TB2*) With the heroic death of the Confederate General Amos Waz Stillborne in hand to hand combat earlier in the year command has passed on to his Aide, Col. Wilneva Sorenda of mixed Spanish and American blood. He will bring new forces and contraptions to the field in this wacky alternate continuation of the Great War between the States. Can the Yanks counter his forces with new machines and tactics? And will others get involved as well. Help rewrite history or non history. *High Noon* (16 Players) (Saturday 7pm-11pm)

CH35 Karelian Isthmus, 1939 (GM: *Keith Miller & Donna Howard* Room: *JA4*) You have volunteered to aid the glorious liberation of the People's Republic of Finland. Destroy the former plutocratic government of Finland and win a great victory for the Motherland! Soviet infantry units with tank and artillery support will assault the Mannerheim line and attempt to break through the Finnish defenses. *TBD* (4-6 Players) (Saturday 7pm-11pm)

H36 Modeling Work Shop (GM: *Vic Gregiore of Battle Group Boston* Room: *JA4*) Come sit with Vic for awhile as he shares his tricks and tips for kit bashing and modeling so that you get that extra mile for your \$\$ when you buy your toys. Vic will have some kits on hand for demo purposes. *No rules needed just watch and learn.* (99 Players) (Saturday 9:30-?pm)

H37 NASCAR Is For Wimps (GM: *Gregg Belevick (Battlegroup Boston)* Room: *S*) The Saturday Night Classic returns! Fast horses. Flimsy chariots. Lethal weapons. What's not to love? Got what it takes to be the people's god? *TC Maximus* (12 Players) (Saturday 7pm-11pm)

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CH38 Public Enemy (GM: *Jim Dirmaier* Room: TA7) The accounts of the Dillenger gang are legendary! Join in three scenarios that depict the deeds of America's most famous bank robber and his henchmen. Players will control either gang members or FBI agents in three different scenarios (Serials): a bank robbery, the car chase, and the shoot out. *Astounding Tales (modified)* (4-6 Players) (Saturday 7pm-11pm)

H39 The Train (GM: *Jennifer Paperman* Room: IC3) A British supply train has derailed. The area needs to be secured before a salvage operation can be undertaken. But will that salvage operation be conducted by the British or the Dervish? *The Sword and the Flame* (8 Players) (Saturday 7pm-11pm)

CH40 Home by Christmas! (GM: *Mark Decoteau (The Northern Conspiracy)* Room: TA2) British and American paratroopers try to hold the "Airborne Carpet" to Arnheim for British XXX Corps armored elements in an effort to break through German defenses and get the war over before Christmas, 1944. As the British player you will use your armor and infantry units to try and clear the road and get to an isolated airborne force holding a key town on the route. As the American you will be the airborne troops holding out at all costs to keep the road open. As the German player you will command a mix of troops trying to counter-attack and keep the Allies from breaking through. *Spearhead* (6 Players) (Sunday 8am-12pm)

H41 So That He May Return (GM: *Gregg Belevick (Battlegroup Boston)* Room: TA3) Biak, New Guinea: September 1943. Fighters of the 5th Air Force are on a sweep softening up airfields on Biak Island prior to Gen McArthur's landings as part of his drive to the Philippines. The Japanese would like Mr. McArthur to stay where he is. *Fame or Flames* (10 Players) (Sunday 8am-12pm)

H42 CARNAGEDDON (GM: *Shawn Tester & Steve Hier* Room: IC4-6) 800 point Flames of War mid war tournament. Must be legal single company forces from Ostfront, Afrika, or the new North Africa books. Bring your own force or use one of ours. Three sixty minute lightning rounds on a 3x4 table area, 3 scenarios will be played. Bring your own 15mm FOW army. Prizes will be awarded for best painted army, best sportsman, and overall tournament champion. Tournament sponsored by Triple Play Games *Flames of War* (10-12 Players) (Sunday 10am-2pm)

H43 The Train (GM: *Jennifer Paperman* Room: IC3) A British supply train has derailed. The area needs to be secured before a salvage operation can be undertaken. But will that salvage operation be conducted by the British or the Dervish? *The Sword and the Flame* (8 Players) (Sunday 10am-2pm)

Please use the following Room Key:

B: Billiard's Room	M: Morey	C: Captain
P: Parlor	E: Edgewater	S: Steamboat Lounge
G: Garden View	T: Terrace Ball Room	
L: Lakeside	W: Waterlot	D: Dining Room

ROLE PLAYING GAMES

R1 Expedition to the City of the Crystal Skulls (GM: *Charlton Wilbur* Room: W1) Expedition to the City of the Crystal Skulls. You and your fellow explorer-adventurers braved Nazis, natural hazards, and swarms of evil minions on your way to the hidden city in the jungles of South America to bring back the treasures it held. Now you sit around the table at the chapter house of the Committee and recount the tale! Committee for the Exploration of Mysteris, a cooperative pulp adventure story game (http://ericjboyydesigns.com/The_Committee.aspx), 4 to 6 players, beginners welcome, no familiarity with the rules is necessary. (6 Players) (Friday 1pm-5pm)

R2 Final Flight (GM: *Andre Kruppa* Room: P1) No Rules Knowledge Required - Skilled Role-Playing a Must for this Call of Cthulhu (Chaosium) Adventure. Intended for Mature Players, Final Flight is a Pagan Publishing Scenario written by John Crowe III and presented by Andre Kruppa. This scenario places heavy emphasis on role-playing, but does not require prior experience with Call of Cthulhu. This is a theatrical style tabletop game, using lights and sound, intended for mature players only. The game will run late, as are expected to go 4.5 - 5.25 hours. (Please no players from prior conventions and no players familiar with the scenario.) Pan Caribbean airlines flight 101 is making a night flight from Curacao to Bogota. The passengers are traveling for a variety of reasons, a number are bound for a Mesoamerican Studies conference sponsored by Universidad Nacional de Colombia. 1938 is an exciting year to be alive and be able to take a flight aboard an airliner. The DC-2 is one of the most modern of aircraft and reassurance can be found in her gleaming lines. The passengers are able to enjoy the comforts offered by a professional crew and a simple but well equipped mini-galley. Coffee, food, and a chance to sleep while on the go are all quietly appealing. A routine flight over the jungle... thirty seconds of terror... a prelude to horror. (6 Players) (Friday 1pm-5pm)

R3 Pathfinder - Adventure (GM: *PFS Judge* Room: C2) Carnage will be the first convention in New England to feature the Pathfinder Role Playing Game. Explore Golarion's rich and vibrant history, the markets of Qadira, the sands of Osirion, the ancient ruins of Taldor or The Mwangi Expanse. Get caught up in the intrigue of the Factions and write your Chronicle (99 Players) (Friday 1pm-5pm)

R4 Planar Adventures (GM: *Dr. Nik* Room: W2) Come play an adventure set in Dr. Nik's ongoing home fantasy campaign world. This game will be a backdrop adventure that will affect the ongoing campaign world. Stop in and see what high fantasy adventure is available to play. Quick and easy to learn FUDGE mechanics. All levels of Role players welcome (5 Players) (Friday 1pm-5pm)

R5 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: C1) RPGA / Living Forgotten Realms: LFR will be running during every slot during Carnage. Specific adventures have not been chosen yet but will be set up on Warhorn prior to the con pre-reg deadline. As always, judges are needed! Please consider volunteering. If you want to be kept in the loop regarding this year's LFR @ Carnage, either send an email to Pierre at improvability@gmail.com or join the Yahoo! Group: carnageLFR. If you do not have email, you may call Pierre at 617-863-0742. (99 Players) (Friday 1pm-5pm)

R6 The Bloodstone Cartel (GM: *John Crossley* Room: W3) Even villains need to get their start somehow! Allying with a few trustworthy—and like-minded—neighbors, with some help from ousted denizens of Castle Perilous, you might be able to corner Vaasa's Bloodstone market. But if you're to be successful, you'll need cunning teamwork & bloody-mindedness. Role-play is encouraged, Faerûnian lore welcome but not necessary! 1st level characters provided. D&D 3.5e (FR Campaign Setting) (6 Players) (Friday 1pm-5pm)

R7 Abduction (GM: *Brad Younie* Room: [W1](#)) A college student disappears while coming home one night, and his friends all claim he was abducted by aliens. No one believes them and they become the prime suspects in the boy's disappearance. Desperate to find their friend and save themselves, they contact your team of paranormal investigators to get to the bottom of the mystery. This could become your biggest case yet...or your last! Beginners welcome. Characters provided. Game System: Strange World (6 Players) (Friday 7pm-11pm)

R8 Encounter at Ice Station Zero (GM: *Tom K. Loney* Room: [W5](#)) Spacers: Rocketmen Versus the Saucers, Episode I. While transporting Ambassador Arr Shroom Skul to a pre-set rendezvous point with a starship from the Consortium, the USS Venture receives a distress call from who they believe to be an ice pirate under attack by the mysterious saucer flying 'Others.' Ship-to-ship combat! Ejected Pilots! This is where the plot thickens... - TAG (6 Players) (Friday 7pm-11pm)

R9 GURPS Ghostbusters: The Lurker in the Limelight (GM: *MB Tyler Dion* Room: [W3](#)) Ghostbusters International stands at the forefront of the paranormal investigation and elimination services field. After passing through our intensive eight hour induction seminar, you'll receive exciting on-the-job training in tracking and containing psychokinetic entities using the latest in GBI's proprietary technology, including the famed proton pack (patent and hazmat licensing pending). Your first assignment as a member of GBI-Boston is the Flynn Theater in Burlington, Vermont. The client reports a variety of traditional poltergeist activity: animated costumes, ghostly orchestras and messages traced in phantasmal blood on dressing room mirrors. Sounds be a basic zap and trap. Good luck, Ghostbusters! Characters supplied for this frightfully cheerful adventure. Newcomers welcome: just don't be afraid of no ghost! (6 Players) (Friday 7pm-11pm)

R10 GURPS: Left 4 Dead: Crazy Train (GM: *MB Neal Byles* Room: [W2](#)) It's been two weeks since the first outbreak of infection caused the Zombie Apocalypse. You and three other Survivors—those rare few immune to the Infection—have been holed up in a bomb shelter, waiting for a rescue that may never come. A call from another Survivor at the train yard south of the city prompts you to make a break for it. All you need to do is hoof it a few miles, scrounge some parts to repair a train, and . . . oh, yeah, not get eaten by a horde of mindless zombies! GURPS stats provided for Survivors Bill, Francis, Louis, and Zoey (for up to 4 player Survival Mode), as well as for Special Infected Boomers, Hunters, Smokers, and Tanks (for up to 8 player Versus Mode). No experience necessary. Ages 13+. (8 Players) (Friday 7pm-11pm)

R11 Pathfinder - Adventure (GM: *PFS Judge* Room: [C2](#)) See Friday Afternoon Description. (99 Players) (Friday 7pm-11pm)

R12 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: [C1](#)) See Friday Afternoon Description. (99 Players) (Friday 7pm-11pm)

R13 TC Realms Pot Luck (GM: *TC Realms* Room: [W4](#)) Come and try your luck with another off the hip event where no one knows what will happen, not even the game master. Last year evil gnomish machines were attacking a distillery stealing rum for fuel, no telling where it could lead this year. Level 1-9. TC Realms Fantasy 3.5 (8 Players) (Friday 7pm-11pm)

R14 The Burning Stars (GM: *Andre Kruppa* Room: [P1](#)) No Rules Knowledge Required - Skilled Role-Playing a Must for this Call of Cthulhu (Chaosium) Adventure. Intended for Mature Players, The Burning Stars is a Chaosium Scenario written by David Conyers and presented by Andre Kruppa. This scenario places heavy emphasis on role-playing, but does not require prior experience with Call of Cthulhu. This is a theatrical style

tabletop game, using lights and sound, intended for mature players only. The game will run late, as sessions are expected to go 6.5 - 7 hours. (Please no players from prior conventions and no players familiar with the scenario.) Awakening in a US Military Hospital in Haiti on October 30, 1930, suffering from prolonged blackouts and amnesia, plagued by a dreadful fear, and still searching for Jack Sterling is just the beginning of the horror. The air is heavy and warm, the beds cloaked in mosquito nets, and the staff is bustling to and fro in the hall. Jack Sterling is still whereabouts unknown. The last week is a blank. It is a must to find Jack and pierce the veil of fear, pain, and loathing. There are many questions: What happened? Where is Jack? When can we get out of this hospital? (6 Players) (Friday 7pm-11pm)

R15 Pathfinder - Adventure (GM: *PFS Judge* Room: [C2](#)) See Friday Afternoon Description. (99 Players) (Friday 11pm-?)

R16 The Mars Incident (GM: *Tom K. Loney* Room: [W2](#)) Strange lights in the night sky. A mysterious murder. Can your Gumshoe, Scrapper, or Professor figure out what is going on at the Hadley Observatory just outside of Angleville? And that is just the beginning. - TAG Whap! (4 Players) (Friday 11pm-?)

R17 Another Planar Adventure (GM: *Dr. Nik* Room: [W1](#)) Come play an adventure set in Dr. Nik's ongoing home fantasy campaign world. This game will be a backdrop adventure that will affect the ongoing campaign world. Stop in and see what high fantasy adventure is available to play. Quick and easy to learn FUDGE mechanics. All levels of Role players welcome (5 Players) (Saturday 8am-12pm)

R18 Paranoia XP: The show with no theme! (GM: *Rob Snow* Room: [W3](#)) Welcome hardy troubleshooters! Alas, a human error by the recently corrected Wood-I-HTV-7 of Housing Development Production and Mind Control (HPDMC) has produced a new reality TV show for your fellow clones to enjoy! However, in Wood-I-HTV-7's exuberant service to Friend Computer, he forgot to add theme and plot to the program. You, Loyal and faithful troubleshooters in service to Friend Computer, just correct this wrong before the show can go on. After all, don't you want your fellow citizens in Alpha Complex to enjoy quality programming? (6 Players) (Saturday 8am-12pm)

R19 Pathfinder - Adventure (GM: *PFS Judge* Room: [C2](#)) See Friday Afternoon Description. (99 Players) (Saturday 8am-12pm)

R20 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: [C1](#)) See Friday Afternoon Description. (99 Players) (Saturday 8am-12pm)

R21 The Legend of Gyax, though I walk thru the valley of death.... (GM: *Jim Doyle* Room: [W2](#)) We continue this year with this tribute event to the legend and master of the game. Betrayed by the King's own scout sent with you to aid in the release of his daughter, you are now faced with an awful situation brought to you at the hands of a clever Ogre Magi. The party is separated, half is trapped and the other in hiding to avoid being capture, and no one still has found the princess. All you know is that you have to act fast, really fast, or you all are going to be a fine feast for the orcs tonight. Characters provided. 1st edition rules variation (8 Players) (Saturday 8am-12pm)

R22 Dark Cold Place (GM: *TC Realms* Room: [W6](#)) You have destroyed the metal bugs that have been terrifying the town of Coldvale. But in the bottom of the mine where they have made their lair you have made a discovery that will put you on the path to find the most wondrous of treasures. Level 7-12 TC Realms Fantasy 3.5 (8 Players) (Saturday 1pm-5pm)

R23 Encounter at Braywell (GM: *Kalvin Jay* Room: [W2](#)) The hamlet of BrayWell has seen better days. Troubled times. Poor Harvests. Mysterious disappearances. And a bunch of travelling player characters to blame it all on. Old skool role-playing (and plenty of roll-playing too) in an introductory adventure for HackMaster Basic. Hoody Hoo! What Do You Want To Hack Today? (6 Players) (Saturday 1pm-5pm)

R24 GURPS Infinite Worlds: Highway to Niflheim (GM: *MIB Tyler Dion* Room: [W4](#)) On the Midgard worldline, it's 1412. The Vikings demolished Rome and have begun pointing their ships to farther shores. Research Station XXX, stationed in the near-wilderness of what Homeline calls the St. Lawrence River Valley, failed to make their daily 0800 check-in with Mission Control. Given the curious findings the station sent previously, it's up to you, the Infinity Cops, to find out what's going on and rescue the missing station personnel. Your conveyor is warmed and ready. Get moving, I-Cops! Characters supplied for this adventure of parallel worlds and weirdness. Newcomers to GURPS and the Infinite Worlds setting welcome. (6 Players) (Saturday 1pm-5pm)

R25 GURPS: The Matrix: Innerspace Part 1 (GM: *MIB Neal Byles* Room: [W3](#)) The One has yet to be found, but the war against the machines wages on. Why has Merlin, captain of the hovercraft Avalon, ordered your team to extract such a seemingly unimportant Blue Pill? And why did he agree to send you into the middle of a shopping mall in December in order to retrieve her? You've never seen Santa Claus transform into an Agent before your eyes, and you would prefer to keep it that way. Characters provided for 2-6 players, no experience necessary, all ages. (6 Players) (Saturday 1pm-5pm)

R26 Last Hours Of Alderaan (GM: *Michah Warren* Room: [W5](#)) Your worst fears have been realized. You have just received a report stating the Empire's newest tool of fear is due in the Alderaan Sector within 4 hours; the dreaded Death Star. Furthermore, the report indicates this is more than a simple display of power. While you cannot save everyone on the planet, you can at least try to save a few agents and droids key to the Rebellion. Your mission is simple: out of the system before the Empire follows through on it's threat! (Characters provide, no experience needed) - Star Wars Saga (6 Players) (Saturday 1pm-5pm)

R27 Pathfinder - Adventure (GM: *PFS Judge* Room: [C2](#)) See Friday Afternoon Description. (99 Players) (Saturday 1pm-5pm)

R28 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: [C1](#)) See Friday Afternoon Description. (99 Players) (Saturday 1pm-5pm)

R29 Spirits Among the Ruins (GM: *Brad Younie* Room: [W1](#)) The ruins of an ancient stone observatory is found deep in the New Hampshire woods. Strange things start to happen in the woods and the land owners call you in to help. Your team of paranormal investigators will spend the weekend investigating the ruins and trying to make contact with the spirits there. But will the spirits allow the intrusion into their sacred ground? Beginners welcome. Characters provided. Game System: Strange World (6 Players) (Saturday 1pm-5pm)

R30 The Greenback Mine (GM: *Tom K. Loney* Room: [W7](#)) Sebastian is expecting trouble. He is busy packing a few belongings before quietly riding out of town to catch a train from Lampasas to Galveston. He isn't moving his money until the very last moment though. He has twelve cowpokes all watching his manor... Nothing like a Spaghetti Western on a weekend afternoon. - TAG - Whap! (6 Players) (Saturday 1pm-5pm)

R31 A Devil Went Down to Jersey (GM: *Brad Younie* Room: [W1](#)) You and your team of paranormal investigators go camping in the Pine Barrens of New Jersey to search for the elusive Jersey Devil, accompanied by a film crew for a TV special. But what starts as a typical expedition turns into a nightmare as your team discovers that the mythical creature may indeed be real and on the hunt! Beginners welcome. Characters provided. Game System: Strange World (6 Players) (Saturday 7pm-11pm)

R32 Da Bar Room Brawl, Bringing it Old School..... (GM: *Jim Doyle* Room: [W4](#)) Welcome one, Welcome all, Welcome to this year's Bar Room Brawl. This year's event is a walk back in time, to a period where we all were at some point in the world of AD&D. Come on folks, where else can you see a halfling getting whacked by a Maul of the Titans or a Half Ogre falling 60 feet onto a half elf???? You'll see new and surprising things, as always, but with a different and almost cynical twist..... This is an AD&D 1ST Edition Variant Game, all rules, release of responsibility of death forms, and characters will be provided. As always, there will be prizes awarded for last man standing and for most unusual demise. (16 Players) (Saturday 7pm-11pm)

R33 GURPS: World War Z: Cure for the Kim Jong Ills (GM: *MIB Neal Byles* Room: [W3](#)) "No country was better prepared to repel the [zombie] infestation than North Korea . . . So what happened? . . . Conventional wisdom is that they must have evacuated to their subterranean complex . . . Maybe the entire population is underground, tooling away on endless war projects [for their] 'Great Leader,' [their] living God . . . Maybe that was their original plan, but something went disastrously wrong . . . Maybe those caverns are teeming with twenty-three million zombies, emaciated automatons howling in the darkness and just waiting to be unleashed (Deputy Director of Korean Central Intelligence Agency Hyongchol Choi, as reported by Max Brooks in his UN report, *World War Z: An Oral History of the Zombie War*, pp. 199-203)." Characters provided for 3-6 players, no experience necessary, ages 13+. (6 Players) (Saturday 7pm-11pm)

R34 Pathfinder - Adventure (GM: *PFS Judge* Room: [C2](#)) See Friday Afternoon Description. (99 Players) (Saturday 7pm-11pm)

R35 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: [C1](#)) See Friday Afternoon Description. (99 Players) (Saturday 7pm-11pm)

R36 The Burning Stars (GM: *Andre Kruppa* Room: [P1](#)) No Rules Knowledge Required - Skilled Role-Playing a Must for this Call of Cthulhu (Chaosium) Adventure. Intended for Mature Players, The Burning Stars is a Chaosium Scenario written by David Conyers and presented by Andre Kruppa. This scenario places heavy emphasis on role-playing, but does not require prior experience with Call of Cthulhu. This is a theatrical style tabletop game, using lights and sound, intended for mature players only. The game will run late, as sessions are expected to go 6.5 - 7 hours. (Please no players from prior conventions and no players familiar with the scenario.) Awaking in a US Military Hospital in Haiti on October 30, 1930, suffering from prolonged blackouts and amnesia, plagued by a dreadful fear, and still searching for Jack Sterling is just the beginning of the horror. The air is heavy and warm, the beds cloaked in mosquito nets, and the staff is bustling to and fro in the hall. Jack Sterling is still whereabouts unknown. The last week is a blank. It is a must to find Jack and pierce the veil of fear, pain, and loathing. There are many questions: What happened? Where is Jack? When can we get out of this hospital? (6 Players) (Saturday 7pm-11pm)

R37 The Lost Clue (GM: *TC Realms* Room: [W6](#)) Part 4 of the Grazfeld Scepter series. Many have heard the legend of old kingdom before it was torn apart by greed. Now for the first time victory is close at hand. But it won't be easy and new enemies will show themselves. Level 7-12. TC Realms Fantasy 3.5 (8 Players) (Saturday 7pm-11pm)

R38 The Shab al-Hiri Roach (GM: *Charlton Wilbur* Room: [W2](#)) The Shab al-Hiri Roach. You're a professor at Pemberton College, doing your best to get ahead of your colleagues -- and some of them are acting decidedly odd. Can you figure out which ones are possessed by a malevolent Sumerian roach hell-bent on destroying western civilization, and which ones are just trying to get tenure? And, when given the chance, will you let yourself be possessed by a roach in order to get ahead? 3 to 6 players, beginners welcome, no familiarity with the rules is necessary. (6 Players) (Saturday 7pm-11pm)

R39 Tunnels of Hacking (GM: *Tom K. Loney* Room: [W7](#)) This Tunnels and Trolls scenario takes the characters to the Loop, the temple of Loopo the Mad. This is a major tunnel-crawling event, are you game? (6 Players) (Saturday 7pm-11pm)

R40 Pathfinder - Adventure (GM: *PFS Judge* Room: [C2](#)) See Friday Afternoon Description. (99 Players) (Saturday 11pm-?)

R41 Vermont is for Vampires (GM: *Gaylord* Room: [W5](#)) What happens in Vermont stays in Vermont! It's just that nothing ever happens in Vermont. Well...maybe once in a blue moon. Characters provided. No experience with Vampire or role playing needed. Beginners welcome! (6 Players) (Saturday 11pm-?)

R42 One from the Vault... (GM: *John Prushko* Room: [W2](#)) 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&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 Egors, but it'll be sure to bring back memories! Characters provided ... All are welcome! (8 Players) (Sunday 8am-12pm)

R43 Pathfinder - Adventure (GM: *PFS Judge* Room: [C2](#)) See Friday Afternoon Description. (99 Players) (Sunday 8am-12pm)

R44 Red Eyes (GM: *Brad Younie* Room: [W1](#)) Locals in a rural town have been haunted by a mysterious creature that has been attacking their dogs and farm animals. The Animal Control office says it's coyotes, but the townsfolk know better. They've seen the thing staring out at them from the darkness of the woods with its glowing red eyes... Beginners welcome. Characters provided. Game System: Strange World (6 Players) (Sunday 8am-12pm)

R45 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: [C1](#)) See Friday Afternoon Description. (99 Players) (Sunday 8am-12pm)

R46 Dice, Gamers & Ghosts (GM: *Brad Younie* Room: [W1](#)) What can make a ghost hunt at a quiet, relaxing resort hotel difficult? Gamers! Your investigation of the Lake Morey Resort is suddenly thrown into chaos as the Carnage Con staff come to set up for their convention. But you can't just leave because you've discovered that the place is indeed haunted, and you feel that lives could be in danger if you don't get to the bottom of it. Can you solve the mystery of the Haunted Resort with gamers crowding the place? For everyone's sake, you hope so! Beginners welcome. Characters provided. Game System: Strange World (6 Players) (Sunday 1pm-5pm)

R47 Left 4 Dead: Crazy Train (GM: *MIB Neal Byles* Room: [W6](#)) It's been two weeks since the first outbreak of infection caused the Zombie Apocalypse. You and three other survivors--those rare few immune to the infection--have been holed up in a bomb

shelter, waiting for a rescue that may never come. A call from another Survivor at the train yard south of the city prompts you to make a break for it. All you need to do is hoof it a few miles, scrounge some parts to repair a train, and . . . oh, yeah, not get eaten by a horde of mindless zombies! GURPS stats provided for Survivors Bill, Francis, Louis, and Zoey (for up to 4 player Survival Mode), as well as for Special Infected Boomers, Hunters, Smokers, and Tanks (for up to 8 player Versus Mode). No experience necessary. Ages 13+. (8 Players) (Sunday 1pm-5pm)

R48 Mightiest of Heroes! (GM: *Big Daddy Al* Room: [W5](#)) Long have the people of Cerinthia prospered on the Isle of Man. Lo, but a great Evil has erupted from the very heart of the city. Lend your strength to the strength of the greatest of heroes to quell this evil, and live forever in the halls of glory! WOC D&D books only. Characters built on a standard point buy 10 level build/starting gold, and equipment. All races allowed. 10th level starting gold. Send a copy of your character to: Anteus@comcast.net -Additional Requirements: All pertinent books for the creation of your 3.5 character (6 Players) (Sunday 1pm-5pm)

R49 One from the Vault... Part Two! (GM: *John Prushko* Room: [W2](#)) This will be a continuation of the earlier module or a completely new one, pending upon the players... 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&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 Egors, but it'll be sure to bring back memories! Characters provided ... All are welcome! (8 Players) (Sunday 1pm-5pm)

R50 Pathfinder - Adventure (GM: *PFS Judge* Room: [C2](#)) See Friday Afternoon Description. (99 Players) (Sunday 1pm-5pm)

R51 RPGA: Living Forgotten Realms (GM: *RPGA Judge* Room: [C1](#)) See Friday Afternoon Description. (99 Players) (Sunday 1pm-5pm)

R52 Invasion of the Awful Green Things (GM: *Charlton Wilbur* Room: [W3](#)) Invasion of the Awful Green Things. You thought living and working on a space station would be "cool." And, y'know, you were right! Except that when odd and dangerous things start happening, there's nowhere to escape to... Geiger Counter, a cooperative survival horror story game (<http://bleedingplay.wordpress.com/geiger/>), 4 to 6 players, beginners welcome, no familiarity with the rules is necessary. (6 Players) (Sunday 10am-2pm)

R53 The Bloodstone Cartel - Remixed (GM: *John Crossley* Room: [W4](#)) This is a 4th Edition version of a 3.5e adventure run earlier in the Con. Even villains need to get their start somehow! Allying with a few trustworthy--and like-minded--neighbors, with some help from ousted denizens of Castle Perilous, you might be able to corner Vaasa's Bloodstone market. But if you're to be successful, you'll need cunning teamwork & bloody-mindedness. Role-play is encouraged, Faerûnian lore welcome but not necessary! 1st level characters provided. D&D 4.0e (FR Campaign Setting) (6 Players) (Sunday 10am-2pm)

CARNAGE FILM FESTIVAL

Animation, Gaming Documentaries, Action, and Fantasy Films will be screened in the Lakeside Theater. Schedule and Ratings posted at the Theater.

Mornings: Family Films
Afternoons: Whatever Scott wants
Evenings: Classic War Movies
Night: The Gamers, Gaming Documentaries, & Epics

CARNAGE JURIED AWARDS,

AKA
The Requisite Miniatures Painting Contest

Submit your painted mini figs to be judged by your peers.
Compete for awards of CarnageBucks* !!

TO REGISTER: Stop at the reg. desk to fill out a tag and drop of your work. Entries must be submitted by 7pm Saturday, but will be on display through Sunday Noon at the Reg. Desk. Awards posted by Sunday 9am.

Categories Will Be:

Best Fantasy Figure 3 in x 3 in Maximum base
Best Modern / Sci-Fi figure 3 in x 3 in Maximum base
Best Army or Group - All Types 6 in x 10 in space.
Best Diorama - Any scene, battle, environment, etc. 12 in X 12 in



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Please Pre-Register for Events (Must be postmarked by October 23)

	Time Slot	First Choice	Second Choice		
A	FRI 1-5				
B	FRI 7-11				
C	FRI 11-?				
D	SAT 8-12				
E	SAT 1-5				
F	SAT 7-11				
G	SAT 11-?				
H	SUN 8-12				
H2	SUN 10-12 (or2)				
I	SUN 1-5				

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