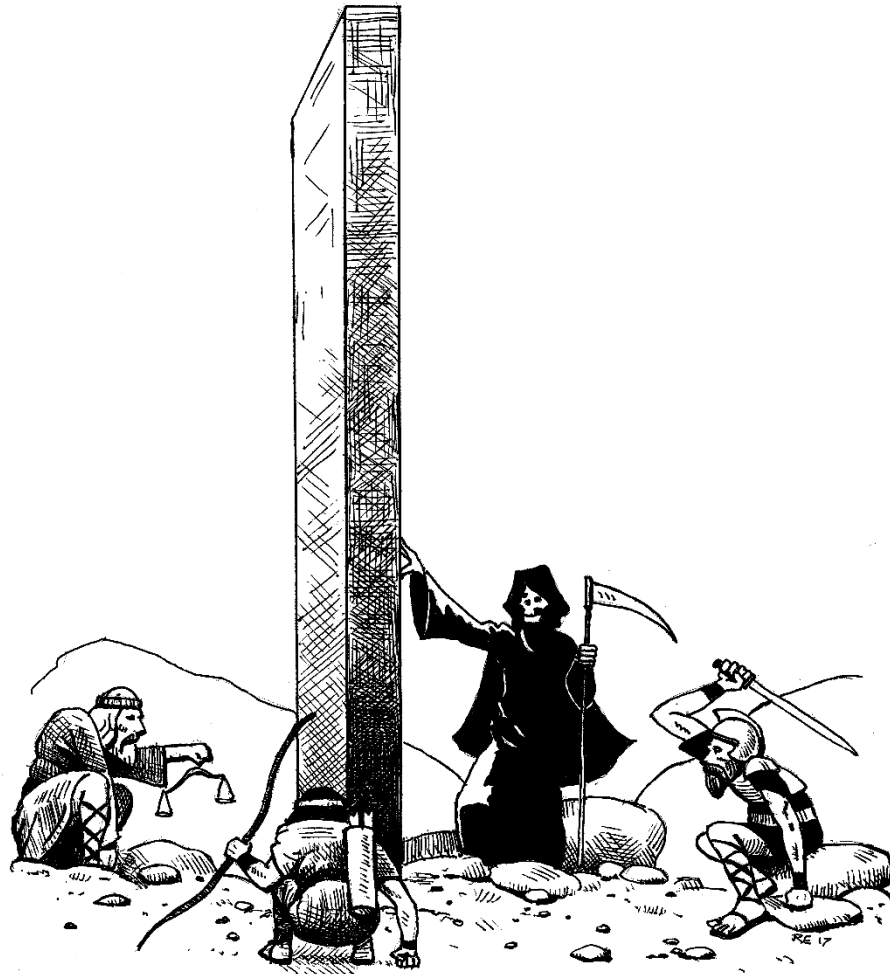


# Carnage 21

Vermont's Tabletop Game Convention



Killington Grand Resort  
Killington, VT  
November 2-4, 2018  
www.carnagecon.com

## Committee Membership

Chuck Davis	Kevin Day	Tyler Dion	Tom Dorman
Mike Griffin	Doug Gray	Emily Gray	Ray Hickey
Tara Jackson	Scott Lasell	Josh McGary	Doug Neet
Gaylord Newcity	Robert Rousse	Nyssa Schmidt	Rod Sheldon
Michael Tutt	Eric Vigneault		

## Game Slot

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

## Admission Pricing

	<u>for the Weekend</u>	<u>for a Day</u>
At the Door	75.00	40.00
Youth (11-15)	45.00	30.00
Pre-registration	65.00	35.00
Youth (11-15)	35.00	25.00
Under 11	Free (if accompanied by a guardian)	

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

Because of the uniform pricing policy, Friday admission entitles participation from 1pm Friday to 6am Saturday. Saturday admission is good from 8am until 6am Sunday, and Sunday covers 12am Sunday 'til closing.

## Welcome

Join us in Killington, Vermont for the 21st annual Carnage convention, a celebration of tabletop gaming. To help make this an excellent weekend for everyone attending, we have a few suggestions and a couple of rules that will help make this weekend safe and fun for all

### Pre-registration

We think this is a very good idea. It helps ensure that you'll be able to participate in the events you want. It will also help save you a little money. The online registration site will close on October 23 and reopen on November 2. If you have difficulties registering online, please email: [info@carnagecon.com](mailto:info@carnagecon.com)

In order to pre-register go to: <http://ow.ly/Nqff30INAz9>

## Registration

Everyone who attends Carnage must check in at the registration table upon arrival. If you do not preregister, you can register Friday morning 10am on the Tabletop.Events site or at the registration table at Noon to help expedite the process. *We can only accept cash, check or credit. There is an ATM on-site.*

## Name Tags

The name badge you receive when you register is your ticket for Carnage and must be worn in a visible location at all times. Must be presented upon request.

## The Rules

No smoking, no pets, and no weapons (including soft ammo and “boffer”) inside the convention area unless part of a sanctioned event. Please show proper respect for all other participants at the con and for hotel property. If you are having a problem, please locate a convention staff member at any of the staff tables or hotel security.

- Killington Grand Resort Front Desk: (802) 422-5001
- Killington Police (Emergency): Dial 911
- Killington Police (Non-Emergency): (802) 422-3200

## Carnage Gaming Harassment Policy

Carnage Gaming is dedicated to providing a harassment-free convention experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age or religion. We do not tolerate harassment of convention attendees in any form. Convention attendees violating these rules may be sanctioned or expelled from the convention, without a refund, at the discretion of the Carnage Gaming staff. Repeat offenders may be banned from future conventions at the discretion of the Carnage Gaming staff. If you believe you are being harassed or witness harassment, please contact a convention staff member or hotel security. Our anti-harassment policy can be found at: <http://ow.ly/I2Nq30INAGH>

## The Dealer Area

The dealer area will be open during most of the convention (Friday: 5pm-8pm, Saturday 9am-8pm, & Sunday 9am-close). Please take a few minutes to visit our dealers and see what they have brought. They put out a lot of effort to be here supporting our convention. Show them you appreciate that effort.

## Food and Drink at Killington Resort in 2018

Preston's will offer a full menu for the weekend. The cafeteria at Snow shed is open 7:30am until later in the evening. The resort's food vendor is available on site for most meals. When dining outside the resort, it is a good idea to let your server know ahead of time when you will need to return to the con.

## Accessibility

The main hotel is fully accessible, the Snowshed is an older building that predates ADA requirements, all scheduled game areas are accessible, however there are areas that are not. If you have concerns, please contact a convention staff member or the hotel.

## Accommodations

As of this printing, the Killington Grand Resort has limited space available, ask to be placed on the wait list or about the condo options. Contact the resort at 1-800-621-6867 to make your reservation for Carnage. Note: you must call the resort directly to get the convention room rate. Killington's online reservation system does not apply a convention rate.

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

The resort has an excellent rate for conventioners and will surely provide for all of your needs over the course of the weekend. Family members of conventioners will also be pleased by Killington's location, which provides easy access to area shopping, touring, and a variety of activities to keep even the non-gamer pleasantly occupied over the course of the weekend. <http://ow.ly/F59y30INAKs>

# 2018 Features

## Extra Life Event

We are happy to announce that Extra Life is coming to Carnage 21. Extra Life is a gaming marathon where all the money raised goes directly to support Children's Miracle Network Hospitals. All weekend long there will be special programming events – cool games, and a silent auction. We hope you will donate whatever you are able to this great cause. Sign up to join the Extra Carnage team at <https://tinyurl.com/Extra-Life-NEG> Then ask the people in your life to support you as you play 24-hours of games at Carnage 21 (bathroom and food breaks allowed!). Or just raise money anyway that works best for you - we just want everyone to have fun and raise money for a great cause. If you want to get involved, contact Sean Murphy at [murphys49@yahoo.com](mailto:murphys49@yahoo.com).

## Miniatures Painting Competition

Entries must be submitted to the Scratch vendor table in person Friday evening during the vendor hall hours, or Saturday morning until noon. Entries will be on display for attendee voting on Saturday afternoon and evening, with the winner announced at 11am Sunday. Submissions can be retrieved between 11am and noon on Sunday. Any models left may be retrieved in person following the convention at the Scratch store in Lebanon, NH.

Prizes will be awarded in each of three categories:

- Best fantasy figure
- Best science fiction figure or vehicle
- Best historical figure or vehicle

Best in show, Attendees' Choice, and special mention categories to be determined.

This competition is sponsored by Scratch Supply Co.

Please make sure to sign up for the competition online. See Event **S457** for complete rules

## Steampunk Society

The Steampunk Society of VT is a Springfield, VT based nonprofit organization with a mission to make Springfield, VT recognized as the Steampunk Capital of Vermont. Through the use of steampunk-themed artistic outlets and events, the society hopes to draw attention to the rich history of Springfield. The non-profit's primary steampunk event is the Springfield VT Steampunk Festival, which is used to raise funds for local students studying the STEAM subjects.

See Special Events **S355 & S356** for more details.

## Wargame Room

Come play your favorite historical board game. OCS, CWB, A3R, and plenty more will be offered. Email Chuck at [cdavis@vermontel.net](mailto:cdavis@vermontel.net) to find out what games are being played or to get your game on the "opponents wanted" list.

## Games for Kids Only

Once again, this year, thanks to Justin Berman, Oliver Dienz and Kristopher Lubinsky, Carnage is offering a morning of kids-only board gaming. On Saturday any time from 8am to 12pm in the Board Game Room, join Justin and Kevin and some of the Carnage staff, for some great kid-friendly games. The kids must be between the ages of 5 and 11. The staff asks that a parent or responsible adult accompany the younger children (7 and under). We also ask that parents of the older children let the staff know where they will be if they are not staying. Parents that stay are welcome to learn the games and play with their children. The kids can also stop by anytime during the afternoon 1pm-5pm and jump into a game or learn a new one with a parent(s).

Parents do not have to register their children for this event, as it is complimentary for attendees bringing their families. And even if your son or daughter is registering for the convention to play in other events, they can still join in the fun. Please be sure to check the website for any updates and contact us with any questions.

## Pathfinder Society Information

To pre-register for Pathfinder Society (PFS) games, players must register online here: <http://ow.ly/5lOe30lNALf>. AND will be contacted on how to sign up on Warhorn. Walk-ins will be accommodated once pre-registered attendees are seated.

## Dungeons & Dragons Adventurers League (AL) Information

The Role Initiative ( <http://theroleinitiative.org/> ) hosts a full weekend of Dungeons & Dragons Adventures League at Carnage, with premiere AL and CCC modules. See the Adventures League section for full details.

# Event Descriptions

## Board Games

**B128 A Game of Thrones: The Board Game, 2nd Edition** (GM: *Jeff Mayo* Room: *Snowshed Ballroom SBL16*) King Robert Baratheon is dead, and the lands of Westeros brace for battle. In this edition of the game, 3 to 6 players take on the roles of the great Houses of the Seven Kingdoms, all vying for control of the Iron Throne. The game is based on The Song of Ice & Fire books. A Game of Thrones is an epic board game in which it will take more than military might to win. Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros! **(6 Players) (Friday at 1:00 PM)**

**B132 Airlines Europe** (GM: *Robert Dijkman Dulkes* Room: *Snowshed Ballroom SBL21*) The age of passenger aviation has begun. Courageous entrepreneurs establish the first airlines and

compete for the few available licenses in the European air space. The rapidly growing market and the chance for high gains attract high-powered investors. But only the ones that use their influence skillfully and their cash wisely will turn their investments into the most profitable airlines. **(4 Players) (Friday at 1:00 PM)**

**B49 Dastardly Dirigibles** (GM: *Bryan* Room: *Snowshed Ballroom SBL24*) Dastardly Dirigibles features tarot-sized cards that are played in a constant action format in which each time a part is added, ALL players MUST add the SAME part which may replace an existing one. Build your airship from different parts of nine beautiful suits, while also using special cards to your advantage or to thwart your opponents. The round ends when the first airship is complete, but you score only the suit used most in your airship. The player with the highest score after three rounds. **(5 Players) (Friday at 1:00 PM)**

**B131 Firefly Adventures: Brigands and Browncoats** (GM: *Gary Bobar* Room: *Snowshed Ballroom SBL19*) Firefly Adventures is a cooperative game with players working together to thwart local goons and succeed in getting the job done. Players may have to misbehave, use their Tech, Negotiate or Fighting skills to win. It is all up to the players. The game utilizes a unique move system and has 3D buildings and figures representing the crew, thugs and cowboys. Depending on the situation, players may act heroic (and be targeted by the baddies), or casual. **(5 Players) (Friday at 1:00 PM)**

**B394 Five Tribes** (GM: *Temis De La Pena* Room: *Snowshed Ballroom SBL13*) As you lead your caravan thru the desert, you hear of the death of the Sultan of Naqala. You know that with his death, the Five Tribes of Naqala will need a new leader to unite them again. Are you the one prophesied to lead them? You must invoke the power of the Djinn and move the tribes strategically to become the new Sultan. **(4 Players) (Friday at 1:00 PM)**

**B59 Flash Point, Fire Rescue** (GM: *Thomas A. Compter* Room: *Snowshed Ballroom SBL07*) The call comes in... "911, what is your emergency?" On the other end is a panicked response of "FIRE!" Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. Flash Point: Fire Rescue is a cooperative game of fire rescue. This session will include a basic residential fire as a learning game, followed by a more challenging scenario in one or more of the many expansions. Part of Double Exposure's Envoy Program. **(6 Players) (Friday at 1:00 PM)**

**B143 Galaxy Truckers** (GM: *Rachel Keast* Room: *Snowshed Ballroom SBL26*) Corporation Incorporated needs parts to build their housing projects in the less fashionable parts of the galaxy. They won't actually pay you to fly .... But they'll let you borrow their parts. They have fabricated plumbing parts into engines and lasers. And there's profit out in space. You need to be sure you have space to put it. Rummage through the parts pile to build your ship and see what you run in to. Will you find a planet full of valuable cargo or a war zone **(4 Players) (Friday at 1:00 PM)**

**B144 Last Friday** (GM: *Justin Berman* Room: *Snowshed Ballroom SBL06*) Last Friday is a hidden movement, hunting and deduction board game, inspired by the popular "slasher" horror movie genre. In the role of young campers, the players are challenged to survive a long weekend of terror – while one of them takes the role of the undying psychopath hiding in the shadows of the forest. Played over four chapters — Arrival at the Camp, The Chase, The Massacre, and The Final Chapter. **(6 Players) (Friday at 1:00 PM)**

**B290 Le Havre** (GM: *Sarah Cooper* Room: *Snowshed Ballroom SBL25*) A class of resource management games, Le Havre is a harbor town where you collect resources, and then build with or manipulate those resources in order to gain the most wealth! Uwe Rosenberg is the creator, and Le Havre has a 'similar feel' to his breakout star Agricola, in that you live in constant fear of having enough food for your meeples. If you like the stress of resource

management games, this one is for you! Estimated time around 4 hours. **(4 Players) (Friday at 1:00 PM)**

**B78 Memoir 44** (GM: *Eric Bussiere* Room: [Snowshed Ballroom SBL10](#)) Come learn how to play Memoir 44. A light recreation of D-Day invasions in WW II where 2 players use troops and luck to control the battle field and gain the most points. This game session is for people who want to learn how to play Memoir 44 as we will start with the basics and then go through some scenarios. **(6 Players) (Friday at 1:00 PM)**

**B392 Nations** (GM: *Brad Blitstein* Room: [Snowshed Ballroom SBL27](#)) In Nations players will work to build the most powerful civilization. The game will play thru three epochs. The players will, trade, wage war, build wonders and recruit great leaders. Can you build a great Nation? **(4 Players) (Friday at 1:00 PM)**

**B80 Red Dragon Inn** (GM: *Patrick Tierney* Room: [Snowshed Ballroom SBL14](#)) In Red Dragon Inn, you and your friends are a party of heroic, fantasy adventurers. You've raided the dungeon, killed the monsters, and taken their treasure. Now you're back, and what better way to celebrate your most recent victory than to spend an evening at the Red Dragon Inn. You and your adventuring companions will spend the night drinking, gambling, and roughhousing. The last person who is both sober enough to remain conscious and shrewd enough to hold onto his Gold Coins wins the game. **(6 Players) (Friday at 1:00 PM)**

**B188 Revolution!** (GM: *Jess Cobb* Room: [Snowshed Ballroom SBL15](#)) Secretly bid against your opponents to gain the support of the people, win territory . . . and collect more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support – and where to back away and let your opponents fight – is the key to victory. It's a game of bluff, counter-bluff, and surprise. **(6 Players) (Friday at 1:00 PM)**

**B296 Root: A Game of Woodland Might and Right** (GM: *Jacob Evans* Room: [Snowshed Ballroom SBL29](#)) The nefarious Marquise de Cat has seized the great woodland, and the Woodland Alliance vows to stop her. The Vagabonds have their own agenda, and the Eyrie seek to reclaim their lost birthright. These factions fight for control of the woods in this asymmetrical adventure game by Leder Games, the creators of Vast: The Crystal Caverns. **(6 Players) (Friday at 1:00 PM)**

**B452 Shootin' Ladders** (GM: *Jim Thayer* Room: [Snowshed Ballroom SBL18](#)) Remember Chutes 'n Ladders? This ain't it! In Shootin' Ladders, you move your Gingerbread Man around the board and try to crush the other players with your candy-themed weapons. Start off with your Dessert Eagle, then upgrade to an M&M-16, a Choco-Choco-Chain Gun, or a Cherry Flambé Thrower. Get up close and personal with the Cherry Chainsaw. Protect yourself with Kevlar frosting, and heal yourself with a MediKitKat. It's not over until you're the last one standing. **(6 Players) (Friday at 1:00 PM)**

**B300 Space Cadets: Away Missions** (GM: *Felix Munoz* Room: [Snowshed Ballroom SBL23](#)) As a cooperative miniatures tactics game, the players will have to work together to achieve the goals of the scenario, which typically a mix of exploration, battling aliens, and collecting alien tech. The game is set in the Golden Age of science fiction and is not your typical run and shoot "dungeon crawl". It requires some thinking and strong cooperation. **(4 Players) (Friday at 1:00 PM)**

**B127 Stuffed Fables** (GM: *Sarah Follensbee* Room: [Snowshed Ballroom SBL11](#)) Stuffed Fables is an unusual adventure game in which players take on the roles of brave stuffies seeking to save the child they love from a scheming, evil mastermind. Make daring melee attacks, leap across conveyor belts, or even steer a racing wagon down a peril-filled hill.

Stuffed Fables is the first "AdventureBook Game", a new product line from Plaid Hat Games in which all of the action takes place in the unique storybook — your rules reference, story guide, and game board all in one. **(4 Players) (Friday at 1:00 PM)**

**B34 The Great Space Race** (GM: *Joel Beebe* Room: [Snowshed Ballroom SBL03](#)) The Great Galactic Emperor has decreed the Great Space Race is on! Can you, as representative of your ill-fated species, pilot your starship to victory? You must, for those who fail to win doom their species to total annihilation. Keep your tentacles to the floor and your eyestalks on the finish line as you navigate your way through minefields, asteroids and wormholes, but just don't forget - stay away from the Space Amoeba! A programmed movement game in the vein of Roborally. **(6 Players) (Friday at 1:00 PM)**

**B40 The New Dungeon!** (GM: *Kimberly Bibona* Room: [Snowshed Ballroom SBL12](#)) A revised version of the TSR classic board game Dungeon. This version has a larger playing board and updated rules. Most notably, new character classes were added, and the combat system was revised to be a bit more forgiving to the player. Also, the ability to heal and cooperate or trade with other players was added. **(6 Players) (Friday at 1:00 PM)**

**B307 Vast: The Crystal Caverns** (GM: *Alex Clay* Room: [Snowshed Ballroom SBL30](#)) The crystal cavern has lain dormant for too long. The dragon, sleeping inside, begins waking as goblin tribes fill its halls. A lone knight seeks glory in its depths and a cursed thief attempts to escape his torment. The cave itself shifts and grows in the darkness. In this asymmetric game, each player must use their own unique play style to achieve their objectives and win. **(5 Players) (Friday at 1:00 PM)**

**B489 19th Annual Carnage Accords Diplomacy Tournament** (GM: *David Maletsky* Room: [Fireside Lounge Fireside Lounge](#)) Play one game or play every game in the tournament. Join the fun in this classic game of war, intrigue and, of course, diplomacy! **(50 Players) (Friday at 7:00 PM)**

**B223 After the Brawl is Over** (GM: *Cathy Preble* Room: [Oscar Wilde Ballroom OW16](#)) Join us and learn Historic period board games from all over the world. Learn pre-1700 board and table games, from Tables/Backgammon to Queek, Tafl to Draughts. Marbles, Mill, Game of the Goose, Mancala, Tafl and even tic tac toe are all period games played before 1700. We'll also have games from the Golden Age of Piracy. Reference sheets and rules available. Bring your friends. **(12 Players) (Friday at 7:00 PM)**

**B212 Alien Frontiers** (GM: *Jen Mayo* Room: [Oscar Wilde Ballroom OW09](#)) Do you have what it takes to be a deep space colonist? An alien frontier awaits the brave and daring! This new planet will be harsh, but if you have the skills to manage your resources, build a fleet, research alien life, and settle colonies, the world can be yours. **(4 Players) (Friday at 7:00 PM)**

**B368 Between Two Cities** (GM: *Avalon Pendragon* Room: [Clubhouse CH02](#)) Between two cities is a partnership-driven, tile-drafting, city-building game for 1-7 players that plays in about 20-25 minutes....at the end of the game, your final score is that of the lower scoring city you helped to build, so you have to share your attention and devotion equally between two cities. **(6 Players) (Friday at 7:00 PM)**

**B65 Chicken Foot** (GM: *Jeannie Compter* Room: [Oscar Wilde Ballroom OW07](#)) Chicken Foot is a dominos game of the "trains" family, somewhat like Mexican Train, but with a more flexible play style. Players add dominos to the end of the chain as usual, but when a double is played, the next three dominos played must have that number and be played on the double. **(6 Players) (Friday at 7:00 PM)**

**B33 Clank** (GM: *Kevin Randino* Room: [Oscar Wilde Ballroom OW20](#)) Burgle your way to adventure in the deck-building board game Clank! Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. Can be played by 2-4 Players. Expansions will be brought along as well to change things up if we have time! **(4 Players) (Friday at 7:00 PM)**

**B136 Eldritch Horror** (GM: *Kenneth Marin* Room: [Oscar Wilde Ballroom OW22](#)) Eldritch Horror is a cooperative game of terror and adventure in which one to eight players take the roles of globetrotting investigators working to solve mysteries, gather clues, and protect the world from an Ancient One – that is, an elder being intent on destroying our world. **(5 Players) (Friday at 7:00 PM)**

**B180 Endeavor: Age of Sail** (GM: *Bethany Creaser* Room: [Oscar Wilde Ballroom OW19](#)) Endeavor starts in the crowded hub of Europe, you must struggle to dominate at home while sending ships to the closed regions of the world... and be ready to seize control when they open up! You'll compete to grow the most successful empire through a smooth combination of: area control, resource collection, engine-building, and action management. I plan to run the new Kickstarter version. If that version does not arrive in time, I will run the 2009 version. **(5 Players) (Friday at 7:00 PM)**

**B140 Firefly The board game Objects in Space** (GM: *Rachel Keast* Room: [Oscar Wilde Ballroom OW29](#)) Scavenger hunt in space. A passenger will provide you with a list of objects they simply must have. It won't come for free. It won't even come cheap. Captain your ship through the whole damn verse. Do your jobs and get paid while avoiding the hazards of the black. **(4 Players) (Friday at 7:00 PM)**

**B14 Gaia Project** (GM: *Robert Owen Williams* Room: [Oscar Wilde Ballroom OW35](#)) In this game players represent different Alien spacefaring races. The work to build terraform different types of planet, form federations, and research various technology tracks. The game is loosely based on Terra Mystica and uses some of the same mechanics, but it is a significantly different game, it is not just Terra Mystica in Space. **(5 Players) (Friday at 7:00 PM)**

**B285 Great Ferret Heist/POTUS Punch-Out** (GM: *John LeMaire* Room: [Oscar Wilde Ballroom OW01](#)) Local game design company, First Stall Productions, is running playtests of two of their games. First, in the Great Ferret Heist, a dice flicking game, you try to maneuver your ferrets around a jewelry store and get out with as much loot as possible. Second, POTUS is a tile laying/flipping board game that gathers all the U.S. Presidents at a bar at the end of the Universe, where they have a bit too much to drink and end up in a fist fight. (Non-political, just a Presidential theme). **(10 Players) (Friday at 7:00 PM)**

**B63 Heroes of Land, Air & Sea (Qualifier/Learn to Play)** (GM: *Kori Joyce* Room: [Clubhouse CH01](#)) Heroes of Land, Air & Sea is a 4X-style board game with miniatures that tells the epic tale of orcs vs. humans, dwarves vs. elves, etc., battling kingdoms, and the individuals who turn the tides of war. Think old school RTS, kind of like Tiny Epic games meet Warcraft 2 the tabletop game! This will be a learn to play atmosphere as well as a feeder (for those interested) for the Tournament on Sunday morning! **(12 Players) (Friday at 7:00 PM)**

**B194 Kapow!** (GM: *Doug Hettrick* Room: [Oscar Wilde Ballroom OW11](#)) So, you want to be a superhero? Or was that a super villain? Well, here is your chance, tie on that mask, pull up those tights, and get out there. There's evil to be thwarted or good to be eliminated, depending on your perspective . . . In the two-player game KAPOW! you and your adversary go head to head in a classic comic book inspired clash of Good vs. Evil. Each game lasts 20-30 mins and features buildable action dice. This game was successfully funded on Kickstarter! **(6 Players) (Friday at 7:00 PM)**

**B66 Kill Dr. Lucky** (GM: *Patrick Tierney* Room: [Oscar Wilde Ballroom OW37](#)) In this notorious game, an inversion of Clue, you hate Doctor Lucky. Maybe he left you out of his will. Maybe he killed your pet rock. Whatever the reason, you want him dead. Unfortunately, so do the other players. Since you don't want to go to jail, you need to make your attempt in secret; if anybody can see you, whistle nonchalantly, and let the Doctor live ... until next time. **(6 Players) (Friday at 7:00 PM)**

**B146 Merchant of Venus** (GM: *Gary Bobar* Room: [Oscar Wilde Ballroom OW25](#)) A "pickup and deliver" game, players take on roles of intergalactic merchants competing to trade goods with alien cultures. Each civilization is randomly (and secretly) placed, so players must seek them out and receive a discount for being the first to find them. All civilizations have different goods to sell and buy, and places for players to build space-stations which give financial benefits. This is the new edition, but I will be using the Classic rules. **(4 Players) (Friday at 7:00 PM)**

**B214 New Angeles** (GM: *Carlo Gozzi* Room: [Oscar Wilde Ballroom OW12](#)) In New Angeles, you gain control of one of the megacorporations, then you use your wealth and influence to create more wealth and more influence. To do this, you cut deals and forge temporary alliances. You leverage your credits and assets to gain financial superiority over your corporate rivals. All the while, you also need to keep an eye toward the masses, striking deals with the other corps as necessary in order to keep a lid on crime, disease, and unrest. If you want to maximize your profit, you need to keep New Angeles open for business! **(5 Players) (Friday at 7:00 PM)**

**B187 Path of Light and Shadow** (GM: *Christopher Stuetzle* Room: [Oscar Wilde Ballroom OW18](#)) Path of Light and Shadow is a massive empire-building experience, combining area control, deck management, and civilization customization (from BoardGameGeek description) that plays in approximately 2 hours. In the game, players will promote units, build structures, and utilize the strengths of various factions to conquer provinces and realms across the map. There are a variety of strategies that can lead to victory, with each player focusing on either merciful or cruel leadership. **(3 Players) (Friday at 7:00 PM)**

**B15 Planes** (GM: *Ron Griffin* Room: [Oscar Wilde Ballroom OW13](#)) From the rails to the air — well, hopefully. Planes puts you in the role of a group attempting to push your way through a crowded airport to reach your plane before takeoff. Other players' families or groups, as well as neutral travelers, will cause all sorts of congestion in the terminal and may keep you from boarding. **(4 Players) (Friday at 7:00 PM)**

**B79 Race: Formula 90** (GM: *Dave Goodwin* Room: [Oscar Wilde Ballroom OW30](#)) Experience the thrills of high-speed motorsport in this realistic racing game. **(6 Players) (Friday at 7:00 PM)**

**B295 Rising Sun** (GM: *Laban Tatro* Room: [Oscar Wilde Ballroom OW26](#)) Rising Sun is a game about honor, negotiation, and warfare in a feudal Japan where the ancient gods (kami) have returned to rebuild the empire. They will engage in combat, make offerings to the gods, and form and break treaties. After three hard fought years have passed, only the player who earned the most victory points will win. **(6 Players) (Friday at 7:00 PM)**

**B151 Scythe** (GM: *Robert Dijkman Dulkes* Room: [Clubhouse CH03](#)) Scythe is an engine-building game set in an alternate-history 1920s period. In Scythe, each player represents a character from one of five factions of Eastern Europe who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs. **(4 Players) (Friday at 7:00 PM)**

**B297 Sentinels of the Multiverse - Episode #47 "Terrifying Mars!"** (GM: *Matt Miller* Room: [Oscar Wilde Ballroom OW15](#)) The evil Baron Blade and his minions have hijacked a space convoy bound for the Mars Wagner Base and the colony of terraformers! All communication with Mars has been severed. The government has called upon the Sentinels to respond to this aggression and thwart Baron Blade's evil plans. Saddle up heroes, we're going to Mars! Sentinels of the Multiverse is a super hero card game, where players team up and play cooperatively to defeat the game's villain. Beginners welcome. **(5 Players) (Friday at 7:00 PM)**

**B152 Settlers of Catan (Cities and Knights Expansion)** (GM: *Jaron S. Peters* Room: [Clubhouse CH04](#)) Players assume the roles of settlers, each attempting to build and develop holdings while trading and acquiring resources. Players gain points as their settlements grow; the first to reach a set number of points, typically 10, wins. **(4 Players) (Friday at 7:00 PM)**

**B312 Sidereal Confluence** (GM: *Justin Henningsen* Room: [Oscar Wilde Ballroom OW27](#)) Sidereal Confluence: Trading and Negotiation in the Elysian Quadrant is a singularly unique trading and negotiation game for 4-9 players. Over the course of the game, each race must trade and negotiate with the rest to acquire the resource cubes necessary to fund their economy and allow it to produce goods for the next turn. Scheming, dealing, and mutually beneficial agreements are key to success. **(8 Players) (Friday at 7:00 PM)**

**B64 Space Cadets, Away Missions** (GM: *Thomas A. Compter* Room: [Oscar Wilde Ballroom OW10](#)) Space Cadets: Away Missions is a cooperative, scenario-based, tactical action game for 1-6 players, which is set in the Golden Age of science fiction. In this game, the third standalone title in the Space Cadets franchise of cooperative/team space-themed games from Stronghold Games, players take on the roles of adventurous human spacemen who explore UFOs, acquire Alien technology and fight hostile extraterrestrials. **(6 Players) (Friday at 7:00 PM)**

**B157 Steve Jackson Mix Up Dice Games!** (GM: *Heather Tate MIB* Room: [Oscar Wilde Ballroom OW21](#)) Come have some fun with trying out a bunch of different Steve Jackson dice games, from Chupacabra: Survive the Night, to Dino Hunt, to Mars Attacks the Dice Game. **(4 Players) (Friday at 7:00 PM)**

**B301 SUET (Society of Ultimate Evil & Terror) w/Secret Labs** (GM: *Veronica Hamilton* Room: [Oscar Wilde Ballroom OW02](#)) In SUET you play an evil genius attempting to get into the Society of Ultimate Evil and Terror by being the first to build a doomsday device in your secret lab. We will be running the original game, created by local game designer John LeMaire, and then playtesting the SECRET LABS expansion, which give the characters extra powers and adds a new element to the game. **(5 Players) (Friday at 7:00 PM)**

**B191 Terraforming Mars** (GM: *Kristin Gozzi* Room: [Oscar Wilde Ballroom OW42](#)) **(4 Players) (Friday at 7:00 PM)**

**B332 World Domination** (GM: *Chris Dondero* Room: [Oscar Wilde Ballroom OW31](#)) The greatest military / strategy game ever written. LOL See you all in November! **(12 Players) (Friday at 7:00 PM)**

**B349 Altar of War** (GM: *Bryan Kromrey* Room: [Oscar Wilde Ballroom OW07](#)) Altar of War is a 2-player card and dice driven board game. It features head-to-head fantasy kingdom warfare with streamlined unit card play and the ultimate dice action point system where luck will not save you! **(4 Players) (Saturday 8:00 AM)**

**B133 Amoeba Wars** (GM: *Kenneth Marin* Room: [Oscar Wilde Ballroom OW14](#)) In Amoeba Wars, players play remnants of a fallen galactic civilization returning to its home sector, which

had been overrun by space amoebae. Starting from corners of a hexagonal board, players direct fleets of ships to capture solar systems and push back amoeba infestations and renegade doomsday machines (relics of the empire), trying to control the central solar systems and retake Saestor, the old homeworld, at the center of the board. **(5 Players) (Saturday 8:00 AM)**

**B276 Android** (GM: *Gordon Spaeth* Room: [Oscar Wilde Ballroom OW26](#)) Android is a board game of murder and conspiracy set in a dystopian future. Detectives travel between the city of New Angeles and moon colony Heinlein chasing down leads, calling in favors, and uncovering the sinister conspiracy beneath it all. The detectives must balance their pursuit of the murderer against their personal lives and their inner demons. Android's innovative mechanics ensure that no two detectives play alike... **(5 Players) (Saturday 8:00 AM)**

**B488 Board Games for Children—and Their Parents** (GM: *Justin Berman, Kris Lubinsky, Oliver Dienz* Room: [Oscar Wilde Ballroom OW50](#)) Once again Carnage is presenting a game slot just for kids and parents (as long as they have their child with them!) The guys will be teaching fun games just for the younger crowd. There will be three tables of games, with one dedicated to younger children, ages 3-7 with their parents. This is a free event offered by Carnage. You do not need a convention badge to participate. So, bring the kids down for some gaming fun. We do ask that for younger kids a parent or adult be present. **(12 Players) (Saturday 8:00 AM)**

**B13 Clank** (GM: *Bryan* Room: [Clubhouse CH02](#)) Draft card and board game. Bungle your way to adventure in the deck-building board game Clank! Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. Be quick and be quiet. One false step and CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can enjoy your plunder only if you make it out of the depths alive! **(4 Players) (Saturday 8:00 AM)**

**B181 Clans of Caledonia** (GM: *Richard Creaser* Room: [Oscar Wilde Ballroom OW16](#)) It is the dawn of the Industrial Revolution and the great clans of Scotland are positioning to take advantage of the nation's resources. Guide one of the historical Scottish clans to fame and fortune as you cleverly position your workforce, cultivate industry and seek prime land on which to found your trading empire. The chieftain who can best manage resources, manipulate the marketplace and fulfill their contracts stands poised to form a not merely mercantile empire but a lasting legacy. **(4 Players) (Saturday 8:00 AM)**

**B39 Defender of the Realm** (GM: *Serenity Love* Room: [Oscar Wilde Ballroom OW23](#)) Each character has their own advantages and disadvantages. Sadly, so do the bosses. Work together to face the demons who taint the land, the undead who darken it, the orcs who ruin it, and the dragons who are the strongest force. Will you join the battle for your kingdom, or will you flee in fear? **(4 Players) (Saturday 8:00 AM)**

**B279 Dexterity Olympics** (GM: *John LeMaire* Room: [Oscar Wilde Ballroom OW47](#)) Square off against fellow Dexterity Game Athletes as we compete through a series of Dexterity Games to see who will come home with the Gold Medal! (and a small prize) **(12 Players) (Saturday 8:00 AM)**

**B459 Fire and Axe** (GM: *Eric Paperman* Room: [Oscar Wilde Ballroom OW22](#)) Norse law dictates that every man shall possess a weapon at all times. The need to swiftly wield an axe in the name of battle, honor, or revenge was ever-present. Valhalla will not be filled with the weak. In Fire & Axe: A Viking Saga, originally released as Viking Fury, you vie for glory across three epic Viking sagas, each one a different journey to raid, trade, and settle territories. Will you choose the path of diplomacy and trade for victory? Or will your longship cast a bloody wake? **(5 Players) (Saturday 8:00 AM)**

**B310 Food Chain Magnate** (GM: *Justin Henningsen* Room: *Oscar Wilde Ballroom OW10*) Food Chain Magnate is a heavy strategy game about building a fast food chain. The focus is on building your company using a card-driven (human) resource management system. Players compete on a variable city map through purchasing, marketing and sales, and on a job market for key staff members. The game can be played by 2-5 serious gamers in 2-4 hours. **(5 Players) (Saturday 8:00 AM)**

**B283 Great Ferret Heist/POTUS Punch Out** (GM: *Veronica Hamilton* Room: *Oscar Wilde Ballroom OW01*) Local game design company, First Stall Productions, is running playtests of two of their games. First, in the Great Ferret Heist, a dice flicking game, you try to maneuver your ferrets around a jewelry store and get out with as much loot as possible. Second, POTUS is a tile laying/flipping board game that gathers all the U.S. Presidents at a bar at the end of the Universe, where they have a bit too much to drink and end up in a fist fight. (Non-political, just a Presidential theme). **(10 Players) (Saturday 8:00 AM)**

**B475 Heroes of Land, Air & Sea (Qualifier/Learn to Play)** (GM: *Kori Joyce* Room: *Clubhouse CH01*) Heroes of Land, Air & Sea is a 4X-style board game with miniatures that tells the epic tale of orcs vs. humans, dwarves vs. elves, etc., battling kingdoms, and the individuals who turn the tides of war. Think old school RTS, kind of like Tiny Epic games meet Warcraft 2 the tabletop game! This will be a learn to play atmosphere as well as a feeder (for those interested) for the Tournament on Sunday morning! **(12 Players) (Saturday 8:00 AM)**

**B184 Imperial Assault** (GM: *Michael Fitzpatrick* Room: *Clubhouse CH04*) Take down the Empire in the board game, Imperial Assault, by fantasy flight. Take on the role of a Rebel hero trying to sabotage and take down the Imperial Regime, all the while they attempt to destroy any traces of Rebellion from the Galaxy. For 1-5 players, new and veterans welcome. **(5 Players) (Saturday 8:00 AM)**

**B292 Lords of Waterdeep w/Scoundrels of Skullport Expansion** (GM: *Margot Schips* Room: *Oscar Wilde Ballroom OW11*) Scoundrels of Skullport is a double expansion to the popular Lords of Waterdeep. In the base game players are powerful lords trying to control the city of Waterdeep by gaining control of its treasures and resources through trickery, negotiation or force. The expansion features more challenging quests with larger rewards and adds a new element to the game: Corruption. Players who choose to take corruption will accomplish their goals faster, but at what cost? **(6 Players) (Saturday 8:00 AM)**

**B145 Macho Koro** (GM: *Michele Denault* Room: *Oscar Wilde Ballroom OW13*) Machi Koro is a fast-paced - lighthearted - infectiously fun game for 2 to 4 players trying to grow their city into the biggest in the region. **(4 Players) (Saturday 8:00 AM)**

**B130 Near and Far** (GM: *Sarah Follensbee* Room: *Oscar Wilde Ballroom OW15*) Four wanderers search for the Last Ruin, a city that legends say contains an artifact that will grant the greatest desires of the heart. A lost love, redemption, acceptance, a family rejoined-- these are the fires that fuel the wanderers' journeys, but can they overcome their own greed and inner demons on the way? Near and Far is the sequel to Above and Below. Mechanisms in this game are storytelling, dice rolling, and card drafting. Event is for Introductory map. **(4 Players) (Saturday 8:00 AM)**

**B186 Pandemic: Rising Tide** (GM: *Matt Golec* Room: *Oscar Wilde Ballroom OW09*) In this Pandemic variant, you play as Dutch engineers struggling to complete four public works projects that will reclaim land and push back against the mighty sea. This is a challenging but enjoyable co-op that is similar to traditional Pandemic but still feels like its own game. **(5 Players) (Saturday 8:00 AM)**

**B364 Photosynthesis** (GM: *Nick McIntosh* Room: *Clubhouse CH03*) Photosynthesis is a game that consists of placements of trees to get the most light and block other trees from gathering that light. Light is your resource to purchase new trees and seeds. Placement of trees is critical. Whoever can harvest their trees in the most interior of the forest will win the game. **(4 Players) (Saturday 8:00 AM)**

**B294 Power Grid** (GM: *Daniel Beard* Room: *Oscar Wilde Ballroom OW27*) Ever want to own the power company? Well, here is your chance. Build your own power plants and make them newer, larger, and more efficient as the game goes on. Will your plants run on coal, oil, trash, nuclear energy (don't worry about the waste), wind, or fusion? As you build your plants you will be able to power more and more cities. And as with all businesses the more customers, the more money...and better power plants. **(6 Players) (Saturday 8:00 AM)**

**B16 Race for the Galaxy** (GM: *Robert Owen Williams* Room: *Oscar Wilde Ballroom OW18*) In Race for the Galaxy, players play various factions exploring space, developing technologies, strengthening their militaries, settling worlds, producing and consuming goods. The game is entirely card based, there is no board. We will be playing with the Gathering Storm expansion which allows for a fifth player. **(5 Players) (Saturday 8:00 AM)**

**B106 Raiders of the North Sea** (GM: *Bradley Woodward* Room: *Oscar Wilde Ballroom OW29*) Raiders of the North Sea is set in the central years of the Viking Age. As Viking warriors, players seek to impress the Chieftain by raiding unsuspecting settlements. Players will need to assemble a crew, collect provisions and journey north to plunder gold, iron and livestock. There is glory to be found in battle, even at the hands of the Valkyrie. So, gather your warriors, it's raiding season! (Renegade Game Studios) **(4 Players) (Saturday 8:00 AM)**

**B299 Snow Tails** (GM: *Ryan Baker* Room: *Oscar Wilde Ballroom OW25*) Snow Tails is set in the snowy world of the Arctic Circle, where brave sledders compete in a test of skill and endurance. Action is fast and furious and not all sleds may make it to the finish. Huskies only have one setting and that is full speed! Hang on to your furs, the reins, your sled and anything else you can get hold of. **(5 Players) (Saturday 8:00 AM)**

**B331 Space Domination** (GM: *Chris Dondero* Room: *Oscar Wilde Ballroom OW31*) World Domination in Space. That was the idea but then the game developed an entire persona all its own. A true 4x game indeed, "eXplore, eXpand, eXploit, and eXterminate" We had fun roll playing the Dune races into last year's game. I'm looking forward to working with that theme again this year. **(8 Players) (Saturday 8:00 AM)**

**B190 Stone Age** (GM: *Joanna Wagner* Room: *Oscar Wilde Ballroom OW19*) In Stone Age, the players live in a tough world, just as our ancestors did. They collect wood, break stone and wash their gold from the river. They trade freely, expand their village and so achieve new levels of civilization. With a balance of luck and planning, the players compete for food in this pre-historic time. **(4 Players) (Saturday 8:00 AM)**

**B305 Unknown** (GM: *Laban Tatro* Room: *Oscar Wilde Ballroom OW20*) Unknown is a fully cooperative dungeon crawler where the players explore, gather resources, fight enemies and environmental hazards, and attempt to complete missions to start rebuilding civilization, all while trying not to starve. You are among a group of survivors, those that were smart enough to hide underground when the war came to your city. **(6 Players) (Saturday 8:00 AM)**

**B288 Krosmaster: Arena** (GM: *Laban Tatro* Room: *Northstar NS01*) Krosmaster Arena is a PvP-orientated game that offers the lustiest warriors among you the chance to challenge other players to heated battles in arenas scattered around Hormonde. All players begin with the same number of points which they use to build a team of characters whose various talents

must fuse to form a versatile and powerful fighting force - only those with the perfect strategy will prevail. **(6 Players) (Saturday at 8:00 AM)**

**B491 Unpub: Try Upcoming Local Board Games** (GM: *Kori Joyce, Max Seidman* Room: [Oscar Wilde Ballroom OW05](#)) Come try out unpublished board games by local game designers from Vermont, New Hampshire, and beyond! Drop in at any point throughout the event to play a rotating selection of games by local designers and publishers. You'll get to see the games before almost anyone else, meet the designers, and your feedback will shape their futures. Designers: email [max@resonym.com](mailto:max@resonym.com) to sign up for a spot to show off your game prototype! Organized by Endeavour Studios and Resonym **(12 Players) (Saturday 8:00 AM)**

**B107 What's He Building in There?** (GM: *Carey Bostwick* Room: [Oscar Wilde Ballroom OW12](#)) In the worker-placement style game What's He Building in There? players use their Doctors and three henchmen to acquire resources at the available shops, acquire gold, visit the black markets, provide the "Genius at Work" labor, provide "Manual Labor", improve the Doctor's social standing, and invent things. You must complete both a Doomsday Machine and an Escape Plan before Scotland Yard arrests you. **(6 Players) (Saturday 8:00 AM)**

**B274 Betrayal at House on the Hill** (GM: *Daniel Beard* Room: [Oscar Wilde Ballroom OW11](#)) You know that creepy old house up the hill. The place where once that thing happened. Well from time to time things still happen up there. Because there is strength in numbers a group of you have decided to investigate this place for yourselves. Everyone has a flashlight so let's do this, what could possibly go wrong? Fear grows with each room you explore. Creepy events unfold as you collect items and discover the deadly secrets held within the decaying walls. Suddenly something has changed. **(6 Players) (Saturday at 1:00 PM)**

**B46 Boss Monster** (GM: *Serenity Love* Room: [Clubhouse CH03](#)) DIE HUMANS DIEEEEEEEEE!!!!!! In other words, you create a dungeon and try to capture ten human souls first. You can sabotage your "friends" dungeon, so you can win, now who wouldn't want that?! **(6 Players) (Saturday at 1:00 PM)**

**B183 Broadhorns** (GM: *Richard Creaser* Room: [Oscar Wilde Ballroom OW23](#)) Spend a year traveling the mighty Mississippi River transporting goods and passengers in your quest to become the most successful Broadhorn captain. Players take control of one of three sizes of river barges and deliver valuable goods to various ports along the way. While distant destinations yield bigger profits, time is of the essence as that pork might get a little funky in the summer heat. Deliver the right combination of goods at the right time and you might win the favor of the locals. **(4 Players) (Saturday at 1:00 PM)**

**B213 Century: Golem Edition** (GM: *Jen Mayo* Room: [Oscar Wilde Ballroom OW21](#)) Century: Golem Edition is a re-themed version of Century: Spice Road set in the world of Caravania. In Century: Golem Edition, players are caravan leaders who travel the famed golem road to deliver crystals to the far reaches of the world. It's a simple, fast game for those who enjoy deck building and hand management. We'll have time to play it 2-3 times. **(5 Players) (Saturday at 1:00 PM)**

**B137 Endeavor** (GM: *Robert Dijkman Dulkes* Room: [Oscar Wilde Ballroom OW19](#)) In the age of discovery and colonization, you represent a growing empire engaged in a glorious endeavor to expand your influence and status at home and across the great oceans of the world. Through exploration and shipping, colonization and war, you will struggle with the other great powers to control the resources and the regions that unfold before you. If you earn the most glory for your empire, you win the game. **(3 Players) (Saturday at 1:00 PM)**

**B138 Essen Spiel 2018 Special 1** (GM: *Oliver Dienz* Room: [Oscar Wilde Ballroom OW30](#)) Fresh from the Essen game fair: A new 2018 release will make it to Carnage just a week later.

The title will not be known until after the fair but will likely be a complex Eurogame. Keep an eye on the Carnage Facebook page for a preview in the week before. If the game accommodates more than 4, players from the waiting list will be invited to join. **(4 Players) (Saturday at 1:00 PM)**

**B227 Fallout** (GM: *Eric Caron* Room: [Clubhouse CH02](#)) Fallout is a post-nuclear adventure board game for one to four players. Based on the hit video game series by Bethesda soft works, each Fallout scenario is inspired by a familiar story from the franchise. Survivors begin the game on the edge of an unexplored landscape, uncertain of what awaits them in this unfamiliar world. **(4 Players) (Saturday at 1:00 PM)**

**B141 Firefly: The Board Game** (GM: *Gary Bobar* Room: [Oscar Wilde OW20](#)) Are you a Firefly fan? Would you like to find a crew, find a job, and keep flying the 'Verse? Here is your chance. Fly your ship to different planets, look for guns, transports, new engines, and many other types of gear or upgrades needed to ensure a successful job. Search for crew to hire, then deal with Badger, Higgins, Niska, Patience and others for jobs. However, beware of the Alliance, the Operative and the Reavers – they can ruin your day in a hurry. I have all expansions to this game. **(5 Players) (Saturday at 1:00 PM)**

**B165 Game of Thrones Board game: Special Scenarios on the Big Map** (GM: *Brennan Martin* Room: [Oscar Wilde Ballroom OW27](#)) The Game of Thrones board game from Fantasy Flight has two special scenarios that can be used to dramatically change the game play. A Dance with Dragons is an expert-level six-player scenario for with alternate House cards and initial set up. A Feast for Crows is a four-player scenario. Introducing an alternate victory condition, shortened play time, and a set of playable House card. As each scenario requires specific number of players, I will run which one fits the number of registrants. **(6 Players) (Saturday at 1:00 PM)**

**B373 GKR: Heavy Hitters** (GM: *Douglas Gray* Room: [Clubhouse CH05](#)) Welcome to the biggest sport of the future - GIANT KILLER ROBOTS: HEAVY HITTERS! GKR: Heavy Hitters is an advertising-driven, televised combat sport where mega corporations fight for lucrative salvage rights and advertising dominance in Earth's abandoned cities. But more importantly, they need you! Your skills as a pilot and tactician are needed to win, gaining your Faction more fans, and more importantly, loyal customers. **(4 Players) (Saturday at 1:00 PM)**

**B286 Harry Potter: Hogwarts Battle** (GM: *Veronica Hamilton* Room: [Oscar Wilde Ballroom OW15](#)) Starting with Book 3 and going as far as we can in the time slot: The forces of evil are threatening to overrun Hogwarts castle in Harry Potter: Hogwarts Battle, a cooperative deck-building game, and it's up to four students to ensure the safety of the school by defeating villains and consolidating their defenses. In the game, players take on the role of a Hogwarts student: Harry, Ron, Hermione or Neville, each with their own personal deck of cards that's used to acquire resources. **(4 Players) (Saturday at 1:00 PM)**

**B287 Kid-friendly Agricola** (GM: *Sarah Cooper* Room: [Oscar Wilde Ballroom OW16](#)) Note - this is the full game, not the new "family edition". Agricola has a farming theme, players will plow fields and sow grain, raise animals for points or food and expand and renovate their home by gathering raw materials and converting them. Please note this is a kid-friendly running of the game so things may get a bit silly and some rules may be bent at the discretion of parents/GM. The game says 12+, but parents can use their judgement. Can run 3-4 hours. **(4 Players) (Saturday at 1:00 PM)**

**B291 Learn to play Crokinole** (GM: *Dave Goodwin* Room: [Oscar Wilde Ballroom OW50](#)) Attendees will have the opportunity to learn the rules for Crokinole as well as play some games against others. Crokinole is a tabletop game similar in some respects to shuffleboard and curling. Disks are flicked by a fingertip in an effort to score more points than your opponent. It's a fast, enjoyable game that is played while seated. The game is quick and can be played



as singles or doubles depending on attendance. We'll rotate players in and out to give everyone a chance! **(64 Players) (Saturday at 1:00 PM)**

**B306 Unknown** (GM: *Laban Tatro* Room: [Northstar NS03](#)) Unknown is a fully cooperative dungeon crawler where the players explore, gather resources, fight enemies and environmental hazards, and attempt to complete missions to start rebuilding civilization, all while trying not to starve. You are among a group of survivors, those that were smart enough to hide underground when the war came to your city. **(6 Players) (Saturday at 1:00 PM)**

**B48 Lord of The Rings Risk Trilogy Edition** (GM: *Kimberly Bibona* Room: [Oscar Wilde Ballroom OW09](#)) The classic game of conquest travels into Middle-earth with this special edition of RISK. Adapted after the battles waged in The Lord of the Rings, it features a highly detailed Middle-earth game board drawn by an official cartographer from the film, and a gold-tone pewter replica of The Ring. Choose to command a Good or Evil force, unite your armies and go into battle with specially sculpted characters, representing Elven Archers, Riders of Rohan Orcs, Dark Riders, Eagles and Cave trolls. **(4 Players) (Saturday at 1:00 PM)**

**B148 Masters of the Galaxy** (GM: *Justin Berman* Room: [Oscar Wilde Ballroom OW14](#)) The Galaxy is vast, rich and open to any species who discovers space flight... but nine Elder Races are expanding through space, ready to assimilate or exterminate anybody who stands in their way. Drawing inspiration from classic science-fiction, movies, and computer games, Master of the Galaxy merges all these inspirations into a unique and colorful setting. **(4 Players) (Saturday at 1:00 PM)**

**B207 Mission to Planet Hexx!** (GM: *JAMES FITZPATRICK* Room: [Oscar Wilde Ballroom OW03](#)) Mission to Planet Hexx! is a retro-style space adventure board and card game in one. It's a game of space adventure and exploration, where players build the game board as they go, mapping out the galaxy with Space and Planet Hexes. Take your Spaceship and go in search of vital Data. the first player to complete their Mission File wins! Discover new combos every time you play. An intermediate game for 2-4 players ages 10& up. 30-90 minutes. **(4 Players) (Saturday at 1:00 PM)**

**B155 Munchkin Spell Skool** (GM: *Heather Tate MiB* Room: [Oscar Wilde Ballroom OW12](#)) This is magic class like you've never seen it before. Pick up your Bubble Wand and hope you can find the Great Haul, or at least a Friendly Big Kid to help you out. Or maybe grab the Fire Drill or the Manual of Transmission, because here come the Ash Kicker, Huff & Puff, and the dreaded Moldy Mort! **(4 Players) (Saturday at 1:00 PM)**

**B325 Omen Peak** (GM: *Benjamin Croft* Room: [Oscar Wilde Ballroom OW35](#)) Join forces as the ancestor spirits of your tribe in this cooperative survival dice game! Help your living descendants survive the journey to the summit of Omen Peak, collecting resources and avoiding hazards like disease, wild animals and evil spirits. Will the omens fall in your favor, or will the tribe succumb to starvation? Journeys average 45-60 minutes. 1-6 players. Ages 8 to adult. **(24 Players) (Saturday at 1:00 PM)**

**B41 Power Grid** (GM: *Randy Szabadics* Room: [Clubhouse CH04](#)) The objective of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities. All published maps available. **(5 Players) (Saturday at 1:00 PM)**

**B311 Pulsar 2849** (GM: *Justin Henningsen* Room: [Oscar Wilde Ballroom OW24](#)) It is the year 2849, and humanity has harnessed the power of the pulsars. Now we must find a way to distribute this power throughout the stars. In this Euro-style game, players explore space, claim pulsars, and discover technologies that will help them build energy-distribution infrastructure on a cosmic scale. Dice are used to

purchase actions, and players choose their dice from a communal pool. There are many paths to victory, so you can blaze your own trail to a bright future. **(4 Players) (Saturday at 1:00 PM)**

**B460 Root: A Game of Woodland Might and Right** (GM: *William Minsinger* Room: [Oscar Wilde Ballroom OW13](#)) Root is a game of adventure and war in which 2 to 4 players battle for control of a vast wilderness. **(4 Players) (Saturday at 1:00 PM)**

**B453 Shootin' Ladders** (GM: *Jim Thayer* Room: [Oscar Wilde Ballroom OW08](#)) Remember Chutes 'n Ladders? This ain't it! In Shootin' Ladders, you move your Gingerbread Man around the board and try to crush the other players with your candy-themed weapons. Start off with your Dessert Eagle, then upgrade to an M&M-16, a Choco-Choco-Chain Gun, or a Cherry Flambe Thrower. Get up close and personal with the Cherry Chainsaw. Protect yourself with Kevlar frosting, and heal yourself with a MediKitKat. It's not over until you're the last one standing. **(6 Players) (Saturday at 1:00 PM)**

**B302 SUET (Society of Ultimate Evil & Terror) w/Secret Labs** (GM: *John LeMaire* Room: [Oscar Wilde Ballroom OW01](#)) In SUET you play an evil genius attempting to get into the Society of Ultimate Evil and Terror by being the first to build a doomsday device in your secret lab. We will be running the original game, created by local game designer John LeMaire, and then playtesting the SECRET LABS expansion, which gives the characters extra powers and adds a new element to the game. **(5 Players) (Saturday at 1:00 PM)**

**B304 Terraforming Mars** (GM: *Margot Schips* Room: [Oscar Wilde Ballroom OW17](#)) Last year's most popular board game at Carnage XX! In the 2400s, mankind begins to terraform the planet Mars by raising the temperature, the oxygen level, and the ocean. In Terraforming Mars, you represent one of the giant corporations sponsored by the World Government on Earth to make Mars habitable for earthlings. Victory points are awarded for your contribution to the terraforming, advancing human infrastructure throughout the solar system, and other commendable actions. **(5 Players) (Saturday at 1:00 PM)**

**B314 The Exorcism at the House of Monkton Falls** (GM: *David Tepfer* Room: [Oscar Wilde Ballroom OW26](#)) Strange things are happening in the small rural town of Monkton, VT. People have disappeared, a thick colorless fog has consumed the town, and the 200-year-old manor atop the hill looks to be at the center of the disturbances. In this event teams of 2-4 players will face off to see whose team is the greatest group of Paranormal investigators in a game of The Exorcism at the House of Monkton Falls. Receive exclusive promos for entering and prizes for the best team. **(12 Players) (Saturday at 1:00 PM)**

**B192 The Mind** (GM: *Jess Cobb* Room: [Oscar Wilde Ballroom OW04](#)) The Mind is more than just a game; it's an experiment, a journey, a team experience in which you can't exchange information, yet will become one to defeat all the levels of the game. During the game you try to complete a number of levels in which each player receives a hand of cards equal to the number of the level: one card in level 1, two cards in level 2, etc. Collectively you must play these cards in consecutive order WITHOUT talking to each other. Can you work together as a team to win? **(4 Players) (Saturday at 1:00 PM)**

**B497 The World of SMOG: Rise of Moloch** (GM: Room: [Oscar Wilde Ballroom OW29](#)) There is an evil on the rise and only a brave few will be able to stop it. In Rise of Moloch, players assume the roles of different members of the legendary Unicorn Club, sworn to protect the Queen from her enemies. It is a one-against-many campaign, with one player becoming the Nemesis, the head of an underground cult with nefarious plans on their mind. **(4 Players) (Saturday at 1:00 PM)**

**B38 Twilight Imperium 4th edition** (GM: *Andy Palmer* Room: [Oscar Wilde Ballroom OW22](#)) **(6 Players) (Saturday at 1:00 PM)**

**B222 Visitor in Blackwood Grove** (GM: *Max Seidman* Room: [Oscar Wilde Ballroom OW49](#)) A spacecraft crashes in Blackwood Grove. Can the helpful Kid get through the craft's forcefield in time to save the Visitor from the nefarious Agents? Players race to solve the pattern of what kinds of objects pass through the forcefield—what do a Piano, Microphone, Dragon, and Volcano have in common with one another? If you said, " they all make noise," you win! Each game lasts 15 minutes. Players can play as many times as they wish but can expect to be done in an hour. **(12 Players) (Saturday at 1:00 PM)**

**B193 Westmonster Kennel Club** (GM: *Matt Golec* Room: [Oscar Wilde Ballroom OW10](#)) In Westmonster Kennel Club, you play a monster handler in the world's most prestigious monster show. You'll lure monsters to your side with tasty monster treats, and then either assign them to contests or keep them back in your kennel to be used later as food. Handlers vie to score points in contests, with only one of each monster types moving up to the final Best in Show round. The handler who gains the most points is the winner of Westmonster Kennel Club! **(5 Players) (Saturday at 1:00 PM)**

**B31 9th Annual Dominion Tournament** (GM: *Michael Tutt* Room: [Clubhouse CH01](#)) Join us in the 9th annual Carnage Dominion Tournament. The tournament will consist of a series of Swiss-ish rounds, with random sets of cards from the base game and Intrigue each round. Points are awarded based on each player's finish in each round. At the end of Swiss play the top eight players will square off in a semi-final for entry into the last final round Prizes will include a commemorative Carnage play mat. **(27 Players) (Saturday at 7:00 PM)**

**B179 Aladdin's Dragons** (GM: *Joanna Wagner* Room: [Oscar Wilde Ballroom OW20](#)) Aladdin's Dragons features players sending out their minions to collect treasure, interact with the city and finally present themselves at the palace to bid for artifacts. Which minion(s) you send where will determine your success! **(5 Players) (Saturday at 7:00 PM)**

**B275 Android** (GM: *Rachel Winer* Room: [Oscar Wilde Ballroom OW18](#)) Welcome to New Angeles, a city of the future in which human cloning, moon colonies, and artificially intelligent bioroids are all reality. You will take on the role of one of several unique detective characters and travel around the city attempting to "solve" a murder (or at least make sure your preferred suspect is convicted) and unravel a conspiracy, all while trying to manage your character's personal baggage. Getting into character is encouraged! **(4 Players) (Saturday at 7:00 PM)**

**B309 Blood Rage - with Kickstarter extras!** (GM: *Matt Miller* Room: [Oscar Wilde Ballroom OW30](#)) In Blood Rage, each player controls their own Viking clan. Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! Beginners are welcome. **(5 Players) (Saturday at 7:00 PM)**

**B313 Cosmic Encounter** (GM: *Justin Henningsen* Room: [Clubhouse CH04](#)) Build a galactic empire... In the depths of space, the alien races of the Cosmos vie with each other for control of the universe. Alliances form and shift from moment to moment, while cataclysmic battles send starships screaming into the warp. Players choose from dozens of alien races, each with its own unique power to further its efforts to build an empire that spans the galaxy. **(6 Players) (Saturday at 7:00 PM)**

**B224 Dice Forge** (GM: *Kevin Randino* Room: [Clubhouse CH02](#)) Heroes, stand ready! The gods are offering a seat in heaven to whichever hero defeats their rivals. Your courage and wits will be your most precious allies as you use your divine dice to gather resources along the road to victory. Dice Forge is a development game featuring innovative mechanics based on dice with removable faces. In this dice crafting game, players build their own dice. Roll your dice, manage your resources, complete ordeals before your opponents! **(6 Players) (Saturday at 7:00 PM)**

**B221 Dungeon!** (GM: *Robin Lea* Room: [Clubhouse CH03](#)) Play a Fighter, Rogue, Cleric, or Wizard searching for lost treasure in a dungeon filled with monsters. Wizards of the Coast edition of the classic TSR board game. **(8 Players) (Saturday at 7:00 PM)**

**B280 Endeavor** (GM: *Sarah Cooper* Room: [Oscar Wilde Ballroom OW16](#)) A mix of worker placement, resource sliders, and some good ol' fashioned player vs player aggression! The theme is colonial expansion, each player will work to gain victory points and improve their action abilities. You'll construct buildings, occupy cities, and explore areas of the world. 3-ish hours is expected time. **(4 Players) (Saturday at 7:00 PM)**

**B50 Exploding Kittens** (GM: *Serenity Love* Room: [Oscar Wilde Ballroom OW21](#)) A card game for people who are into kittens. And explosions. And laser beams. And sometimes goats. **(5 Players) (Saturday at 7:00 PM)**

**B60 Fortune and Glory: The Cliff-hanger Game** (GM: *Thomas A. Compter* Room: [Oscar Wilde Ballroom OW27](#)) It is the late 1930s, and the Nazis have taken control of Germany. They now spread darkness across the globe in their hunt for powerful occult artifacts that can give them the upper hand in the days to come. But the spirit of adventure and freedom won't be stamped out so easily. Heroic adventurers from around the world answer the call, racing against time to hunt down ancient artifacts, explore deadly temples, and fight back the powers of darkness from engulfing the world in flames. **(8 Players) (Saturday at 7:00 PM)**

**B142 Fury of Dracula (2nd Edition)** (GM: *Kenneth Marin* Room: [Oscar Wilde Ballroom OW11](#)) In Fury of Dracula, a game of Gothic adventure, one player takes the role of Dracula while up to four others attempt to stop him by controlling Vampire hunters from the famous Bram Stoker novel. **(4 Players) (Saturday at 7:00 PM)**

**B228 Gaia Project** (GM: *Eric Caron* Room: [Oscar Wilde Ballroom OW23](#)) "Set your sights on distant stars and strive to colonize the galaxy in Gaia project, the follow-up to the smash hit Terra Mystica! true to the foundations that made Terra Mystica a massive success, this box invites one to four players to forge their own galactic empires. **(4 Players) (Saturday at 7:00 PM)**

**B284 Great Ferret Heist/POTUS Punch Out** (GM: *Veronica Hamilton* Room: [Oscar Wilde Ballroom OW01](#)) Local game design company, First Stall Productions, is running playtests of two of their games. First, in the Great Ferret Heist, a dice flicking game, you try to maneuver your ferrets around a jewelry store and get out with as much loot as possible. Second, POTUS is a tile laying/flipping board game that gathers all the U.S. Presidents at a bar at the end of the Universe, where they have a bit too much to drink and end up in a fist fight. (Non-political, just a Presidential theme). **(10 Players) (Saturday at 7:00 PM)**

**B461 Great Western Trail** (GM: *Eric Paperman* Room: [Oscar Wilde Ballroom OW29](#)) In great western trail, you are rival cattlemen in 19th century America, herding cattle from Texas to Kansas City in a circular trail. The winner is the player who manages their herd best and exhibits good timing in mastering opportunities and pitfalls on the great western trail. Designer Alexander Pfister (Mombasa) has created an extraordinary gamers game, full of exciting decisions and with enough strategies to merit countless plays. **(4 Players) (Saturday at 7:00 PM)**

**B208 Mission to Planet Hexx!** (GM: *JAMES FITZPATRICK* Room: [Oscar Wilde Ballroom OW03](#)) Mission to Planet Hexx! is a retro-style space adventure board and card game in one. It's a game of space adventure and exploration, where players build the game board as they go, mapping out the galaxy with Space and Planet Hexes. Take your Spaceship and go in search of vital Data. the first player to complete their Mission File wins! Discover new combos

every time you play. An intermediate game for 2-4 players ages 10& up. 30-90 minutes. **(4 Players) (Saturday at 7:00 PM)**

**B330 Multiverse Eclipse Session 1** (GM: *Chris Dondero* Room: [Oscar Wilde Ballroom OW31](#)) We have had fun the past few years playing a massive 12 player eclipse games, but this year we will be trying something different. We will be playing Eclipse in the Multiverse. Put simply, two games will be run side by side with 6-8 players each. To keep things interesting each table will draw game tiles from the same allocation & each table will draw technologies from one master board. Two smaller games should promote faster game play combined with the unpredictability of the Multiverse play. **(6 Players) (Saturday at 7:00 PM)**

**B362 Multiverse Eclipse Session 2** (GM: *Chris Dondero* Room: [Oscar Wilde Ballroom OW32](#)) We have had fun the past few years playing a massive 12 player eclipse games, but this year we will be trying something different. We will be playing Eclipse in the Multiverse. Put simply, two games will be run side by side with 6-8 players each. To keep things interesting each table will draw game tiles from the same allocation & each table will draw technologies from one master board. Two smaller games should promote faster game play combined with the unpredictability of the Multiverse play. **(6 Players) (Saturday at 7:00 PM)**

**B61 Ogre on Mars** (GM: *Keith Alper* Room: [Oscar Wilde Ballroom OW45](#)) Steve Jackson's Ogre moves to Mars for Carnage 21. Defend your settlements from the giant tank or smash domes under your treads! **(8 Players) (Saturday at 7:00 PM)**

**B150 Railways of the World - Eastern US** (GM: *Robert Dijkman Dulkes* Room: [Oscar Wilde Ballroom OW09](#)) Revisit the early days of the Age of Steam as you begin with a locomotive (the venerable John Bull, the first locomotive to run in North America) and a vision (your Tycoon "mission" card). From there, build your budding railroad network into a vast empire. Connect New York to Chicago, earn the most money, develop bigger and faster locomotives and maybe even span North America and build the Transcontinental Railway! **(5 Players) (Saturday at 7:00 PM)**

**B215 Rising Sun** (GM: *Carlo Gozzi* Room: [Oscar Wilde Ballroom OW26](#)) Rising Sun is a game about honor, negotiation, and warfare in a feudal Japan where the ancient gods (kami) have returned to rebuild the empire.

Whereas the distant ancestor of Blood Rage was Risk, Rising Sun claims Diplomacy as its distant ancestor. Tackle negotiations, alliances, and war. Capture hostages and commit seppuku. The game features an honor track, which rises, and falls based on your actions **(5 Players) (Saturday at 7:00 PM)**

**B365 Sentinels of the Multiverse (All Expansions)** (GM: *Nick McIntosh* Room: [Oscar Wilde Ballroom OW12](#)) A villain holds the world hostage and you and your fellow superheroes are all that stand in their way. You will fight with your friends to rid the world of the evil villain once and for all. This game is up to 5 players and the villains scale. Do you have what it takes to save humanity? **(5 Players) (Saturday at 7:00 PM)**

**B298 Shadowrift 2nd Edition** (GM: *Felix Munoz* Room: [Oscar Wilde Ballroom OW10](#)) A cooperative deck building game, the players are heroes attempting to defend Haven Town from one of many destructive forces coming through the many "shadowrifts" that have formed around the town. **(6 Players) (Saturday at 7:00 PM)**

**B189 Sid Meier's Civilization: A New Dawn** (GM: *Bethany Creaser* Room: [Oscar Wilde Ballroom OW14](#)) Sid Meier's Civilization: A New Dawn is a strategy game in which players act as the rulers of history's most memorable empires. Over the course of the game, players will expand their domains, gain new technologies, and build many of humanity's greatest wonders.

In the end, one nation will rise above all others to leave its indelible mark upon history. This is a streamlined version of Sid Meier's Civilization: The Board Game. **(4 Players) (Saturday at 7:00 PM)**

**B369 Tammany Hall** (GM: *Avalon Pendragon* Room: [Oscar Wilde Ballroom OW13](#)) Tammany Hall is a game of backstabbing, corruption, temporary alliances, and taking power at all costs.... Tammany Hall was the political machine that dominated New York City politics by organizing the immigrant populations. **(5 Players) (Saturday at 7:00 PM)**

**B37 Ticket to Ride 10th. Anniversary Edition** (GM: *Ron Griffin* Room: [Oscar Wilde Ballroom OW19](#)) A beautiful "model railroad" quality of the original classic! In Ticket to Ride, players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route. **(5 Players) (Saturday at 7:00 PM)**

**B58 Tokaido** (GM: *Jeannie Compter* Room: [Oscar Wilde Ballroom OW15](#)) In Tokaido, each player is a traveler crossing the "East sea road", one of the most magnificent roads of Japan. While traveling, you will meet people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and wild places but at the end of the day, when everyone has arrived at the end of the road you'll have to be the most initiated traveler – which means that you'll have to be the one who discovered the most interesting and varied things. **(5 Players) (Saturday at 7:00 PM)**

**B393 878: Viking-The Invasion of England** (GM: *Temis De La Pena* Room: [Gateway GW01](#)) 878 is a quick war game based on the Viking's invasions of the English isle. Players will play in teams of two. On the Viking side there are the Norse freemen and the feared Berserkers. England is defended by the Housecarls, the king's own troops, and the Thegns, local noble leaders. **(8 Players) (Sunday 8:00 AM)**

**B129 Above and Below** (GM: *Sarah Follensbee* Room: [Oscar Wilde Ballroom OW09](#)) Above and Below is a mashup of town-building and storytelling where you and up to three friends compete to build the best village above and below ground. In the game, you send your villagers to perform jobs like exploring the cave, harvesting resources, and constructing houses. Mechanisms in this game are storytelling, dice rolling, card drafting, set collection. **(4 Players) (Sunday 8:00 AM)**

**B139 Essen Spiel 2018 Special 2** (GM: *Oliver Dienz* Room: [Oscar Wilde Ballroom OW30](#)) Fresh from the Essen game fair: Another new 2018 release will make it to Carnage just a week later. The title will not be known until after the fair but will likely be a complex Eurogame. The game will likely be different than the one offered in the first "Essen Special". Keep an eye on the Carnage Facebook page for a preview in the week before. If the game accommodates more than 4, players from the waiting list will be invited to join. **(4 Players) (Sunday 8:00 AM)**

**B372 Everdell** (GM: *Douglas Gray* Room: [Oscar Wilde Ballroom OW15](#)) Within the charming valley of Everdell, beneath the boughs of towering trees, among the meandering streams and mossy hollows, a civilization of forest **(4 Players) (Sunday 8:00 AM)**

**B182 Five Tribes, possibly with the Artisans of Naqala expansion** (GM: *Carey Bostwick* Room: [Oscar Wilde Ballroom OW14](#)) Here, in a unique twist on the now-standard "worker placement" genre, the game begins with the meeples already in place – and players must cleverly maneuver them over the villages, markets, oases, and sacred places tiles that make up Naqala. How, when, and where you dis-place these Five Tribes of Assassins, Elders, Builders, Merchants, and Viziers determine your victory or failure. If there is interest, we may play with the Artisans of Naqala expansion. **(4 Players) (Sunday 8:00 AM)**

**B476 Heroes of Land, Air & Sea Tournament** (GM: *Kori Joyce* Room: [Oscar Wilde Ballroom OW36](#)) Heroes of Land, Air & Sea is a 4X-style board game with miniatures that tells the epic tale of orcs vs. humans, dwarves vs. elves, etc., battling kingdoms, and the individuals who turn the tides of war. Think old school RTS, kind of like Tiny Epic games meet Warcraft 2 the tabletop game! This will be a learn to play atmosphere as well as a feeder (for those interested) for the Tournament on Sunday morning! **(6 Players) (Sunday 8:00 AM)**

**B289 Krosmaster: Arena** (GM: *Laban Tatro* Room: [Northstar NS01](#)) Krosmaster Arena is a PvP-orientated card game that offers the lustiest warriors among you the chance to challenge other players to heated battles in arenas scattered around Hormonde. All players begin with the same number of points which they use to build a team of characters whose various talents must fuse to form a versatile and powerful fighting force - only those with the perfect strategy will prevail. **(6 Players) (Sunday 8:00 AM)**

**B462 Mare Nostrum: Empires** (GM: *William Minsinger* Room: [Oscar Wilde Ballroom OW27](#)) The ancient Romans called the Mediterranean Sea 'Mare Nostrum' which is Latin for 'Our Sea'. 'Mare Nostrum - Empires' is an empire building game in which 3-5 players lead their individual empires to dominion of the ancient world. You grow the fame and glory of your empire by expanding your influence into new Provinces, then extending your Trade Caravans, building Markets, and founding new Cities and Temples. **(5 Players) (Sunday 8:00 AM)**

**B147 Merchant of Venus (Avalon Hill)** (GM: *Kenneth Marin* Room: [Oscar Wilde Ballroom OW29](#)) Merchant of Venus makes players take on the roles of space traders chasing wealth and fortune. Each player moves their ship through interconnected systems on a fixed map, discovering new alien worlds to trade with. As players start to make money delivering commodities, their earnings can be used to purchase equipment and construct their own infrastructure. The player who first acquires enough total value in cash and port/factory deeds wins the game. **(5 Players) (Sunday 8:00 AM)**

**B463 Roll for the Galaxy** (GM: *Eric Paperman* Room: [Oscar Wilde Ballroom OW16](#)) Roll for the Galaxy is a dice game of building space empires Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins! This dice version of Race for the Galaxy takes players on a new journey through the Galaxy, but with the feel of the original game. **(5 Players) (Sunday 8:00 AM)**

**B197 Sentinels of the Multiverse** (GM: *Andrew Harmon* Room: [Oscar Wilde Ballroom OW10](#)) Calling all heroes of the multiverse! The dreaded [Insert Invincible Overlord name here] is threatening destruction on of our fair galaxy from Mars Base to Atlantis and beyond! Suit up in your favorite power armor or spandex and come help stop the evil [Insert Invincible Overlord name] before it's too late! **(5 Players) (Sunday 8:00 AM)**

**B366 Terraforming Mars: Prelude and Venus Next** (GM: *Nick McIntosh* Room: [Oscar Wilde Ballroom OW12](#)) As the mega corporations are getting ready to start the terraforming process, you now have the chance to make those early choices that will come to define your corporation and set the course for the future history of Mars - this is the prelude to your greatest endeavors! In Terraforming Mars: Prelude, you get to choose from Prelude cards that jump start the terraforming process or boost your corporation engine. There are also 5 new corporations, and 7 project cards. **(5 Players) (Sunday 8:00 AM)**

**B473 The Dark Tower** (GM: *Kevin Day* Room: [Oscar Wilde Ballroom OW19](#)) The classic electronic game. Find the three keys to be able to assault the Dark Tower. Be sure to have enough warriors to defeat the evil wizard! **(4 Players) (Sunday 8:00 AM)**

**B370 The Reckoners** (GM: *Eric Caron* Room: [Oscar Wilde Ballroom OW26](#)) The Reckoners, a game based on the young adult fantasy novels by Brandon Sanderson, allows players to take on the roles of the novels' protagonists and work together to save the world. Super powers have gifted many due to a mysterious blast in the sky, and those with these gifts have been dubbed Epics. Bad news is that every Epic turns out to be evil. Work together with your team to discover their weakness and take the Epic down before they take out you and your team. **(6 Players) (Sunday 8:00 AM)**

**B47 The Resistance** (GM: *Kevin Randino* Room: [Oscar Wilde Ballroom OW13](#)) The Resistance is a party game of social deduction. It is designed for five to ten players, lasts about 30 minutes, and has no player elimination. Will be including expansions and different versions of The Resistance for various different forms of fun! **(10 Players) (Sunday 8:00 AM)**

**B178 5-Minute Dungeon** (GM: *Jess Cobb* Room: [Oscar Wilde Ballroom OW21](#)) 5--Minute Dungeon is a chaotic, co--operative, real--time card game in which players have only five minutes to escape the randomized dungeon. Communication and teamwork **(5 Players) (Sunday at 10:00 AM)**

**B134 Carcassonne with Expansions** (GM: *Jaron S. Peters* Room: [Oscar Wilde Ballroom OW22](#)) Carcassonne is a tile-based German-style board game for two to five players, **(4 Players) (Sunday at 10:00 AM)**

**B35 DC Deckbuilding** (GM: *Randy Szabadies* Room: [Oscar Wilde Ballroom OW18](#)) Batman! Superman! Wonder Woman! Aquaman! The Flash! Green Lantern! Cyborg! The Justice League of America is ready for action – are you? Fight the never-ending battle for truth, justice, and peace in the DC Comics Deck-Building Game! All expansions available. **(4 Players) (Sunday at 10:00 AM)**

**B135 Easy like Sunday Morning** (GM: *Rachel Keast* Room: [Oscar Wilde Ballroom OW24](#)) After a long weekend of intense gaming, give your poor brain a break. Come and unwind with some easy, fun games. I will offer Sushi Go, Hanaibi, and Wonky. All these games are fun and easy to learn. Bring your coffee and join us for some laid-back Sunday morning entertainment. **(10 Players) (Sunday at 10:00 AM)**

**B282 Great Ferret Heist** (GM: *Veronica Hamilton* Room: [Oscar Wilde Ballroom OW01](#)) The Great Ferret Heist, is a dice flicking game where you try to maneuver your ferrets around a jewelry store and get out with as much loot as possible. Depending on how well you flick you can get modifiers that help your ferrets increase their haul. This is a new prototype, and we are looking for playtesters to give us feedback and help us fine tune the gameplay. **(10 Players) (Sunday at 10:00 AM)**

**B185 Kill Doctor Lucky** (GM: *Eric Johnson* Room: [Oscar Wilde Ballroom OW23](#)) In this notorious game, an inversion of Clue, you hate Doctor Lucky. Maybe he left you out of his will. Maybe he killed your pet rock. Whatever the reason, you want him dead. Unfortunately, so do the other players. Since you don't want to go to jail, you need to make your attempt in secret; if anybody can see you, whistle nonchalantly, and let the Doctor live ... until next time. **(8 Players) (Sunday at 10:00 AM)**

**B43 Mission to Planet Hexx!** (GM: *JAMES FITZPATRICK* Room: [Oscar Wilde Ballroom OW20](#)) Mission to Planet Hexx! is a retro-style space adventure board and card game in one. It's a game of space adventure and exploration, where players build the game board as they go, mapping out the galaxy with Space and Planet Hexes. Take your Spaceship and go in search of vital Data. the first player to complete their Mission File wins! Discover new combos every time you play. An intermediate game for 2-4 players ages 10& up. 30-90 minutes. **(4 Players) (Sunday at 10:00 AM)**

**B293 Photosynthesis** (GM: *Rachel Winer* Room: [Oscar Wilde Ballroom OW08](#)) Photosynthesis is an abstract strategy game disguised by lovely artwork and a charming theme: growing trees! Each turn, allocate your energy points wisely to sow seeds, make your trees grow taller, or harvest mature trees. Plan ahead for the sun's rotation around the forest, and you may just overshadow your opponents! **(4 Players) (Sunday at 10:00 AM)**

**B303 SUET w/Secret Labs / POTUS Punch Out** (GM: *John LeMaire* Room: [Oscar Wilde Ballroom OW02](#)) This is a combined time slot, stop in for one or both. Walk ups are always welcome. In the SUET SECRET LAB EXPANSION, you are still playing an evil genius trying to gain entry to the Society of Ultimate Evil, but this time you've got some extra powers at your disposal. Do you have what it takes to join the Society of Ultimate Evil and Terror? For POTUS Punch Out, we have a tile laying game with a unique board flipping mechanic that gathers all the US Presidents up for a bar fight. Non-political! **(5 Players) (Sunday at 10:00 AM)**

**B62 Swinging Jivecat Voodoo Lounge** (GM: *Jeannie Compter* Room: [Oscar Wilde Ballroom OW25](#)) You and your fellow voodoo spirits have traveled back in time to poke a little fun at the hepcats of the 1950s cocktail culture. Your mystical influences will link these lounge-goers into social cliques that give you access to the coolest party-people that all the hipsters want to be near. Mix a few drinks, rack up the magical monkey points, and crown yourself king of the Swinging Jivecat Voodoo Lounge. **(5 Players) (Sunday at 10:00 AM)**

**B164 Terraforming Mars** (GM: *Joel Beebe* Room: [Oscar Wilde Ballroom OW17](#)) In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process but compete for getting victory points. **(5 Players) (Sunday at 10:00 AM)**

**B36 Ticket to Ride** (GM: *Bryan* Room: [Oscar Wilde Ballroom OW11](#)) With elegantly simple gameplay, Ticket to Ride can be learned in under 15 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route. **(5 Players) (Sunday at 10:00 AM)**

**B277 Between Two Cities** (GM: *Alex Clay* Room: [Oscar Wilde Ballroom OW19](#)) You are a world-renowned master city planner who has been asked to redesign two different cities. Projects of such significance require the expertise of more than one person, so for each assignment you are paired with a partner with whom to discuss and execute your grandiose plans. Between Two Cities is a tile drafting game similar to 7 Wonders where you work with each of your neighbors to make the best two cities. Be warned, your worst city becomes your score at the end! **(7 Players) (Sunday at 1:00 PM)**

**B159 Clank! In Space** (GM: *Ryan Lockwood* Room: [Oscar Wilde Ballroom OW09](#)) A unique deck building board game combo! Sneak aboard an evil tyrant's space ship, rob them and head for the escape pods before they take you down for good! 2-4 players **(4 Players) (Sunday at 1:00 PM)**

**B278 Concordia** (GM: *Ryan Baker* Room: [Oscar Wilde Ballroom OW15](#)) Two thousand years ago, the Roman Empire ruled the lands around the Mediterranean Sea. With peace at the borders, harmony inside the provinces, uniform law, and a common currency, the economy thrived and gave rise to mighty Roman dynasties as they expanded throughout the numerous cities. Guide one of these dynasties and send colonists to the remote realms of the Empire; develop your trade network; and appease the ancient gods for their favor — all to gain the chance to emerge victorious! **(5 Players) (Sunday at 1:00 PM)**

**B281 Formula De** (GM: *Daniel Beard* Room: [Oscar Wilde Ballroom OW21](#)) Formula De is a fast-paced racing game, in which the cars top speeds are limited by having to end a certain number of turns in each of the racetracks many curves. Come check out this game which captures the feel of real racing! **(10 Players) (Sunday at 1:00 PM)**

**B149 Puerto Rico** (GM: *Michele Denault* Room: [Oscar Wilde Ballroom OW12](#)) Players assume the roles of colonial governors on the island of Puerto Rico during the age of Caribbean ascendancy. [2] The aim of the game is to amass victory points by exporting goods or by constructing buildings. [2] **(4 Players) (Sunday at 1:00 PM)**

**B32 Rex: Final Days of an Empire** (GM: *Andy Palmer* Room: [Oscar Wilde Ballroom OW30](#)) Rex: Final Days of an Empire, a reimagined version of Dune set in Fantasy Flight's Twilight Imperium universe, is a board game of negotiation, betrayal, and warfare in which 3-6 players take control of great interstellar civilizations, competing for dominance of the galaxy's crumbling imperial city. **(6 Players) (Sunday at 1:00 PM)**

**B205 Tammany Hall** (GM: *Brad Blitstein* Room: [Oscar Wilde Ballroom OW10](#)) Politics in New York City during the 19th Century. Ward bosses used any tactics necessary to get the votes they needed to control Tammany Hall. Come check out this great game of slick talking politics and even some good old fashioned "back stabbing" **(5 Players) (Sunday at 1:00 PM)**

**B348 Terror in Meeple City!** (GM: *Brynne Spaeth* Room: [Oscar Wilde Ballroom OW14](#)) Prepare to Rampage through the streets of Meeple City as a gigantic, famished, scaly-skinned monster! Your goal: Dig your claws and dirty paws into the asphalt, destroy buildings, and devour innocent meeple – in short: sow terror while having fun. The monster who has caused the most damage after the carnage finally ends wins the game... **(4 Players) (Sunday at 1:00 PM)**

**B499 Tower of Madness** (GM: *Kevin Day* Room: [Oscar Wilde Ballroom OW06](#)) Investigate unspeakable horrors without losing your marbles - literally! Try and defeat Cthulhu without dropping a DOOM marble from the tower. Good light hearted game to end your gaming weekend. **(5 players) (Sunday at 1:00 PM)**

## Card Games

**C481 Arkham Horror LCG: Learn to Play** (GM: *Ray* Room: [Snowshed Cafeteria SC01](#)) Come and learn to play the Arkham Horror LCG. Arkham Horror LCG is a cooperative living card game in which you take on the role of an investigator looking into Lovecraftian horrors. Will you stop the Elder Gods, or will they wreak havoc upon the world? Pre-made decks will be available or feel free to bring your own if you already have the game but just need to learn how to play. **(8 Players) (Friday at 1:00 PM)**

**C323 CoAUTHORation story-bash!** (GM: *Benjamin Croft* Room: [Snowshed Cafeteria SC02](#)) Dive into this spontaneous and cooperative storytelling game Players work together to create a fantasy-themed main character and guide them to the end of their fitting quest before anyone runs out of cards. Beware! Tales frequently include giant dwarves, magic bread, pirate-ninjas, and vengeful zombie unicorns. Tales average 30-60 minutes. 2-6+ players. **(30 Players) (Friday at 1:00 PM)**

**C206 Lord of the Rings: Living Card Game** (GM: *Rodney Sheldon* Room: [Escapade ES01](#)) Join us in Middle Earth. Lord of the Rings is a cooperative card game set in JRR Tolkien's Middle Earth **(4 Players) (Friday at 7:00 PM)**

**C479 Magic the Gathering: Commander Tournament** (GM: *Ray Room: [Escapade ES02](#)*) It's our annual Commander tournament! Bring your best/most fun deck and battle it out with other players and their chosen commander! There will be prizes for winners and good sportsmanship. Don't know what Commander all is about check out the URL. **(Unlimited Players) (Friday at 7:00 PM)**

**C199 Cards Against Humanity** (GM: *Eric Johnson Room: [Escapade ES01](#)*) Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a Black Card, and everyone else answers with their funniest White Card. **(20 Players) (Friday at 11:00 PM)**

**C483 Legend of the 5 Rings** (GM: *Ben Higgins Room: [Escapade ES05](#)*) Legend of the Five Rings returns to Carnage again this year! Join us for a 4-Round Tournament using the current FFG event rules. Prizes will be awarded for participation, Top of Clan, as well as the Top 4 players in the event. All prizes will be from the Season 2 Event Kit from FFG. **(Unlimited Players) (Saturday 8:00 AM)**

**C487 Magic the Gathering: Pauper Tournament** (GM: *TBD Room: [Escapade ES05](#)*) Play in this exciting constructed format for Magic the Gathering! In this format you don't have to worry about being stomped by some Mythic monster or beaten down by a Rare legendary creature as the only cards allowed in this format are cards that have been printed at common! There is no entry fee for this tournament, just sit down and have fun! The current banned list for this format can be found here. <https://magic.wizards.com/en/game-info/gameplay/formats/pauper> **(Unlimited Players) (Saturday at 1:00 PM)**

**C156 Red Dragon Inn Tournament** (GM: *Jordan Streeter Room: [Escapade ES13](#)*) When the adventure is over, the party gets started! Welcome to the Red Dragon Inn! Take on the role of one of many characters and compete to be the last sober patron still able to pay for a room! **(20 Players) (Saturday at 1:00 PM)**

**C474 Drunk Quest** (GM: *Kevin Day Room: [Preston's Preston's](#)*) 3rd Annual Drunk Quest in Preston's! Will be using the Porcelain Gods expansion, so the Designated Driver is now the god that all other players must respect and worship! **(7 Players) (Saturday at 7:00 PM)**

**C480 Magic the Gathering: Guilds of Ravnica Draft** (GM: *TBD Room: [Escapade ES01](#)*) Note: \$10 Fee for this event. Magic is returning yet again to the plane of Ravnica! Join us in exploring this amazing plane by participating in a draft. In a Magic Draft you sit around a table taking cards one at a time from a pack and then passing the rest to the person next to you. When you are done you build a 40-card minimum deck from the cards you took and basic lands that will be provided. Because you are getting product, there will be a \$10 fee to play in this event. **(Unlimited Players) (Saturday at 7:00 PM)**

**C482 Cards Against Humanity** (GM: *Eric Johansen Room: [Escapade ES01](#)*) Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a Black Card, and everyone else answers with their funniest White Card. **(20 Players) (Saturday at 11:00 PM)**

**C198 Arkham Horror LCG** (GM: *Michael Fitzpatrick Room: [Escapade ES01](#)*) Do you dare take on the haunts of Arkham, Massachusetts? Do you dare to explore the Lovecraftian horrors straight out of nightmares? If you dare, come take the role of an investigator trying to save the world from darkness. 1-4 players, new and veterans allowed. You can bring your own deck if you have one. **(4 Players) (Sunday 8:00 AM)**

**C326 Heart of Crown** (GM: *Laban Tatro Room: [Northstar NS02](#)*) Heart of Crown. JAPANIME GAMES. Have Fun Storming the Castle! The Emperor has suddenly passed away, leaving seven heirs to the throne. Who will you support as his successor? Which powerful Princess will save the land from chaos and a war for the Crown? Heart of Crown is a deck-building game of prominence and dominance in a race to coronation - and the throne! **(6 Players) (Sunday 8:00 AM)**

**C324 Doomtown Reloaded: Abomination Series** (GM: *Geoff Prugh Room: [Escapade ES04](#)*) Join us for a Doomtown: Reloaded Abomination Series event! In this Series, at every Servitor event, each player will have the chance to vote for which abominations they would like to see in a future Doomtown: Reloaded Set from a list of choices as well as a write-in option. There will be plenty of promos for all in attendance, as well as a playmat for the winner. **(16 Players) (Sunday at 10:00 AM)**

**C216 Arkham Horror LCG: Epic Labyrinths of Lunacy** (GM: *Tyler Room: [Escapade ES01](#)*) The Arkham Horror LCG is a cooperative game set in the Lovecraft mythos, where each player plays an investigator delving into unknown horrors. This 12-player, 3-table epic scenario pits investigators against a sadistic mastermind who has trapped them in a labyrinth, and they must attempt to free themselves against all odds. Players are encouraged to bring their own decks, and one for a fellow player, if possible. Loaner decks will be available. **(12 Players) (Sunday at 1:00 PM)**

**C154 Conspiracy Theory** (GM: *Heather Tate MiB Room: [Escapade ES13](#)*) In this new game from Illuminati designer Steve Jackson, each player takes turns acting as the Judge to read a card outlining a conspiracy. Then the other players choose from their own cards, competing to create the wildest, silliest, or most believable theory. Every turn, each player tries to convince the table, and the Judge, that THEIR conspiracy is the truth. Fun for everyone who is old enough to read the news and wise enough to know that there's more they're not telling you. **(4 Players) (Sunday at 1:00 PM)**

## Miniatures

**M30 Autodueling in Akron** (GM: *Bob Yates Room: [Snowshed Ballroom SBL32](#)*) The Aakron autodual arena is one of the most well-known locations for epic autodualing action. A large multi-level arena, it has something for every style of driver. Come and show off your driving and shooting skills! The arena and cars were created by the late Jeff Lyczak, this event continues to be run in his honor. *Rules: Car Wars* **(16 Players) (Friday at 1:00 PM)**

**M265 Dirtside II - The Fight for New Hebrides** (GM: *Donna Howard Room: [Snowshed Cafeteria SC21](#)*) A fast-paced, 1:300 science fiction ground combat game - no experience necessary. Take a small unit of tanks and fight for control of New Hebrides. *Rules: Dirtside II* **(10 Players) (Friday at 1:00 PM)**

**M484 What a Tanker: Carnage in the Dell Session 1** (GM: *Griff Room: [Snowshed Cafeteria SC15](#)*) Try to find the fuel dump hidden by the German's. Surely it will be protected. Try not to get yourself blown up. A light hearted, easy to learn system for World War II - Tank on Tank combat. *Rules: What a Tanker - Too Fat Lardies* **(8 Players) (Friday at 1:00 PM)**

**M96 Artifact at Caliban-3** (GM: *Edward Nelson Room: [Oscar Wilde Ballroom OW45](#)*) The Concord and Algoryn archeo-tech teams discovered something strange on Caliban-3, but now those teams are out of contact. Your team is on-planet to find the missing scientists -- and maybe find out about that artifact. *Rules: Beyond the Gates of Antares* **(6 Players) (Friday at 7:00 PM)**

**M266 Dirtside II - The Fight for New Hebrides** (GM: *Donna Howard* Room: [Snowshed Cafeteria SC21](#)) A fast-paced, 1:300 science fiction ground combat game - no experience necessary. Take a small unit of tanks and fight for control of New Hebrides. *Rules: Dirtside II (10 Players) (Friday at 7:00 PM)*

**M252 Eagles in the Valley 28 mm Roman vs Gaul** (GM: *Phil Hammond* Room: [Oscar Wilde Ballroom OW33](#)) Publius Cornelius Scipio had no sooner returned to Rome after the victory over Carthage at Zuma when came news from the north that all was not well with the Gallic tribes in the Po River Valley. It seems that the freedom from interference from Rome brought by the Punic Wars had led many to believe they could do as they pleased. The last thing PCS was looking forward to was another campaign! Time for one the young generals looking to make his mark! If the Gaul's would oblige him that is! *Rules: Hannibal at the Gates (7 Players) (Friday at 7:00 PM)*

**M98 Hogs Over Kosovo, Eh?** (GM: *Andy Roy* Room: [Oscar Wilde Ballroom OW38](#)) On 4/22/1999, A-10 Warthogs from the 81st EFS discovered a large Serb armored column. Anxious to destroy genuine military targets, the A-10s attacked, not realizing that Serbian MiG's were on an intercept course. Fortunately, a flight of Canadian CF-18s were vectored in to assist their NATO brethren. Painted & detailed aircraft, a custom satellite photo map, pencils, dice, clipboards, reference charts, and aircraft record sheets will all be provided. For photos: <https://imgur.com/a/36MOv> *Rules: Check Your 6 - Jet Age (8 Players) (Friday at 7:00 PM)*

**M327 Napoleonic wars: Maida 1806** (GM: *Shawn Tester* Room: [Oscar Wilde Ballroom OW36](#)) Naples has fallen to the Corsican Ogre's armies! In an effort to forestall an invasion of Sicily, Great Britain has dispatched a small army under the leadership of Major-General John Stuart to support a Neapolitan insurrection. The only French force in Calabria is under command of General Jean Reynier and is about the same size with only 6,000 men. As the two armies maneuver for position, they clash on the plains of Maida. The fate of Naples hangs in the balance, who will prevail? *Rules: Lasalle 15mm Napoleonic (6 Players) (Friday at 7:00 PM)*

**M85 Tale of Tentacles - Secret Battles of WWII** (GM: *Ethan Howland, Scott Howland* Room: [Oscar Wilde Ballroom OW44](#)) Set during the early days of WWII, a Nazi cult is attempting to use a collection of artifacts to open a dimensional portal at Stonehenge! Their goal is to summon an otherworldly über beast to use as a WMD in conjunction with the ongoing blitzkrieg. Play as the Allies: Relic Hunters, The Beyonders, Screaming Eagles' Commandos, Rocket Patrol OR you can play as the Nazi cultist and their security squad. Can you complete your objective before the beast enters our realm, or is that your objective? *Rules: Pulp Alley (6 Players) (Friday at 7:00 PM)*

**M52 The Witchborn: Enter Perdition** (GM: *Eric Leblanc* Room: [Oscar Wilde Ballroom OW43](#)) The WitchBorn: Enter Perdition is the immersive campaign based miniature skirmish game for 2-6 players. Each player creates a war clan of adventurers (which will be provided) to explore the dangerous world of Perdition. Portray your warriors with detailed Reaper® Bones miniatures (or my other minis). Play campaign-style, where your warriors continually develop, find treasures, and level up between games (which make it so awesome IMO)—if they survive The WitchBorn (undead) of course. *Rules: The witchborn: Enter Perdition (6 Players) (Friday at 7:00 PM)*

**M267 Yanks up the Yangtze** (GM: *Mike Paine* Room: [Oscar Wilde Ballroom OW46](#)) U.S. sailors and marines slug it out with Chinese warlords, gangs and pirates along the Yangtze river and the harbor village of Hanghai. Join in for some fun and 1920's adventure and mayhem, kids are welcome and adults that can play like kids are welcome too! *Rules: Home Brew (8 Players) (Friday at 7:00 PM)*

**M54 Battle of Cape St Vincent (1797)** (GM: *Thomas A. Compter* Room: [Oscar Wilde Ballroom OW38](#)) Admiral Sir John Jervis was determined to cut off the Spanish fleet before they joined the French fleet at Brest. With the intel gathered during the night by Commodore Horatio Nelson, Jervis knew where the Spanish fleet was, but not how big the fleet was. By the time morning came and he found his fleet committed to battle, he discovered that he was outnumbered nearly 2 to 1. (<http://www.compterenterprises.com/pirates/Sails.pdf>). *Rules: Tattered Sails and Shattered Gunwales ruleset. (7 Players) (Saturday at 8:00 AM)*

**M166 Breaking the Invincible Phoenix** (GM: *Edward Nelson* Room: [Oscar Wilde Ballroom OW45](#)) The leaders of the Invincible Phoenix crime syndicate have been located on Hadley's Hope. Now they are trying to flee the planet with enough wealth and their leader, AI Cap1, to restart operations on a new planet. Elio Ness and his Concord Expeditionary Force are tasked with capturing Cap1 and as much of Phoenix's assets as possible. Ness means this to be a deathblow to the syndicate. Will the Phoenix rise from these ashes on another world? *Rules: Beyond the Gates of Antares (6 Players) (Saturday at 8:00 AM)*

**M237 Carnage in the Sky -- Episode 1: Crisis in the Clouds** (GM: *Jennifer Paperman* Room: [Oscar Wilde Ballroom OW42](#)) Dr. Carnage returns to the convention, creating havoc with a whole new scheme. GMs Jennifer Paperman and Jim Dirmaier have combined to create a two-fisted, action packed, story worthy of the best B-movies. They are running three consecutive events (you don't have to play in all three). This episode focuses on the Sword of Damocles and the threat hanging over it. Will the crew and passengers find Dr. Carnage's bombs, or turn out to be his agents? Join "Crisis in the Clouds" and find out! *Rules: Pulp Alley (4 Players) (Saturday at 8:00 AM)*

**M253 Eagles in the Valley 28 mm Roman vs Gaul** (GM: *Phil Hammond* Room: [Oscar Wilde Ballroom OW33](#)) Publius Cornelius Scipio had no sooner returned to Rome after the victory over Carthage at Zuma when came news from the north that all was not well with the Gallic tribes in the Po River Valley. It seems that the freedom from interference from Rome brought by the Punic Wars had led many to believe they could do as they pleased. The last thing PCS was looking forward to was another campaign! Time for one the young generals looking to make his mark! If the Gaul's would oblige him that is! *Rules: Hannibal at the Gates (7 Players) (Saturday at 8:00 AM)*

**M51 Every Pirate for Themselves** (GM: *Michael P. Bailey* Room: [Oscar Wilde Ballroom OW36](#)) A Hurricane has blown several Pirates onto the windward side of an island, sinking their ships and all of their treasure. On the leeward side of the island is a village with a nice harbor containing several ships. In between may lurk many dangers, and perhaps some treasure. Cross the island, collect loot and be the richest pirate on the biggest ship to leave the harbor to win the game! See the link for pictures of earlier Pirate Games. *Rules: Piratical Proceedings (unpublished) (6 Players) (Saturday at 8:00 AM)*

**M217 Firestorm Armada: Pirates** (GM: *Tim Audette* Room: [Oscar Wilde Ballroom OW44](#)) As the War has raged across the stars, Pirates fleet started to emerge. In an isolated cluster a repair facility is rumored to exist within the asteroid belt. As the pirate captain of your burgeoning fleet, you are trying to find the station for a little R&R, but other may have the same idea. The game will be played with Firestorm Armada rules and miniatures. Miniatures will be provided, or you may bring your own. Special rule in affect, all movement is plotted at the same time *Rules: Firestorm Armada (4 Players) (Saturday at 8:00 AM)*

**M238 Flames of War Doubles Tournament** (GM: *Joseph Laderoute* Room: [Oscar Wilde Ballroom OW39](#)) 2 vs. 2 tournament, 1800 points, V4 Late War, 6 teams maximum at this time, prize support from battlefront *Rules: Flames of War Version 4 (12 Players) (Saturday at 9:00 AM)*

**M269 Hanghai Raiders Strike again!** (GM: *Mike Paine* Room: [Oscar Wilde Ballroom OW46](#)) You have just arrived at the docks of Hanghai aboard the tramp steamer Macedonia seeking the owner of the local trading post. You have been told he knows the whereabouts of the Jade Box, which contains a vial that holds the secret of invisibility. American, British, French, Chinese and Japanese secret agents battle the Red Dragon Society, a secretive smuggling ring that's been taken over by the Nolan Brothers, who also covet the Jade Box. *Rules: Home Brew (8 Players) (Saturday at 8:00 AM)*

**M55 HeroScape** (GM: *Eric Bussiere* Room: [Oscar Wilde Ballroom OW35](#)) HeroScape is a Build and Battle miniature game where you take on the rolls of anything from a knight, spies, robots and even alien and much more. Happy to teach and have experienced players come and duke it out on the battlefield *Rules: Will be taught at the event (6 Players) (Saturday at 8:00 AM)*

**M174 Punch by Wunsche** (GM: *Craig Tower, Michael Cassiani* Room: [Oscar Wilde Ballroom OW43](#)) Caen June 1944, a counter-attack at Fontenay-Le-Pesnel. Max Wünsch's Panzer detachment and armoured recon units of the 12. SS-Panzer division meet with units of the 11th Royal Scots Fusiliers *Rules: Big chain of command (6 Players) (Saturday at 8:00 AM)*

**M84 Star Wars X-Wing: Death Star Trench Run** (GM: *Chris Nichols* Room: [Oscar Wilde Ballroom OW37](#)) In this exciting game of X-Wing we will be re-enacting the final scenes of "A New Hope". The Death Star's plans have been utilized to find a weakness, the question is; can the Rebel's take advantage of this information before the Death Star can blast the rebel base. *Rules: Star Wars X-Wing (8 Players) (Saturday at 8:00 AM)*

**M158 Battle Cars!** (GM: *Robert Holden* Room: [Oscar Wilde Ballroom OW48](#)) An alteration of car wars. Race around the city trying to escape the Island. Kill or maim your competitors' cars. Last racer standing tries to make it to a helicopter to escape. All with matchbox/hot wheels sized cars. \$5 entrance fee winner takes home half the pot. Other half is donated to our Charity. *Rules: Cars wars/d20 hybrid (10 Players) (Saturday at 1:00 PM)*

**M263 Battle of Strausborg, 357AD** (GM: *Donna Howard* Room: [Oscar Wilde Ballroom OW38](#)) Evict the barbarian armies from Gaul and restore it to Roman rule, or crush Caesar Julian and take Gaul for the Alamanni. An old-school 15mm wargame using a flexible morale system and simultaneous movement. *Rules: Shock of Impact (8 Players) (Saturday at 1:00 PM)*

**M262 Battle of the Banka Strait** (GM: *Gregg Belevick* Room: [Oscar Wilde Ballroom OW44](#)) In this what-if scenario, in the dark days of early 1942 the US musters as much of the fleet as it can to escort desperately need supplies to our troops on Bataan. Will they get through? Or will the Japanese blockade hold? *Rules: Seekreig (8 Players) (Saturday at 1:00 PM)*

**M232 Carnage in the Sky - Episode II: Ambush at the Airstrip** (GM: *Jim Dirmaier* Room: [Oscar Wilde Ballroom OW42](#)) Dr. Carnage returns to the convention, creating havoc with a whole new scheme. GMs Jennifer Paperman and Jim Dirmaier have combined to create a two-fisted, action packed, story worthy of the best Pulp B-movies. They are running three consecutive events (you don't have to play in all three). This episode focuses on capturing an emissary of Dr. Carnage from a lonely jungle airstrip. Will the location of Dr. Carnage's secret base be revealed? Join the "Ambush at the Airstrip" and find out! *Rules: Pulp Alley (4 Players) (Saturday at 1:00 PM)*

**M231 Check Your Six - WWI Hollywood Style** (GM: *Terry Terry* Room: [Oscar Wilde Ballroom OW36](#)) Air combat over the trenches of WWI. You're primed and ready with your trusty pistol by your side, just in case. Hey, in the movies you see the hero take that pistol pot shot at his evil enemy. A good start for those wanting to learn CY6 rules. (Advanced players are also welcome.) Beginners welcome, rules will be taught. Kids between 13 and 16 with a parent are

welcome. Adults are welcome too, if they are willing to be shot down by the kids. ;-) This is a fun game. Be ready for anything. *Rules: Check Your Six - With some rule changes for WWI (8 Players) (Saturday at 1:00 PM)*

**M352 Dude!! Who took our stuff??** (GM: *Steve Hier* Room: [Oscar Wilde Ballroom OW37](#)) Dang! We put it right here! Lead your band of heroic adventurers through the space-time portal into the Land of Eternal Happiness (where happy children play and eat happy meals) to get back your stuff (and maybe get some other player's stuff too!) But, can this land really be that happy all the time?? The player with the most valuable stuff wins. Kids and pre-teens welcome and encouraged. *Rules: Home grown rules. (8 Players) (Saturday at 1:00 PM)*

**M218 Firestorm Armada: Pirates** (GM: *Tim Audette* Room: [Oscar Wilde Ballroom OW33](#)) As the War has raged across the stars, Pirates fleet started to emerge. In an isolated cluster a repair facility is rumored to exist within the asteroid belt. As the pirate captain of your burgeoning fleet, you are trying to find the station for a little R&R, but other may have the same idea. The game will be played with Firestorm Armada rules and miniatures. Miniatures will be provided, or you may bring your own. Special rule in affect, all movement is plotted at the same time *Rules: Firestorm Armada (4 Players) (Saturday at 1:00 PM)*

**M358 Green Monster Invades the Green Mountains** (GM: *Leo Gallant* Room: [Oscar Wilde Ballroom OW47](#)) Baseball miniatures game played in a handmade Fenway Stadium replica, easy rules, fun to play and a must try for any baseball fun! Do you have what it takes to lead the Fenway Faithful to glory; or will the Evil Empire prevail! REDSOX vs YANKEES *Rules: Home Made (4 Players) (Saturday at 1:00 PM)*

**M268 Hanghai Raiders and the search for THE PEKING MAN** (GM: *Mike Paine* Room: [Oscar Wilde Ballroom OW46](#)) You and your team must discover who has taken THE PEKING MAN and smuggle the crate out of Hanghai yourself and deliver it to your national museum. Excitement, danger and adventure await you! Kids are welcome and adults that can play like kids are welcome too! *Rules: Home Brew (8 Players) (Saturday at 1:00 PM)*

**M220 Punch by Wunsche** (GM: *Craig Tower, Michael Cassiani* Room: [Oscar Wilde Ballroom OW43](#)) "France June 1944 counter-attack at Fontenay-Le-Pesnel. Max Wünsch's Panzer detachment and armoured recon units of the 12. SS-Panzer division meet with units of the 11th Royal Scots Fusiliers" *Rules: BIG Chain of Command (6 Players) (Saturday at 1:00 PM)*

**M230 Robotech Tactics** (GM: *Laban Tatro* Room: [Oscar Wilde Ballroom OW45](#)) Robotech® RPG Tactics™ is a fast-paced strategy battle game. Take command of the brave men and women of the United Earth Defense Force to valiantly defend Earth from annihilation. Or, command the alien armies of the Zentraedi Armada to recover an alien artifact of immense power and enslave humankind. We will be playing on a city map, the Zentraedi will be invading, while the valiant UED tries to defend. *Rules: Robotech Tactics (4 Players) (Saturday at 1:00 PM)*

**M254 Trench Wars: Crete 1941--"Sword of Honor"** (GM: *Frank Luberti, Jr.* Room: [Oscar Wilde Ballroom OW34](#)) German paratroopers battle Commonwealth forces on the island of Crete. 25mm skirmish game using the Trench Wars rules modified for WWII. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Game sponsored by the Historical Miniatures Gaming Society (HMGS), the New York Wargamers Association (NYWA) and the Connecticut Game Club (CGC). Terrain by Miniature Building Authority; figures by Brigade Games. Scenario based on the novel "Sword of Honor" by Evelyn Waugh. *Rules: Trench Wars (modified) (8 Players) (Saturday at 1:00 PM)*



**M329 World of Tanks Session 1** (GM: *Chris Dondero* Room: [Oscar Wilde Ballroom OW31](#)) World of Tanks (Early War) If it roamed the battlefield from 1939-41 it will most likely be in this game. Small & fast, slow & clumsy, totally ridiculous, the early war era had them all. Join us for a Battle Royal of early war tanks & equipment. Two sessions of 8 players each will run concurrently on two tables. *Rules: House Rules (8 Players) (Saturday at 1:00 PM)*

**M361 World of Tanks Session 2** (GM: *Chris Dondero* Room: [Oscar Wilde Ballroom OW32](#)) World of Tanks (Early War) If it roamed the battlefield from 1939-41 it will most likely be in this game. Small & fast, slow & clumsy, totally ridiculous, the early war era had them all. Join us for a Battle Royal of early war tanks & equipment.

Two sessions of 8 players each will run concurrently on two tables. *Rules: House Rules (8 Players) (Saturday at 1:00 PM)*

**M81 Battle of Midway** (GM: *Terry Terry* Room: [Oscar Wilde Ballroom OW36](#)) This is a twelve-player battle played on two tables; one with the Japanese Fleet and the other the US Navy Fleet. Channel your inner ADM Fletcher or ADM Nagumo as you plan your air attack strategy on the enemy fleet. Choose when and where your bomber and torpedo aircraft will arrive on the board to push home the attack. Now for the fighters; do you allocate aircraft to protect the attack, or do you allocate fighters to protect the carriers just in case your antiaircraft can't cut it? Remember *Rules: Check Your Six with some minor modifications (12 Players) (Saturday at 7:00 PM)*

**M233 Carnage in the Sky - Episode III: Blitz on the Base** (GM: *Jennifer Paperman, Jim Dirmaier* Room: [Oscar Wilde Ballroom OW41](#)) Dr. Carnage returns to the convention, creating havoc with a whole new scheme. GMs Jennifer Paperman and Jim Dirmaier have combined to create a two-fisted, action packed, story worthy of the best Pulp B-movies. They are running three consecutive events (you don't have to play in all three). This episode focuses on the final attack on Dr. Carnage's base. Will his base be destroyed? Or, will he succeed in capturing the attacking airship? Join the action in "Blitz at the Base" and find out! *Rules: Pulp Alley (10 Players) (Saturday at 7:00 PM)*

**M219 Firestorm Armada: Pirates** (GM: *Tim Audette* Room: [Oscar Wilde Ballroom OW33](#)) As the War has raged across the stars, Pirates fleet started to emerge. In an isolated cluster a repair facility is rumored to exist within the asteroid belt. As the pirate captain of your burgeoning fleet, you are trying to find the station for a little R&R, but other may have the same idea.

The game will be played with Firestorm Armada rules and miniatures. Miniatures will be provided, or you may bring your own. Special rule in affect, all movement is plotted at the same time *Rules: Firestorm Armada (4 Players) (Saturday at 7:00 PM)*

**M82 First Catch of the Day...** (GM: *Michael P. Bailey* Room: [Oscar Wilde Ballroom OW38](#)) The Empire has discovered a Rebel listening post and sent a group of fighters and bombers to eliminate it, but it turned out to be better defended than expected, so a stronger force has been dispatched. The rebels need to hold out long enough to evacuate, and escort their transport off the planet, while the Imperials need to destroy the rebels, either on the planet or as they try to escape. *Rules: X-Wing (8 Players) (Saturday at 7:00 PM)*

**M359 Green Monster Invades the Green Mountains** (GM: *Leo Gallant* Room: [Oscar Wilde Ballroom OW47](#)) Baseball miniatures game played in a handmade Fenway Stadium replica, easy rules, fun to play and a must try for any baseball fan! Do you have what it takes to lead the Fenway Faithful to glory; or will the Evil Empire prevail! REDSOX vs YANKEES *Rules: Home Made (4 Players) (Saturday at 7:00 PM)*

**M264 Mercury Eclipses Jupiter?!?** (GM: *Gregg Belevick* Room: [Oscar Wilde Ballroom OW44](#)) Look to the heavens and pray to the gods for glory, or at least a swift death. Roman chariot racing for all ages. Remember, in the Circus there are no rules. *Rules: TC Maximus (10 Players) (Saturday at 7:00 PM)*

**M53 Pickett's Charge 7 Years War Style** (GM: *Rich Wallace* Room: [Oscar Wilde Ballroom OW35](#)) Can Frederick and his elite Infantry push back the Austrians from the ridge line in this Alternative History scenario. Fredericks Charge! Frederick and his troops cross the open fields and attempt to remove the Austrians from their defended ridge line. *Rules: Carnage & Glory II computer moderated (7 Players) (Saturday at 7:00 PM)*

**M271 The Siege of Hanghai** (GM: *Mike Paine* Room: [Oscar Wilde Ballroom OW46](#)) It's 1920's China the warlord era, Warlord Cheng has ruled over Hanghai for some time now and Warlords Zan Zou and Lo Pan have allied to vanquish Cheng and rule Hanghai themselves and after that China! Will the allies take Hanghai or will retired General Wu Fang show up in time? Sign up and take part in the action you'll be glad you did. *Rules: Home Brew (8 Players) (Saturday at 7:00 PM)*

**M360 X-Wing Tournament** (GM: *Tony Vandenberg* Room: [Oscar Wilde Ballroom OW48](#)) Lock S-foils in attack position and bring your ships out for a X-Wing tournament! We will be using standard 2nd edition tournament format, which is unreleased as of this writing. Check back on the Black Moon Facebook page and website for more information after the September release. Prize support generously provided by Black Moon Games in the form of pieces from a Deluxe Wave Kit. *Rules: Star Wars X-Wing form FFG (16 Players) (Saturday at 7:00 PM)*

**M261 Battle of Beersheba** (GM: *Gregg Belevick* Room: [Oscar Wilde Ballroom OW44](#)) First Arab-Israeli war - 1948. This was the first major aerial combat after the end of WWII. The mix of aircraft and who is flying what might surprise you. *Rules: Fame or Flames (12 Players) (Sunday 8:00 AM)*

**M270 Return of the Hanghai Dragon** (GM: *Mike Paine* Room: [Oscar Wilde Ballroom OW46](#)) Don't miss thrill after thrill of blazing action as you and your companions try to amass a fortune in silver and artifacts before the Hanghai Dragon reanimates. Excitement and adventure await you! Kids are welcome and adults that can play like kids are welcome too. *Rules: Home Brew (8 Players) (Sunday at 9:00 AM)*

**M99 The Twisted Metal Competition** (GM: *Steffan Martin* Room: [Oscar Wilde Ballroom OW35](#)) Every year the best combat drivers enter this deadly competition with the hopes of claiming victory and whatever prize their brave heart's desire. Good luck drivers, welcome to Twisted Metal. *Rules: Gaslands (8 Players) (Sunday at 9:00 AM)*

**M97 Gates of Antares Rules Demo** (GM: *Edward Nelson* Room: [Oscar Wilde Ballroom OW45](#)) Beyond the Gates of Antares is a miniatures game set in the far future. These rules are based on Warlord Game's Bolt Action rules, and uses similar game mechanics, but are modified to simulate science fiction battles in the far future -- including aliens, drones, and weapons of tremendous power. In this far future time, mankind travels the stars using a technology he does not understand and cannot hope to duplicate - the interstellar gates at Antares. *Rules: Beyond the Gates of Antares (8 Players) (Sunday at 10:00 AM)*

**M351 In Magnificent Style** (GM: *Steve Hier* Room: [Oscar Wilde Ballroom OW37](#)) July 3, 1863, the day that General Pickett decided to go into the buffet business. Try your luck at leading one of the three Confederate divisions across the field at Gettysburg. Can you do better than General Pickett did? Light, exciting and fun game with which to end the Carnage. *Rules: Victory Point Game's in Magnificent Style game but with miniatures. (3 Players) (Sunday at 10:00 AM)*

**M367 Johnny Cab Memorial Death Race** (GM: *Ethan Howland, Scott Howland* Room: *Oscar Wilde Ballroom OW38*) Come play some wholesome Death Race action using modified Hot Wheels. Using the Gaslands rule set, a tabletop game of post-apocalyptic vehicular mayhem! This is a fast-paced game that if we finish quick enough we might be able to squeak in an Arena of Death. If you have played before, feel free to bring your own card. If not, I will have plenty on hand (and maybe even a monster truck or two) Rules will be taught. *Rules: Gaslands (6 Players) (Sunday at 10:00 AM)*

**M328 Space Fleet Battles** (GM: *Chris Dondero* Room: *Oscar Wilde Ballroom OW31*) 8 teams controlling up to 8 races will battle for glory in team tournament play. Winners & losers will be allocated points to "repair" their fleets before advancing to the next round of combat. Expect to play at least three "battles" as your once mighty fleet is slowly reduced to a shamble of patched together ships & burned out hulks. The final battle of the tournament should prove interesting at least! Turn limits & victory rules should insure fast game play. *Rules: House Rules (16 Players) (Sunday at 10:00 AM)*

**M272 Star Wars Legion Learn to Play** (GM: *Eric, Joshua McGary* Room: *Oscar Wilde Ballroom OW34*) Learn how to play the new Star Wars ground combat game! - Warfare is an inescapable part of the Star Wars universe, from the blow dealt to the Rebel Alliance in the Battle of Hoth to a few Rebel strike teams taking on a legion of stormtroopers stationed on Endor. Seize your chance to get your boots on the ground and lead your troops to victory with Star Wars™: Legion, a miniatures game of thrilling infantry battles in the Star Wars universe! *Rules: Star Wars Legion (6 Players) (Sunday at 10:00 AM)*

**M485 What a Tanker: Carnage in the Dell Session 2** (GM: *Griff* Room: *Oscar Wilde Ballroom OW33*) Try to find the fuel dump hidden by the German's. Surely it will be protected. Try not to get yourself blown up. A light hearted, easy to learn system for World War II - Tank on Tank combat. *Rules: What a Tanker - Too Fat Lardies (8 Players) (Sunday at 10:00 AM)*

## Live Action Role Playing Games

**L204 Werewolf: The Forsaken -- Luna's Moot** (GM: *Jeremiah Desautels* Room: *Northstar Lounge*) Calls-to-Victory has established a Moot (Gathering place) for the tribes of the Moon to assemble. it is said the local Pure Tribes have gone too far in taking a settlement of Wolfbloods for their own. swords are being sharpened and winds being scented. Blood will spill this night, of that none can deny. *Rules: Werewolf: The Forsaken (25 Players) (Friday at 7:00 PM)*

**L200 The Realms** (GM: *Tara Pregent* Room: *Ski Check Ski Check*) The Realms is a world of medieval fantasy with games located throughout New England including Grafton, New Hampshire. Modern-day technology does not exist. Instead people live by wits and courage, by magic and the sword. Within the Realms such things can be found as terrifying monsters, magical powers, armored knights and pious monks. The only limit to the contents of this new world is the limit of the creative mind. **(Unlimited Players) (Saturday at 10:00 AM)**

**L173 Annabelle's Folly - A Steampunk Murder Mystery** (GM: *Phoebe Buskey* Room: *Northstar Lounge*) You've been invited to a community picnic at the ruins of a beautiful--and supposedly haunted--Gothic cathedral, but the day's festivities are interrupted by murder most foul! Wear your neo-Victorian finest and channel your inner Sherlock Holmes to identify the murderer. **(Unlimited Players) (Saturday at 1:00 PM)**

**L234 Dresden Files LARP** (GM: *James Tazelaar* Room: *Northstar Lounge*) This will be taking place in an alternate history where Dresden was enthralled by his master Justin DuMorne on that fateful night and launched a bloody war against the White Council. After the death of the leader of the Blackstaffs Ebenezer McCoy the White Council stronghold of Boston looks to be in danger of falling. In order to reinforce the location and not allow their ever-weakening grasp in North America to fail the White Council has order you and all of their available allies to the city. *Rules: Fate (16 Players) (Saturday at 7:00 PM)*

**L350 Mind's Eye Society: Space the Infinite Edge** (GM: *Raina Bonner* Room: *Roundabout RA01*) Following the Third Great War, the Earth entered a near Apocalyptic state. Humanity looked to the stars for expansion and to ensure the continuance of the species. An expeditionary fleet was formed from the survivors to travel to the stars to find a new home for mankind... *Rules: https://games.mindseysociety.org/space-the-infinite-edge/ (20 Players) (Sunday at 10:00 AM)*

**L23 Curse of the Pharaoh** (GM: *Robert Lamm* Room: *Snowshed Highlander 2 SH22*) The Valley of the Kings, Luxor, Egypt, 1894. The excavation season will soon be over, but the archaeological team from Oxford University have made a startling discovery. Tonight, the team and their guests celebrate the uncovering of the tomb of a previously unknown pharaoh. But while the archaeologists make merry, dark clouds gather, internal tensions among the group grow and one of the local diggers is brutally murdered. Welcome to Curse of the Pharaoh! *Rules: Murder Mystery (11 Players) (Sunday at 1:00 PM)*

## Role Playing Games

**R89 A Handsome Hangover** (GM: *Mike Wells* Room: *Snowshed Ballroom SBL22*) You wake up somewhere in the desert of Pandora. With a pounding headache you think back to your last solid memory, traversing Taurox gap in search of a vault key piece. Your other more recent memories are blurry and disjointed. Suddenly you hear an all too familiar high-pitched and jarring voice "HELLLO MINIONS!" Welcome to Savage Borderlands, a fan made supplement for the Savage Worlds system set on the Borderlands planet of Pandora. Characters are provided, just bring dice and a pencil *Rules: Savage Worlds (5 Players) (Friday at 1:00 PM)*

**R6 City in the Stellar Mist** (GM: *Erik Stumpf* Room: *Snowshed Highlander 1 SH13*) When you signed on to a be a member of the new international space station you expected the cutting-edge science, close quarters, and hard work, but you didn't expect to have to use your secret strange power to solve a murder with your team! Houston, you have a problem! *Rules: City of Mist (5 Players) (Friday at 1:00 PM)*

**R126 Cosmic Cluster Saga: A Fistful of Ectoplasm** (GM: *Michael Baumbach* Room: *Snowshed Ballroom SBL04*) Strap on your top hat and brass goggles, load up your revolver, and enter a world of sand, steam and shadow. As a team of renegade revolutionaries, you may set about abolishing the slavery of the Seelie overlords, solve mysteries and murders utilizing ghost magic, engage in fierce airship duels with ruthless bounty hunters, orchestrate a sky-train heist, hunt giant sandworms or protect the common folk from the onslaught of the Ork hordes. *Rules: https://www.cosmicclustersaga.com/copy-of-contact-1 (6 Players) (Friday at 1:00 PM)*

**R27 Fiasco: Science Comics** (GM: *Petra Jackl* Room: *Snowshed Ballroom SBL01*) Sure you work in the same "costumed aggression" industry as super heroes but your less super more second rate but you know when you get together it will be a fantastic Fiasco! This is a role play

heavy game where the players create the story. This game takes about three hours. This is a Dark Phoenix Event! *Rules: Fiasco (6 Players) (Friday at 1:00 PM)*

**R256 Fish & Chips** (GM: *Jason Marcure* Room: *Snowshed Highlander 1 SH11*) The SIUCD team needs a real vacation. Having lost one of the team battling an ancient voodoo priest, they head to the Florida Keys to visit Ted Bigsby's younger brother. Too bad it's a ruse. Ted's brother is missing, and Ted needed your help is discovering why. This is not ordinary case of a lost scuba diver. Ted's brother was a SF dive instructor. And now key witnesses are missing. First shape changing dinosaurs, then zombies and voodoo magic, what next? No one knows but something smells fishy. *Rules: Cypher System (6 Players) (Friday at 1:00 PM)*

**R45 Gatekeepers: Wake of the Everqueen** (GM: *Ilya Bossov* Room: *Snowshed Ballroom SBL28*) The Everqueen has made the ultimate sacrifice to save the world and her people. Now the surviving Feral Elves face a crisis of leadership and a crisis of faith, while their chieftains vie for power, and the rugged land around the Forbidden Mountain still buckles in the aftershock of Skyfather's Citadel utter destruction. Will Her last words of unity be upheld, or will her children turn on each other as she feared? *Rules: Gatekeepers RPG (6 Players) (Friday at 1:00 PM)*

**R167 Grown-Up Attraction** (GM: *Dan Williams* Room: *Snowshed Ballroom SBL08*) Roleplaying in the 80's that never were. With the Hyperloop, Boulder City has become the greatest scientific center on Earth - robots, magnitron drives, gauss freighters! You and your friends live in Boulder City, and life's good for a kid. It's autumn, and school is boring. It's getting cooler, finally, and barbecue season is here. Something is going on with the grown-ups, though -- they're disappearing! Last year it was talking birds, now missing adults? Well, time to solve a mystery! *Rules: Tales from the Loop (6 Players) (Friday at 1:00 PM)*

**R196 HYPERBOREA: The Liberation of the Sea-Wolf's Daughter** (GM: *Jeffrey Talanian* Room: *Snowshed Highlander 1 SH14*) The player characters dine in the hall of a petty kingleet known as Björn Blackbeard. He has abducted Gunnhildr, the daughter of Ragnarr "The Sea-Wolf" (a Viking chieftain), and he intends to marry her. The young woman is somewhere in Blackbeard's stronghold in Brigand's Bay. She must be rescued. Meantime, some 40 bloodthirsty Vikings -- including Ragnarr himself -- lie in wait, hidden in a nearby gulch. *Rules: Astonishing Swordsmen & Sorcerers of Hyperborea (7 Players) (Friday at 1:00 PM)*

**R29 Kobolds Ate my Spaceship!** (GM: *Matthew Timmins* Room: *Snowshed Highlander 2 SH23*) It's Kobolds Ate my Baby . . . in Spaaace! But don't worry, there are still squishy things to eat, dangerous things to poke, and an angry voice from above. *Rules: Kobolds Ate my Baby (6 Players) (Friday at 1:00 PM)*

**R495 Rebel Scum** (GM: *Ian Eller* Room: *Snowshed Ballroom SBL20*) In the early days of the Rebel Alliance, the nascent revolution needs to exploit every advantage and embrace every ally. That's where you come in: smugglers, saboteurs, spies, criminals and assassins, you do the dirty work the Rebellion needs done if it is going to stand a chance against the Empire. "Rebel Scum" is an ongoing event where each session informs the next, but players can easily drop in and out. Get Your Hands Dirty. You Are Rebel Scum. This is a Dark Phoenix Event. *Rules: Star Wars d6 2nd Ed. (6 Players) (Friday at 1:00 PM)*

**R176 Sins of the Fathers** (GM: *Matty Beliveau* Room: *Snowshed Highlander 2 SH24*) Strange occurrences are happening in the Shire of Greenfield. Will the local "heroes" be able to save their town once again...? *Rules: Pathfinder (6 Players) (Friday at 1:00 PM)*

**R170 Swords Without Master** (GM: *Eric Loren* Room: *Snowshed Highlander 2 SH21*) You are a Rogue, a wandering hurricane of danger and delight. Your life is worthy of a book by Robert Howard or Michael Moorcock. Tell us your story! Swords Without Master is a lightweight story

game that emphasizes mighty deeds, narrative richness, and epic scope. *Rules: Swords Without Master (5 Players) (Friday at 1:00 PM)*

**R317 HYPERBOREA: The Court of the Crimson King (Remastered)** (GM: *Bryan Skowera* Room: *Snowshed Ballroom SBL09*) Legends of Prog Rock Module KC01. At the height of his depraved rule, the Crimson King and his holdings disappeared from the known world. Now, centuries later, the legendary castle of the Crimson King has been found, with horrors and treasures enough for those who would breach its walls. [Originally written for AD&D 1st Edition and run in 2011 at GaryCon, this adventure has been "remastered" for AS&SH 2nd Edition.] *Rules: Astonishing Swordsmen and Sorcerers of Hyperborea 2nd Edition (6 Players) (Friday at 1:00 PM)*

**R21 The Frozen Fingers of Midnight** (GM: *Robert Lamm* Room: *Snowshed Highlander 1 SH15*) Skelg the Ripper, envoy from the Land of the Linnorm Kings, lies wasting in his villa on the outskirts of Ostos. A frigid curse followed Skelg from his northern homeland and grips his bearish heart in its frosty embrace. As the bizarre freezing ailment pushes Skelg to the brink of death, his aide hires you and your fellow adventures to uncover the secrets of the freezing curse before Skelg falls to its icy grip. *Rules: Thunder CRPG (6 Players) (Friday at 1:00 PM)*

**R244 The Girl in the Moon** (GM: *Scott Legault* Room: *Snowshed Ballroom SBL02*) Join the Gaslight Gang as they blast off on another adventure, this time a special journey to the MOON! The Crown Princess Elizabeth has been kidnapped and by the miracle of Dr. Verne's Heavenly Apparatus you will ascend to the moon and find who's responsible and rescue the lass! Join Iron Jim, Vanity Rose, Katja, Longshot and the rest of the gang to solve the mystery of the girl in the moon! Characters provided, bring your cheesy accent! This is a Dark Phoenix Event *Rules: Brass & Steel: A Steampunk Adventure (8 Players) (Friday at 1:00 PM)*

**R260 Time Is Not an Issue: An Adventure as a Time Team** (GM: *Alexander Jackl* Room: *Snowshed Ballroom SBL05*) A group of talented people traveling through time to correct the mistakes made by a well-intentioned traveller of immense power. This game will be very player directed and may have mature themes based on who the players are. *Rules: Call of Cthulhu (6 Players) (Friday at 1:00 PM)*

**R467 Player's Island--Looking for Group** (GM: Room: *Snowshed Ballroom SBL17*) Not sure what to play? Need a sixth player? Come to Player's Island Players uncertain of what to play can set up camp here and GMs looking for extra players can make their pitch. **(Unlimited Players) (Friday at 7:00 PM)**

**R161 2121: A Space Nightmare [Dread]** (GM: *Sam Liberty* Room: *Snowshed Ballroom SBL14*) In the year 2121 humankind has settled the solar system, but we remain stranded in our small corner of the galaxy. Until one day, on the edge of the Sol System, a hole opens in space. When humanity's efforts to explore wild space go wrong, a team is sent to investigate. What new horrors await us beyond the rift? And what familiar horrors do we bring with us?

This story takes inspiration from works including Alien, 2001, Event Horizon, Moon, The Shining, The Expanse, The Thing, and others. *Rules: Dread (6 Players) (Friday at 7:00 PM)*

**R225 Aeon Heart & The Void Strikers!** (GM: *Adam Flynn* Room: *Snowshed Highlander 2 SH23*) Every last dollar has been spent on the finale episode of TV's most popular space opera, "Aeon Heart & The Void Strikers!". To prevent spoilers (or because the writers are still in a drunken stupor) even the actors won't receive their scripts until the cameras roll. When they do you can expect that secrets will be revealed, vows made, loves confessed, and revenge sworn. And though photon batteries may burn brighter than the stars, nothing can outshine the biggest star of all - Aeon Heart! *Rules: Custom (5 Players) (Friday at 7:00 PM)*

**R70 Blurred Lines** (GM: *Brad Younie* Room: [Snowshed Ballroom SBL29](#)) The lines between "paranormal" and "supernatural" are blurred when a vampire approaches your paranormal investigation group looking for help in saving his girlfriend. Is the vampire for real? By giving your aid, you risk all-out war with a host of supposed supernatural beings. For your sake, I hope they're just pretending! *Rules: The Unexplained (6 Players) (Friday at 7:00 PM)*

**R203 Chaos Rising** (GM: *Charles Brown* Room: [Snowshed Ballroom SBL04](#)) One month ago, the Incident on the Boston Common changed the world - and the lives of several individuals even more so. Now, a group of oddly garbed terrorists are calling them out. This is a sequel to "A Day Unlike Any Other" though it is not required to play that first. *Rules: Mighty Protectors (6 Players) (Friday at 7:00 PM)*

**R109 Checkpoint Zulu** (GM: *Paul Siegel* Room: [Snowshed Ballroom SBL19](#)) 1983, West Berlin. A secret international agency working on a means of evacuating refugees from the Eastern Bloc is on the verge of a breakthrough, but the pressure is mounting. Increased reliance on discredited research, psychotropic drugs, and unreliable assets is starting to yield results, but at what cost? It's Stranger Things meets cold war espionage in this game of dark cosmic horror. *Rules: Cthulhu / Savage Worlds (6 Players) (Friday at 7:00 PM)*

**R56 Derelict Adrift** (GM: *Andre Kruppa* Room: [Snowshed Gateway SGW 01](#)) Derelict Adrift is a science fiction horror play set for Tremulus, a variant of the Apocalypse Engine. It is a sandbox style narratively focused player facing game with the players rolling the dice and the Keeper guiding the plot. The scenario will be chosen as the best from a series of runs this summer! Terror lurks in the depths of space where spacers are alone against the dark. (Ends 12AM!!) [Immersive play with lighting, sound, and role-playing! – GameSoapbox.com with DarkPhoenixEvents.com] *Rules: Tremulus (PbtA) (5 Players) (Friday at 7:00 PM)*

**R44 Dustbowl Galaxy** (GM: *Ilya Bossov* Room: [Snowshed Ballroom SBL28](#)) You're in a tin can with five other scoundrels and there's literally nothing outside for light years. And you're going where many folks have gone before, but nobody came back from yet. But you have to, see. Because back home, there's no room for more refugees, and you hope to find a new place for all these people, a fresh start in a galaxy turned into a radioactive bio-hazard wasteland. Surely there's another rock somewhere where a life-form like yours can catch a breather. *Rules: Dustbowl Galaxy: Homebrew game system using dice pools of d6s, characters will be created on the spot. (6 Players) (Friday at 7:00 PM)*

**R26 Fiasco: Mission to Mercury** (GM: *Petra Jackl* Room: [Snowshed Ballroom SBL06](#)) Take a trip to Mercury and discover just how crazy and dangerous your fellow players can be!! Fiasco is a role play heavy system where the players create the story. Join us in creating a Fiasco in space :) This event typically takes about three hours. This is a Dark Phoenix Event! *Rules: Fiasco (6 Players) (Friday at 7:00 PM)*

**R202 Joan of Arc** (GM: *Thomas Robert* Room: [Snowshed Ballroom SBL09](#)) Upcoming RPG based on the Time of Legends: Joan of Arc board game kickstarted in 2017 and developed by Mythic Games. This session will be a sneak preview of the game with one of its designers. It will include a short presentation of the game, the changes to the SRD 5e, as well as a full scenario using pregenerated characters. RPG beginners welcome. *Rules: SRD 5e (6 Players) (Friday at 7:00 PM)*

**R210 Just Another Layover** (GM: *Robin Lea* Room: [Snowshed Highlander 2 SH21](#)) Diverting to a newly-charted system to answer a distress call, you find an outpost crew claiming it was a computer error, saying everything is fine. Of course, everything is not fine. *Rules: Star Frontiers (6 Players) (Friday at 7:00 PM)*

**R73 Rebel Scum** (GM: *Ian Eller* Room: [Snowshed Ballroom SBL03](#)) In the early days of the Rebel Alliance, the nascent revolution needs to exploit every advantage and embrace every ally. That's where you come in: smugglers, saboteurs, spies, criminals and assassins, you do the dirty work the Rebellion needs done if it is going to stand a chance against the Empire. "Rebel Scum" is an ongoing event where each session informs the next, but players can easily drop in and out.

Get Your Hands Dirty. You Are Rebel Scum.

This is a Dark Phoenix Event. *Rules: Star Wars d6 2nd Ed. (6 Players) (Friday at 7:00 PM)*

**R91 SG-24 Goes for a Boat Ride** (GM: *Neil Churchill* Room: [Snowshed Ballroom SBL08](#)) On P45-237, the gate is located on a small island and on the next island over the MALP has detected a medium sized building. SG-24 is tasked to check it out. Pre-generated characters can be provided if needed. *Rules: Stargate RPG d20 (8 Players) (Friday at 7:00 PM)*

**R322 Star Trek - Neutral Zone** (GM: *Tom Mechler* Room: [Snowshed Highlander 2 SH22](#)) A Federation research vessel has "accidentally" encroached into the Romulan neutral zone. You are the closest Federation ship able to render aid. Can you juggle the Diplomacy, Investigation and Engineering skills required to avoid starting a war with the Romulans? Using Mophidius' Star Trek RPG rules. Rules knowledge not required, Star Trek knowledge helpful. *Rules: Star Trek Adventures (5 Players) (Friday at 7:00 PM)*

**R242 The Darkwatch** (GM: *Scott Legault* Room: [Snowshed Ballroom SBL02](#)) For centuries, since the Templars there has been the Darkwatch fighting against the real monsters that move in the night. Join your teammates as WW2 rages to journey into hell in Southeast Asia to hold back the forces of darkness once again. The War is child's play, the battle is here. A COC 7th adventure for 6 players, pregens, mature players only. This is a Dark Phoenix Event *Rules: Call of Cthulhu (6 Players) (Friday at 7:00 PM)*

**R112 The Lost Caravan of Jehungir Agha** (GM: *Steven Parenteau* Room: [Snowshed Ballroom SBL25](#)) The Turan Shah of Kuthchemes, Jehungir Agha, has called for adventurers to protect an important trade route. Several small caravans have vanished without a trace in the desert near the Mountains of Fire. This event is sponsored by Dark Phoenix events. *Rules: Conan (6 Players) (Friday at 7:00 PM)*

**R172 The Promethean Adventure** (GM: *David Clarkson* Room: [Snowshed Ballroom SBL01](#)) The Promethean was the most luxurious space liner to sail the stars and its final voyage promises to be...COLLISION IMMINENT. COLLISION IMMINENT. A zero-level funnel for the upcoming Star Crawl setting. This is a multi-table Extra Life event, where players and participants can donate money to have good (and hilarious) things happen. No donation is required by every dollar raised goes to Children's Miracle Network Hospitals. This is an Extra Life Event in conjunction with Dark Phoenix Events. *Rules: Star Crawler / DCC (18 Players) (Friday at 7:00 PM)*

**R318 The Reverse Monte Cristo** (GM: *Jacob Evans* Room: [Snowshed Ballroom SBL22](#)) Odon Dantés arrived from the void of space ten years ago with a vast fortune, brought his way to respect and power, and ruined your life. Now, it's time for revenge. From across the Planets of the Théah system, a mysterious benefactor has brought you together to steal Dantés' treasure for yourselves. Wield blasters and laser swords in this swashbuckling space heist based on the 7th Sea setting and rules! *Rules: 7th Sea (6 Players) (Friday at 7:00 PM)*

**R249 While the Cats are Away, the Kittens Will Play!** (GM: *Mark Coutu* Room: [Snowshed Ballroom SBL26](#)) "Now while I am away young kittens, I expect you to stay out of trouble. You may stay in this room and play, we have no fear of the burdens coming to check on us, but do not tire yourselves too much, as training will begin again tomorrow at moon rise." and with that, the matron leaves the shelter. You aren't too sure what has called all of the cats to Parliament this evening, but you do know you get a night to play with your friends. Little do you know that

the darkness still stirs around you. *Rules: Fate: Secrets of Cats (6 Players) (Friday at 7:00 PM)*

**R105 Whispers and Promises** (GM: *William Adcock* Room: [Snowshed Ballroom SBL27](#)) Whispers and Promises (Cthulhu Invictus/Britannia Mini-Campaign Part I): In the province of Britannia a wealthy young woman, her body slave, and the son of powerful local official go missing from their home in the middle of the night. The investigators are hired by the woman's father to track her down and return her safely home. But all is not what it seems, for Britannia holds many tales of otherworldly horror and mystery, and this one is only just beginning. *Rules: Cthulhu Invictus (6 Players) (Friday at 7:00 PM)*

**R11 Zugzwang** (GM: *Jeffrey Lawrence* Room: [Snowshed Ballroom SBL07](#)) It seemed like such a simple job. The crew of the Lady Macbeth were hired by a research scientist to jump out to a wreck site (in dangerous territory, sure), secure a ship's computer from a badly damaged hulk, and jump out. Seemed simple enough. Then things just started to get weird. Damned weird. And not too simple, either. Cash-on-delivery suddenly seemed like a terrible payment option, didn't it?

Zugzwang is a game of compromised ethics and deeply questionable choices. *Rules: Traveller, Cephus Engine (5 Players) (Friday at 7:00 PM)*

**R492 Havoc on The Seas of Ayil: Epic Space Fantasy** (GM: *Drew Cochran* Room: [Snowshed Ballroom SBL28](#)) Among the solar Djinn and the celestial Fruits of the ancient Matron Tree, the galactic waters hold many wars, many secrets, and many treasures. Your charge is to ransom back a chained sun from the Brothers of Desiccation, before they extinguish its life-giving light. Aboard the humble caravel 'Saint Sveinn', your motley crew of privateers face nefarious risk for the sake of Ayil's Seas. Can you turn the tides of cosmic war? Can you bring back hope back to the system? *Rules: The Epic of Dreams (6 Players) (Friday at 11:30 PM)*

**R77 Lustpocalypse Now** (GM: *Ian Eller* Room: [Snowshed Ballroom SBL03](#)) In Alpha Complex, the Computer maintains order. Everything is controlled: hunger, pain, boredom and, most importantly, passion -- after all, resources are limited, and Citizens can't just run off creating new Citizens whenever they want, can they? But when Commie Terrorists sabotage the Libinhibitor Process, passions (and undergarments) get ever closer to bursting. Can your Loyal Clones get things under control before they, too, are consumed by their carnal desires? An R Rated Sci Fi Sex Comedy. *Rules: Paranoia (Edition TBD) (6 Players) (Friday at 11:30 PM)*

**R95 The Conductor** (GM: *Robert Wilson* Room: [Snowshed Highlander 2 SH22](#)) It's Halloween, been a rough week, and now your train heading west to Denver has just been cancelled. Looks like another night stuck in NYC. Your luck is about to change though as a man dressed as a Victorian era train conductor offers you and several of your fellow passengers' passage on his train. Because of the inconvenience the trip is free—sleeper cabin included. Just hope you don't mind that there are a lot of costumes on board. After all, it is Halloween. *Rules: Chill 3rd Edition (Growling Door) (6 Players) (Friday at 11:30 PM)*

**R465 The Furui Mono investment Firm** (GM: *Ramzy Post* Room: [Snowshed Ballroom SBL08](#)) As interns of the Furui Mono investment firm you are being sent out to Taipei City to survey and evaluate the Sanzhi UFO House resort. The resort is in a rural district in northern New Taipei, Taiwan. They were intended as a vacation resort in a part of the northern coast adjacent to Tamsui and were marketed towards U.S. military officers coming from their East Asian postings. However, the project was never completed. *Rules: Call of Cthulhu (6 Players) (Friday at 11:30 PM)*

**R468 Player's Island--Looking for Group** (GM: Room: [Snowshed Ballroom SBL17](#)) Not sure what to play? Need a sixth player? Come to Player's Island Players uncertain of what to play can set up camp here and GMs looking for extra players can make their pitch. **(Unlimited Players) (Saturday 8:00 AM)**

**R255 A Debt is Owed** (GM: *Jason Marcure* Room: [Snowshed Highlander 2 SH22](#)) You and your gang buy debts on the cheap, then collect at full price. This one is interesting, given the extreme measures the debtor has gone to avoid payment. It didn't take long for rumor of your involvement to reach them, and they escaped to the north. The Cloud Crystal Sky Fields, a place with no known human settlements. No matter. So what half the team abandoned the contract. More credits for the rest. Grab your cyphers and bring plenty of water. We have a debt to collect. *Rules: Numenera (6 Players) (Saturday 8:00 AM)*

**R259 A Hero Alone** (GM: *Alexander Jackl* Room: [Snowshed Ballroom SBL05](#)) A game exploring ordinary people gaining extraordinary powers. You get to create your ordinary characters as a group and then slowly awaken to their power. A Dark Phoenix Game. *Rules: Call of Cthulhu (6 Players) (Saturday 8:00 AM)*

**R273 Adventus Regis** (GM: *Dan Williams* Room: [Snowshed Ballroom SBL19](#)) Life in the Roman Empire is hectic, so you've gone on vacation to a resort town in the country, away from the heat and bustle of Rome. The town's supposed to be quite nice and your host has a good reputation. There's even a hot new play being shown, a new work by the famous Livius Carbo! He hasn't written anything for a few years, and the production on this is all-out, huge budget. It's sure to be an event to remember! Only - what's this weird yellow sign everywhere? *Rules: Call of Cthulhu 7th Edition - Cthulhu Invictus (6 Players) (Saturday 8:00 AM)*

**R22 Aystrom IXX: Animus of Antinus** (GM: *Robert Lamm* Room: [Snowshed Highlander 1 SH15](#)) You have searched for months for Magus Antinus. After spending much of your considerable fortune and wielding powerful magics, you finally locate him in a remote location. He appears to have protected himself deep in the earth behind ranks of undead minions. Whatever his plans for the Seed of Worlds, he must be stopped. The safety of the entire world is at stake. *Rules: Pathfinder (8 Players) (Saturday 8:00 AM)*

**R240 Boot Hill: The Magnificent 2 to 7 Players** (GM: *Bradley Polant* Room: [Snowshed Ballroom SBL09](#)) Rose Creek needs your help. Characters will be provided, no experience in system needed! As part of my plan to run six "forgotten" Retro games, this has been a favorite at cons. *Rules: Boot Hill (7 Players) (Saturday 8:00 AM)*

**R175 Cosmic Cluster Saga: Once Upon a Time in the Void** (GM: *Michael Baumbach* Room: [Snowshed Ballroom SBL04](#)) *Rules: The LoST Engine: Currently in Beta. (6 Players) (Saturday 8:00 AM)*

**R24 Dustbowl Galaxy** (GM: *Ilya Bossov* Room: [Snowshed Ballroom SBL28](#)) You're in a tin can with five other scoundrels and there's literally nothing outside for light years. And you're going where many folks have gone before, but nobody came back from yet. But you have to, see. Because back home, there's no room for more refugees, and you hope to find a new place for all these people, a fresh start in a galaxy turned into a radioactive bio-hazard wasteland. Surely there's another rock somewhere where a life-form like yours can catch a breather. *Rules: Dustbowl Galaxy: homebrew game system using dice pools of d6s, characters will be created on the spot. (6 Players) (Saturday 8:00 AM)*

**R235 HYPERBOREA: The Beasts of Kraggoth Manor** (GM: *David Prata* Room: [Snowshed Ballroom SBL11](#)) "Your party have travelled northeast from the great city of Khromarium, through the unforgiving expanse known as the Lug Wasteland.... Straightaway your attention is

drawn by a nearby light source, a fire not more than 100 yards away. Through the cacophony of croaking frogs, buzzing insects, and hissing slimy things, a shriek of pain knives through the air." Experience this newly released adventure in a single marathon session. (A test of constitution may be required.) *Rules: Astonishing Swordsmen & Sorcerers of Hyperborea (6 Players) (Saturday 8:00 AM)*

**R102 In Short Supply** (GM: *Oscar Rios* Room: [Snowshed Ballroom SBL26](#)) In Short Supply – We now return to Robotech! This game uses the Dread rules mechanic (involving a Jenga Tower) and is set during episode 7 of the Macross Saga, "Bye-Bye Mars". Players will create characters, a squadron of Tomahawk Mecha pilots on their first mission, to support reconnaissance and foraging efforts at the abandoned Martian Base Sara in hopes of resupplying the SDF-1. After months of fighting they are in desperate need of food, weapons, fuel, ammunition, and medical supplies. *Rules: DREAD (6 Players) (Saturday 8:00 AM)*

**R68 Inconceivable!** (GM: *John Cote* Room: [Snowshed Ballroom SBL08](#)) After 25 years failing to conceive with his now deceased wife Clarisse, French President Emile Loubet and his new wife Marie are finally with child. For two months, the French have celebrated but today, news broke that Marie has been kidnapped! Even worse, France says Great Britain is responsible! Now you, the clandestine Queen's Knights of the Chimera, must find the real villains and bring Marie home to Paris to clear Great Britain's proud name. *Rules: Brass & Steel: A Game of Steampunk Adventure (8 Players) (Saturday 8:00 AM)*

**R169 Microscope** (GM: *Eric Loren* Room: [Snowshed Highlander 2 SH21](#)) Let's make a world out of nothing but index cards, in an ever-branching tree. We'll tell the story of an entire place, people, or epoch, adding wonder or conflict or tragedy to anything that piques our interest. Where is the Mirror of Erindar during the 16th Ascendancy? Why did Quintinnius betray the Scarlet Sisters at the Battle of Santain? Is the Simpsons still on in the year 82127? Just write the answer! *Rules: Microscope (5 Players) (Saturday 8:00 AM)*

**R464 Tales from the Loop: Cartoon Mayhem!** (GM: *Erik Stumpf* Room: [Snowshed Ballroom SBL25](#)) It starts with a pizza delivery to a sewer grate and a report of ghosts haunting the hotel, but when robots take the battle to Main Street someone has to step in! The adults can't figure out what's going on but knowing is half the battle! *Rules: Tales from the Loop (5 Players) (Saturday 8:00 AM)*

**R486 The Quiet Year** (GM: *Tom Mechler* Room: [Snowshed Highlander 2 SH24](#)) This is a narrative map-drawing game. The group will collectively explore the struggles of a space colony trying to rebuild after losing contact with its home world. It's a game about community, choices and landscapes. To play you'll work together to create the story of this colony while recording it onto an evolving map. *Rules: The Quiet Year (4 Players) (Saturday 8:00 AM)*

**R469 Player's Island--Looking for Group** (GM: Room: [Snowshed Ballroom SBL17](#)) Not sure what to play? Need a sixth player? Come to Player's Island Players uncertain of what to play can set up camp here and GMs looking for extra players can make their pitch. **(Unlimited Players) (Saturday at 1:00 PM)**

**R100 A Mortal Harvest** (GM: *Oscar Rios* Room: [Snowshed Ballroom SBL26](#)) A Mortal Harvest (Cthulhu Invictus/Britannia Mini-Campaign Part II): In the province of Britannia, shortly before harvest, three villages of native Britons suddenly abandon their homes and head towards the city of Eboracum. The investigators must investigate this refugee crisis and get these people back to their homes, to bring in their crops, lest they starve come winter. But they are too terrified to do so because of a mysterious figure singing haunting ballads of their impending doom. *Rules: Cthulhu Invictus (6 Players) (Saturday at 1:00 PM)*

**R69 Adrift in Space** (GM: *Brad Younie* Room: [Snowshed Ballroom SBL29](#)) You are the crew of a cargo ship en route from Mars to a city-sized space station orbiting the sun near the Main Asteroid Belt. An accident destroys your ship, leaving you stranded in a shuttle craft. The small vessel does not have enough resources to keep you alive long enough to reach your destination—or anyplace, for that matter. When all hope seems lost, your scanners pick up a ship on an intercept course. They might rescue you. Or they could be pirates. But they are your only chance! *Rules: The Unexplained (6 Players) (Saturday at 1:00 PM)*

**R108 Alpha Station** (GM: *Paul Siegel* Room: [Snowshed Highlander 1 SH15](#)) Welcome to Alpha Station, troubleshooter! Alpha Station is a fully automated and entirely self-sufficient system, completely free from the harmful threat of traitors, mutants, aliens, terrorists, space-viruses, and freewill. As a troubleshooter your job is simple - keep it that way. So, put on your red-clearance EV suit, keep your laser handy, and wait for The Computer to open the pod-bay doors. *Rules: Paranoia (Rebooted Kickstarter Edition) (6 Players) (Saturday at 1:00 PM)*

**R226 Assumption of the Flesh** (GM: *Adam Flynn* Room: [Snowshed Highlander 2 SH23](#)) You have trained, sacrificed, and suffered to earn your place as the crew of the first manned lunar base, Brilliant Rising Palace, the culmination of China's Chang'e 9 mission in 2038. You carry with you the dreams of an entire nation and every precaution has been made to arm you against the cold, inescapable dangers of space. Yet nothing could prepare you for a wondrous and unprecedented discovery.... A hard science fiction game of investigation and interpersonal conflict. *Rules: Unknown Armies 3rd Edition (simplified) (5 Players) (Saturday at 1:00 PM)*

**R10 Empty Quiver** (GM: *Jeffrey Lawrence* Room: [Snowshed Ballroom SBL07](#)) USS Ulysses has gone down while on an observation mission of the Asharani culture on Theta Lyncis V while they perform their first test of a warp vessel, damaged by the loss of control of the warp test bed. USS The Sullivans has been dispatched to Theta Lyncis V to [a] establish first contact with the Asharani, while [b] recovering all Ulysses survivors, [c] remove or destroy all instances of Ulysses' technology on Theta Lyncis V in compliance with the Prime Directive. As always: Complications. *Rules: Far Trek (6 Players) (Saturday at 1:00 PM)*

**R319 Gemhammer's Siege of Skullspire** (GM: *Conor Napier* Room: [Snowshed Ballroom SBL18](#)) Take part in an epic tournament style adventure to defeat a half fiend lich and save the kingdom. Multiple parties will run congruent mini adventures called chapters, as they ascend the to the top layer of Skullspire. The actions of one party will affect the other players and parties may even collide. Surviving players will join forces and face the Lord of Skullspire himself in a final battle to the death. *Rules: Dungeons and Dragons 5th Edition (24 Players) (Saturday at 1:00 PM)*

**R195 HYPERBOREA: The Black Moss-Hag of Lug** (GM: *Jeffrey Talanian* Room: [Northstar NS01](#)) Out on the farms southeast of the Town of Swampgate, "little people" have been observed stealing across the moonlit fields. Until recently, they were considered nothing more than a nuisance. Of late, however, they have been breaking fences, trampling crops, and taking livestock. Then, a week ago, disaster struck. In the dead of night, two young sweethearts sneaked out from their respective farms to rendezvous at a nearby tool shed used by local peat cutters. They never returned. *Rules: Astonishing Swordsmen & Sorcerers of Hyperborea (7 Players) (Saturday at 1:00 PM)*

**R103 Incident on Titan** (GM: *William Adcock* Room: [Snowshed Ballroom SBL27](#)) Incident on Titan: Investigators are sent to Benedict's Rest, a former penal colony on Saturn's largest moon, Titan. The facility is now a mine and refinery for methane, but productions has dropped 19% and their colony's chief medical officer was found dead under suspicious circumstances. The board of directors dispatches a team to look into the incident, but what they find is horror 1,275,000,000 miles from Earth. *Rules: Call of Cthulhu - Far Future (6 Players) (Saturday at 1:00 PM)*

**R315 Querent: Tarot Tabletop Role-Playing Game** (GM: *Amila Nuhodzic, Kayla, Mish* Room: [Snowshed Ballroom SBL09](#)) Querent is a tabletop RPG that uses tarot cards to create characters and guide the story. It is a game that is currently under development. We're hoping to have players and GMs alike come see our new mechanic for tabletop role-playing. *Rules: Querent (4 Players) (Saturday at 1:00 PM)*

**R74 Rebel Scum** (GM: *Ian Eller* Room: [Snowshed Ballroom SBL03](#)) In the early days of the Rebel Alliance, the nascent revolution needs to exploit every advantage and embrace every ally. That's where you come in: smugglers, saboteurs, spies, criminals and assassins, you do the dirty work the Rebellion needs done if it is going to stand a chance against the Empire. "Rebel Scum" is an ongoing event where each session informs the next, but players can easily drop in and out. Get Your Hands Dirty. You Are Rebel Scum. This is a Dark Phoenix Event. *Rules: Star Wars d6 2nd Ed. (6 Players) (Saturday at 1:00 PM)*

**R257 Return to the Lambent Fields** (GM: *Jason Marcure* Room: [Snowshed Highlander 2 SH22](#)) Years ago the princess was cast into exile by Marrik, a foul-hearted man, captain of the Ironclad Landship Sever. During the events leading up to the coup, a group of brave misfits, set forth on Polaris. Though they almost managed to best Marrik and his villainous crew, they were ultimately defeated, their extraordinary land ship Polaris lost. Polaris was not destroyed. Will you take up the challenge, find Polaris, defy a murderous overlord and restore the Princess to the throne? *Rules: Numenera (6 Players) (Saturday at 1:00 PM)*

**R171 Starflies of the Galaxy!!!** (GM: *David Clarkson, Matthew Wheeler, Scott Legault, Sean Murphy* Room: [Snowshed Ballroom SBL01](#)) Star Wars! Guardians of the Galaxy! Firefly! Your brave team of...well, smugglers and rogues challenge tyranny while trying to make a credit. In this time of grave danger, you need to put your plan...11% of a plan in action and be a Big Damn Hero. A multi-table Extra Life event, players and participants can donate money to have good (and hilarious) things happen. No donation is required but every dollar raised goes to Children's Miracle Network. An Extra Life event with Dark Phoenix Events. *Rules: Powered by the Apocalypse (18 Players) (Saturday at 1:00 PM)*

**R162 The Backsnatch Job** (GM: *TJ Howell* Room: [Snowshed Highlander 2 SH21](#)) Morry Dash and his White Knights are suckers for good-deed runs, so when a Johnson asks for help getting his kidnapped son back safely, how could he refuse? A tale of bosozoku, crime, and more twists than a hacked soft-serve machine! *Rules: Shadowrun (6 Players) (Saturday at 1:00 PM)*

**R316 The Last Days of Atlantis** (GM: *Bryan Skowera* Room: [Snowshed Highlander 1 SH14](#)) "In our hubris, we ignored the omens and portents. Now, with the wrath of the gods almost upon us, we must make sure not all is lost. You, the Poet, the Physician, the Farmer, the Scientist, the Magician, and the Soldier, must carry our knowledge and culture to new lands, and keep the memory of Atlantis alive. Go now, before the waters take us all!" *Rules: TriStat DX (6 Players) (Saturday at 1:00 PM)*

**R57 The Missing** (GM: *Andre Kruppa* Room: [Snowshed Gateway SGW 01](#)) In August of 1840 the Rosalie was found under sail with cargo intact and water in the bilge. The ship's cat, a few chickens, and some starving canaries were still aboard the large cargo ship. Each member of your posse had loved ones aboard the Rosalie who seemingly abandoned the ship in haste, while under sail, and so the search is on! A 2 SESSION GAME STARTING AT 1PM ENDING AT 1AM! [Immersive play with lighting, sound, and role-playing! – GameSoapbox.com with DarkPhoenixEvents.com] *Rules: Lucid Dreams Role-playing Engine (6 Players) (Saturday at 1:00 PM)*

**R18 Warp Lords: Star-Crossed Lovers** (GM: *Dillon Morin* Room: [Snowshed Ballroom SBL20](#)) The stars Altair and Vega have been in love for millennia but can only meet once a year on the

night of the summer star festival. However, their path across the Milky Way is fraught with danger. It is up to the crew of a small space ship to escort Altair to his rendezvous before time runs out.

Try out this tabletop roleplaying game with flexible rules where anything can happen with the designers themselves! Features free-flowing combat and a unique system involving d12s and tarot cards. *Rules: Warp Lords (7 Players) (Saturday at 1:00 PM)*

**R470 Player's Island--Looking for Group** (GM: Room: [Snowshed Ballroom SBL17](#)) Not sure what to play? Need a sixth player? Come to Player's Island Players uncertain of what to play can set up camp here and GMs looking for extra players can make their pitch. **(Unlimited Players) (Saturday at 7:00 PM)**

**R229 A Name Etched in Metal, A Longevity like Stone** (GM: *Adam Flynn* Room: [Snowshed Highlander 2 SH23](#)) China 211 BC. The First Emperor, Qin Shi Huang, desperately fears death's approach. The prince Fusu has been sent to the frontier with orders to suppress unsanctioned texts and faces a living death of his own of exile in the company of criminals and spies. Wondrous rumors of an ageless sorcerer lead Fusu and his followers to a remote mountain temple. Surely the secret of eternal life would convince the Emperor to lift the sentence of exile. But can any mortal guess the price for immortality? *Rules: Call of Cthulhu (5 Players) (Saturday at 7:00 PM)*

**R94 Doctor Who: Child's Play** (GM: *Robert Wilson* Room: [Snowshed Highlander 2 SH22](#)) You are attending an online course with Champlain College on American History. Normally, Professor Jones runs the class over video chat and it can be pretty dry. Mainly because Professor Jones is kind of like that teacher from Ferris Bueller. However, tonight there's a new professor leading the course, and to top it off, he's a doctor. He must be pretty good too because he is like the 8th in his class or something like that. Looks to be an exciting lesson tonight! *Rules: Doctor Who Roleplaying Game (Cubicle 7) (6 Players) (Saturday at 7:00 PM)*

**R67 Don't BERY Me at Atlantic Station** (GM: *John Cote* Room: [Snowshed Highlander 2 SH21](#)) The Boston Elevated Railway (BERY) in 1927 is constantly expanding to keep up with the city's growing demand for public transportation. As one of BERY's top engineering and safety crews, your team is frequently called on to troubleshoot and solve problems, but you've never encountered anything like this before. Join me for a Call of Cthulhu "dungeon crawl" beneath the streets and waterways of New England's largest city. Characters provided. *Rules: Call of Cthulhu (7th Edition) (8 Players) (Saturday at 7:00 PM)*

**R101 Dragon of Cambria** (GM: *William Adcock* Room: [Snowshed Ballroom SBL27](#)) Dragon of Cambria (Cthulhu Invictus/Britannia Mini-Campaign part III): The Silures of western Britannia, a tribe with lukewarm dealings with the empire, has officially asked the Roman governor for assistance. Their request is urgent, fantastic, and utterly unbelievable. But this rare opportunity to improve relations with the sometimes troublesome tribe cannot be passed up. It should be easy to solve their problem, because what are the chances that an actual dragon has moved into their territory? *Rules: Cthulhu Invictus (6 Players) (Saturday at 7:00 PM)*

**R28 Fiasco: Science Comics** (GM: *Petra Jackl* Room: [Snowshed Ballroom SBL06](#)) Sure you work in the same "costumed aggression" industry as super heroes but your less super more second rate but you know when you get together it will be a fantastic Fiasco! This is a role play heavy game where the players create the story. This game takes about three hours. This is a Dark Phoenix Event! *Rules: Fiasco (6 Players) (Saturday at 7:00 PM)*

**R493 Havoc on The Seas of Ayil: Epic Space Fantasy** (GM: *Drew Cochran* Room: [Snowshed Ballroom SBL28](#)) Among the solar Djinn and the celestial Fruits of the ancient Matron Tree, the galactic waters hold many wars, many secrets, and many treasures. Your

charge is to ransom back a chained sun from the Brothers of Desiccation, before they extinguish its life-giving light.

Aboard the humble caravel 'Saint Sveinn', your motley crew of privateers face nefarious risk for the sake of Ayil's Seas.

Can you turn the tides of cosmic war? Can you bring back hope back to the system? *Rules: The Epic of Dreams (6 Players) (Saturday at 7:00 PM)*

**R201 Joan of Arc** (GM: *Thomas Robert* Room: [Snowshed Ballroom SBL14](#)) Upcoming RPG based on the Time of Legends: Joan of Arc board game kickstarted in 2017 and developed by Mythic Games. This session will be a sneak preview of the game with one of its designers. It will include a short presentation of the game, the changes to the SRD 5e, as well as a full scenario using pregenerated characters. RPG beginners welcome. *Rules: SRD 5e (6 Players) (Saturday at 7:00 PM)*

**R110 Mazes and Monsters** (GM: *Paul Siegel* Room: [Snowshed Ballroom SBL19](#)) The year is 1981, and a series of disappearances at the local college have brought together an unlikely group of investigators. The only connection between these disappearances is a strange new game with occult overtones that is rapidly becoming a cultural phenomenon. Have the missing kids joined a nefarious cult, or did they just get lost in the woods playing a silly game while stoned? Be prepared to lose your mind in this tale of dark humor amidst mass hysteria. *Rules: Cthulhu / Savage Worlds (6 Players) (Saturday at 7:00 PM)*

**R75 Rebel Scum** (GM: *Ian Eller* Room: [Snowshed Ballroom SBL03](#)) In the early days of the Rebel Alliance, the nascent revolution needs to exploit every advantage and embrace every ally. That's where you come in: smugglers, saboteurs, spies, criminals and assassins, you do the dirty work the Rebellion needs done if it is going to stand a chance against the Empire. "Rebel Scum" is an ongoing event where each session informs the next, but players can easily drop in and out. Get Your Hands Dirty. You Are Rebel Scum. This is a Dark Phoenix Event. *Rules: Star Wars d6 2nd Ed. (6 Players) (Saturday at 7:00 PM)*

**R92 SG-24 Goes for a Walk in the Park** (GM: *Neil Churchill* Room: [Snowshed Ballroom SBL08](#)) On P89-534, radio waves are detected by the MALP and SGC needs more information before First Contact is done. Pre-generated characters can be provided if needed. *Rules: Stargate RPG d20 (8 Players) (Saturday at 7:00 PM)*

**R88 Star Wars Episode 3.5** (GM: *Jeff Mayo* Room: [Snowshed Ballroom SBL16](#)) The traitorous Jedi have been wiped from the galaxy & the Republic along with it. The Empire has risen from the ashes of the Republic & ushers in a new era of peace & prosperity for all. But, not all see the Empire as a benevolent force for good. Not all believe in the Emperor's grand designs. Now, Rebellion spreads through the galaxy, upsetting the New Order. As loyal Stormtroopers in the 501st, you must stamp out the seeds of Rebellion. Grab your armor & blasters, it's time to hunt Rebel Scum! *Rules: D&D 5E variant/home brew. (6 Players) (Saturday at 7:00 PM)*

**R357 That's It, Da Last Call for the Bar Room Brawl** (GM: *James Doyle* Room: [Oscar Wilde Ballroom OW49](#)) Let's go, git up, git them down and GIT OUT. It's Last Call at Da Brawl. The Last Hooray.....and you can all bet your screaming, panicking, paranoid butts that I have one last trick up my sleeve. Someone has returned, and the worst part is, he's just the lackey. Players get 2 characters to start, VIP's (prior brawl winners) get a perk as usual. As for the theme, Let's just say it's all against one and one against all because I am finally throwing the GAUNTLET down. Winner gets to pick it up. *Rules: Advanced Dungeons & Dragons (24 Players) (Saturday at 7:00 PM)*

**R243 The Darkwatch** (GM: *Scott Legault* Room: [Snowshed Ballroom SBL02](#)) For centuries, since the Templars there has been the Darkwatch fighting against the real monsters that move

in the night. Join your teammates as WW2 rages to journey into hell in Southeast Asia to hold back the forces of darkness once again. The War is child's play, the battle is here. A COC 7th adventure for 6 players, pregens, mature players only. This is a Dark Phoenix Event *Rules: Call of Cthulhu (6 Players) (Saturday at 7:00 PM)*

**R239 The Dry Cleaning Affair** (GM: *Steven Parenteau* Room: [Snowshed Ballroom SBL25](#)) Our contact in Los Angeles has missed his routine check in. All other attempts to contact agent cleaning man have failed. Report to ICON briefing at 0600 hours then depart to Los Angeles and ascertain what has happened to him and report back to control for further instructions. This is a Dark Phoenix sponsored event. *Rules: Top Secret, New World Order (6 Players) (Saturday at 7:00 PM)*

**R248 Titansgrave: Birth of a New Race: End of the Road...** (GM: *Mark Coutu* Room: [Snowshed Ballroom SBL26](#)) It has been a long process, and you are wondering how the City of Vorakis is going to receive the news of your journey. You weren't sure what you expected when you took this job, but it has all come down to this. The third and final chapter of the series, where you will have to make a final decision about what to do with the package and information. How deep does this all go, and when you are done, are you truly finished? *Rules: Fantasy Age: Titansgrave (6 Players) (Saturday at 7:00 PM)*

**R241 TORG ETERNITY: THE ATET PROJECT** (GM: *John LeMaire* Room: [Snowshed Ballroom SBL09](#)) Since the beginning of the war, Lord Mobius has been testing the limits of Reality to hasten his conquest of Earth. Now he attempts his most daring experiment yet. The multiverses greatest super-villain attempts to extend his empire to the final frontier. Do you have what it takes to stop him? *Rules: TORG (6 Players) (Saturday at 7:00 PM)*

**R72 Urban Fantasy** (GM: *Brad Younie* Room: [Snowshed Ballroom SBL29](#)) While investigating a cult performing ritual dark magic, you encounter a man who can apparently perform great feats of magic at will. He warns you that the cult has unleashed evil creatures into the world—creatures you know could not really be real and offers to team up to take them down. Could this strange man be on the level, or is he as dangerous as those you are after? *Rules: The Unexplained (6 Players) (Saturday at 7:00 PM)*

**R19 Warp Lords: The Vien Estate** (GM: *Mike Vautour* Room: [Snowshed Ballroom SBL20](#)) A sea of storms lies to the continent in the south. Only the Stormblade can quell these storms. The Blue Recluse is asking all adventurers to enter the long abandoned Vien Estate to try and find it, and whatever other secrets they can recover. Try out this tabletop roleplaying game with flexible rules where anything can happen with the designers themselves! Features free-flowing combat and a unique system involving d12s and tarot cards. *Rules: Warp Lords (7 Players) (Saturday at 7:00 PM)*

**R466 Flight of Die Icarus** (GM: *Ramzy Post* Room: [Snowshed Ballroom SBL08](#)) Jonas Schuler III has received a telegraph from researcher and inventor Nigel O'Tep. Claims to have found a plant that has analgesic properties beyond any that are used in medicine to date. Knowing a hot investment tip, Schuler wastes no time in gathering a group to confirm, document, and claim the discovery. *Rules: Call of Cthulhu (8 Players) (Saturday at 11:30 PM)*

**R160 Izevstia: The Stars will be Red** (GM: *Bradley Polant* Room: [Snowshed Ballroom SBL09](#)) In the far future year of 2007, the heroic Soviet crew of the nuclear powered spaceship the CCCP Izevstia sets out to find out why contact with the US/USSR expedition to Venus has been lost. Retro science fiction with a horror feel. This is part of my goal to run "forgotten" retro game systems. Characters will be provided and no experience with the Rule system is needed. *Rules: Universe (6 Players) (Saturday at 11:30 PM)*



**R258 Pokéthulhu: The Thingamajig in Flannel** (GM: *Gordon Spaeth* Room: [Snowshed Ballroom SBL25](#)) Dark Priest Tupelo needs you to investigate a fairly mundane case of suspected other-worldly invasion and body snatching not far from the sleepy village of Fungadale, just days before its famous "Fungus Filled Fiesta". What an opportunity Psychosis and psilocybin are both real possibilities.... if you can psurvive. Fun for Pokéthulhu cultists of all ages. Bring plenty of shining dodecahedrons for performing all your favorite rituals. Rules can be found free online... *Rules: Pokéthulhu Adventure Game RPG (6 Players) (Saturday at 11:30 PM)*

**R471 Player's Island--Looking for Group** (GM: Room: [Snowshed Ballroom SBL17](#)) Not sure what to play? Need a sixth player? Come to Player's Island Players uncertain of what to play can set up camp here and GMs looking for extra players can make their pitch. **(Unlimited Players) (Sunday 8:00 AM)**

**R494 Havoc on The Seas of Ayil: Epic Space Fantasy** (GM: *Drew Cochran* Room: [Snowshed Ballroom SBL28](#)) Among the solar Djinn and the celestial Fruits of the ancient Matron Tree, the galactic waters hold many wars, many secrets, and many treasures. Your charge is to ransom back a chained sun from the Brothers of Desiccation, before they extinguish its life-giving light.

Aboard the humble caravel 'Saint Sveinn', your motley crew of privateers face nefarious risk for the sake of Ayil's Seas. Can you turn the tides of cosmic war? Can you bring back hope back to the system? *Rules: The Epic of Dreams (6 Players) (Sunday 8:00 AM)*

**R321 My Little Pony: Tails of Equestria....In Spaaaace!!!** (GM: *Brynne Spaeth* Room: [Snowshed Ballroom SBL18](#)) The Cutie Map has called you for an important mission.... In Spaaaace! Travel to Spacequestria Station (also known as "The Horseshoe") to discover why communications have been broken off. Is it a malfunction? Or has something more sinister happened? And will the Power of Friendship be enough to save the Equestronauts and the day? No experience needed, and characters will be provided... *Rules: My Little Pony: Tails of Equestria Storytelling Game (6 Players) (Sunday 8:00 AM)*

**R111 Star Trek: Mining for Success** (GM: *Steven Parenteau* Room: [Snowshed Ballroom SBL25](#)) The Federation has been asked by miners on Turken VII to help negotiate trade agreements with the relatively unknown Sheliak Corporate. This is a Dark Phoenix sponsored event. *Rules: Star Trek (FASA) (6 Players) (Sunday 8:00 AM)*

**R104 The Long Dark** (GM: *Oscar Rios* Room: [Snowshed Ballroom SBL26](#)) The Long Dark (Cthulhu Invictus/Britannia Mini-Campaign Part IV): Just south of Hadrian's Wall, an old friend needs help. Now retired from the legions he has started a farm and a family. For the Romans it time to harvest, but for the native Britons, it was also a sacred time, the start of their New Year, a time when ghoulies and ghosties, and long legged beasties were free to enter our world. It seems that some of these creatures are trying to ruin his harvest and driving him off his land. *Rules: Cthulhu Invictus (6 Players) (Sunday 8:00 AM)*

**R391 2121: A Space Nightmare [Dread]** (GM: *Sam Liberty* Room: [Snowshed Ballroom SBL08](#)) In the year 2121 humankind has settled the solar system, but we remain stranded in our small corner of the galaxy. Until one day, on the edge of the Sol System, a hole opens in space. When humanity's efforts to explore wild space go wrong, a team is sent to investigate. What new horrors await us beyond the rift? And what familiar horrors do we bring with us?

This story takes inspiration from works including Alien, 2001, Event Horizon, Moon, The Shining, The Expanse, The Thing, and others *Rules: Dread (6 Players) (Sunday at 10:00 AM)*

**R25 Clones in Spaaace!** (GM: *Matthew Timmins* Room: [Snowshed Highlander 2 SH23](#)) It's Paranoia ... in spaaace! Complete with jolly aliens, perfectly safe rocket ships, and explosive decompression. "2001" this ain't. *Rules: Paranoia (Mongoose 25th Ed.) (6 Players) (Sunday at 10:00 AM)*

**R168 Do: Pilgrims of the Flying Temple** (GM: *Eric Loren* Room: [Snowshed Highlander 2 SH21](#)) You are a good-hearted wanderer in a land of trouble. Pull a planet out of the hide of a space whale! Rescue a dilapidated railroad from the airship industry! Win a dance competition! Do: Pilgrims [etc.] is a short, lighthearted storytelling game about helping people and getting into trouble. *Rules: Do (4 Players) (Sunday at 10:00 AM)*

**R320 Starship Infernum** (GM: *Amanda Kahl* Room: [Snowshed Ballroom SBL23](#)) Can your crew survive its mission aboard the failing Starship Infernum? Survival horror in the cold blackness of space! *Rules: Starship Infernum/Black Jack (6 Players) (Sunday at 10:00 AM)*

**R245 The Girl in the Moon** (GM: *Scott Legault* Room: [Snowshed Ballroom SBL02](#)) Join the Gaslight Gang as they blast off on another adventure, this time a special journey to the MOON! The Crown Princess Elizabeth has been kidnapped and by the miracle of Dr. Verne's Heavenly Apparatus you will ascend to the moon and find who's responsible and rescue the lass! Join Iron Jim, Vanity Rose, Katja, Longshot and the rest of the gang to solve the mystery of the girl in the moon! Characters provided, bring your cheesy accent! This is a Dark Phoenix Event *Rules: Brass & Steel: A Steampunk Adventure (8 Players) (Sunday at 10:00 AM)*

**R12 The Zombiest Place on Earth** (GM: *Jeffrey Lawrence* Room: [Snowshed Ballroom SBL07](#)) Take a vacation to Disney World, they said. It'll be fun for you, the spouse, the kids. That's what the vacation planner told you, gushing with all the salesmanship and élan of a coke-addled used car dealer. They didn't tell you that the zombie outbreak would occur with Disney World as it's goddamned Ground Zero, did they? You endured the TSA, interminable lines for a five-second glimpse of some fool in a mouse costume... and now you need to escape before you become the snack food. *Rules: All Flesh Must Be Eaten (6 Players) (Sunday at 10:00 AM)*

**R20 Warp Lords: Escape from Candyland** (GM: *Dillon Morin* Room: [Snowshed Ballroom SBL15](#)) A handful of people from across time and space wake up one day in a strange land where everything is made of candy. They must find their way out or go into a sugar coma trying.

Try out this tabletop roleplaying game with flexible rules where anything can happen with the designers themselves! Features free-flowing combat and a unique system involving d12s and tarot cards. *Rules: Warp Lords (7 Players) (Sunday at 10:00 AM)*

**R472 Player's Island--Looking for Group** (GM: Room: [Snowshed Ballroom SBL17](#)) Not sure what to play? Need a sixth player? Come to Player's Island Players uncertain of what to play can set up camp here and GMs looking for extra players can make their pitch. **(Unlimited Players) (Sunday at 1:00 PM)**

**R90 A Handsome Hangover** (GM: *Mike Wells* Room: [Snowshed Ballroom SBL21](#)) You wake up somewhere in the desert of Pandora. With a pounding headache you think back to your last solid memory, traversing Taurox gap in search of a vault key piece. Your other more recent memories are blurry and disjointed. Suddenly you hear an all too familiar high-pitched and jarring voice "HELLLO MINIONS!" Welcome to Savage Borderlands, a fan made supplement for the Savage Worlds system set on the Borderlands planet of Pandora. Characters are provided, just bring dice and a pencil *Rules: Savage Worlds (5 Players) (Sunday at 1:00 PM)*

**R209 Nearly Never Billied a Doe** (GM: *Matthew Wheeler* Room: [Snowshed Ballroom SBL04](#)) You were born in the mud, you'll probably die in the mud, but maybe you can make a bit of coin before you do. You're a scoundrel in the city of Duskwall and you're looking for your next score. The plan is to smuggle some illegal, demon blood laced liquor into the city. You'll need to bribe, threaten or otherwise extract information from the right folks to get the exact location of the hidden cache of liquor, then you'll need to similarly deal with the harbor patrol. This is a Dark Phoenix Event. *Rules: Blades in the Dark (Pbte) (7 Players) (Sunday at 1:00 PM)*

**R76 Rebel Scum** (GM: *Ian Eller* Room: [Snowshed Ballroom SBL03](#)) In the early days of the Rebel Alliance, the nascent revolution needs to exploit every advantage and embrace every ally. That's where you come in: smugglers, saboteurs, spies, criminals and assassins, you do the dirty work the Rebellion needs done if it is going to stand a chance against the Empire. "Rebel Scum" is an ongoing event where each session informs the next, but players can easily drop in and out. Get Your Hands Dirty. You Are Rebel Scum. This is a Dark Phoenix Event. *Rules: Star Wars d6 2nd Ed. (6 Players) (Sunday at 1:00 PM)*

**R71 The Evil Dead** (GM: *Brad Younie* Room: [Snowshed Ballroom SBL29](#)) While investigating a haunting in a small town in Maine, a fog rolls in, and with it come the animated bodies of the dead. You have only two options: Hold them off until you can solve the mystery and stop their relentless attack, or escape. Choose well! *Rules: The Unexplained (6 Players) (Sunday at 1:00 PM)*

**R163 The MacGuffin Job** (GM: *TJ Howell* Room: [Snowshed Highlander 1 SH15](#)) Sometimes data is so hot people have to take serious measures to keep it secret and secure on the go. That's where you come in - what could be easier than a data-courier gig? You're about to find out! *Rules: Shadowrun (6 Players) (Sunday at 1:00 PM)*

**R247 The Mad Rat of Labo Tor** (GM: *Mark Coutu* Room: [Snowshed Ballroom SBL26](#)) Reports are coming in that a small sect of rats that follow the word of Labo Tor have stumbled upon an artifact of the Old Ones, and they have figured out how to weaponize it and bring the world to ruin once again. Agents have been sent from both Pugmire, and the Monarchies of Mau to find out what this artifact might be, who is behind these plans, and put a stop to them. Alliances might be tense, but those need to be put aside if this threat is to be handled and stopped. *Rules: Pugmire/Monarchies of Mau (6 Players) (Sunday at 1:00 PM)*

**R17 Warp Lords: The Treasure of Admiral Brax** (GM: *Mike vautour* Room: [Snowshed Ballroom SBL20](#)) A mysterious island has popped up in the ocean and the Blue Recluse is looking for treasure hunters to recover what they can.

Try out this tabletop roleplaying game with flexible rules where anything can happen with the designers themselves! Features free-flowing combat and a unique system involving d12s and tarot cards. *Rules: Warp Lords (7 Players) (Sunday at 1:00 PM)*

## Role Playing Games – Adventurers League

**RAL333 CCC-TRI-22 STORM 1-1 On the Baron's Trail** (GM: *TRI GM* Room: [Snowshed Cafeteria SC05](#)) New Tier 3 adventure (Levels 11-16) Following the destruction of the Thunderbound and the Ark of the Mountains, the cloud giant villain, Baron Rajirim, still remains at-large. A lead from the Harpers has brought the party to the city of Hulburg in pursuit of one of the Baron's known accomplices. If they can locate his partner-in-crime, the party will be a step closer to finally apprehending the Baron and bringing him to justice. *Rules: D&D 5E (6 Players) (Friday at 1:00 PM)*

**RAL374 CCC-TRI-22 STORM 1-1 On the Baron's Trail** (GM: *TRI GM* Room: [Snowshed Cafeteria SC06](#)) New Tier 3 adventure (Levels 11-16) Following the destruction of the Thunderbound and the Ark of the Mountains, the cloud giant villain, Baron Rajirim, still remains at-large. A lead from the Harpers has brought the party to the city of Hulburg in pursuit of one of the Baron's known accomplices. If they can locate his partner-in-crime, the party will be a step closer to finally apprehending the Baron and bringing him to justice. *Rules: D&D 5E (6 Players) (Friday at 1:00 PM)*

**RAL375 CCC-TRI-22 STORM 1-1 On the Baron's Trail** (GM: *TRI GM* Room: [Snowshed Cafeteria SC07](#)) New Tier 3 adventure (Levels 11-16) Following the destruction of the Thunderbound and the Ark of the Mountains, the cloud giant villain, Baron Rajirim, still remains at-large. A lead from the Harpers has brought the party to the city of Hulburg in pursuit of one of the Baron's known accomplices. If they can locate his partner-in-crime, the party will be a step closer to finally apprehending the Baron and bringing him to justice. *Rules: D&D 5E (6 Players) (Friday at 1:00 PM)*

**RAL337 DDAL08-00 Once in Waterdeep** (GM: *TRI GM* Room: [Snowshed Cafeteria SC03](#)) 4 hour intro adventures - Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! *Rules: D&D 5E (4 Players) (Friday at 1:00 PM)*

**RAL396 DDAL08-00 Once in Waterdeep** (GM: *TRI GM* Room: [Snowshed Cafeteria SC04](#)) 4 hour intro adventures - Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! *Rules: D&D 5E (4 Players) (Friday at 1:00 PM)*

**RAL338 DDAL08-01 The Map with No Names** (GM: *TRI GM* Room: [Snowshed Cafeteria SC08](#)) Tier 1 (Levels 1-4) Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you're not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy. *Rules: D&D 5E (6 Players) (Friday at 1:00 PM)*

**RAL339 DDAL08-02 Beneath the City of the Dead** (GM: *TRI GM* Room: [Snowshed Cafeteria SC10](#)) 2 hour Tier 1 D&D Adventure (Levels 1-4) The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you Part Two of the Umbral Aristocracy Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Friday at 1:00 PM)*

**RAL340 DDAL08-03 Dock Ward Double Cross** (GM: *TRI GM* Room: [Snowshed Cafeteria SC17](#)) 2 hour Tier 1 D&D Adventure (Levels 1-4) You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Friday at 1:00 PM)*

**RAL341 DDAL08-04 A Wrinkle in the Weave** (GM: *TRI GM* Room: [Snowshed Cafeteria SC18](#)) 2 hour Tier 1 D&D Adventure (Levels 1-4) The Blackstaff has discovered an oddity in the Weave that surrounds Waterdeep. The enigma may have been there all along or it might be new and the Blackstaff intends to figure it out using an ancient artifact from the reign of Emperor Shoon III. Part One of the Folded Time Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Friday at 1:00 PM)*

**RAL344 DDAL08-07 Into the Dark** (GM: *TRI GM* Room: [Snowshed Cafeteria SC12](#)) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a

foray into Undermountain. Part One of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players)* (Friday at 1:00 PM)

**RAL423 DDAL08-07 Into the Dark** (GM: *TRI GM Room: [Snowshed Cafeteria SC13](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players)* (Friday at 1:00 PM)

**RAL424 DDAL08-07 Into the Dark** (GM: *TRI GM Room: [Snowshed Cafeteria SC14](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players)* (Friday at 1:00 PM)

**RAL345 DDAL08-08 Crypt of the Dark Kiss** (GM: *TRI GM Room: [Snowshed Cafeteria SC09](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Are there actually vampires in Undermountain? The Baron of Blood demands that you find out Part Two of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players)* (Friday at 1:00 PM)

**RAL346 DDAL08-09 Fangs and Frogs** (GM: *TRI GM Room: [Snowshed Cafeteria SC11](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand Part Three of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players)* (Friday at 1:00 PM)

**RAL347 DDEP08-01 Chaos in the City of Splendors** (GM: *TRI GM Room: [Snowshed Cafeteria SC14](#)*) The new Season 8 Epic for levels 1-10. The hunt for the dragon's cache has attracted ne'er-do-wells and fortune seekers to Waterdeep from far and wide and the gangs of Waterdeep are not about to let such a bounty of talent go to waste. Chaos and shenanigans await the brave and the bold in the City of Splendors! This is a 4 hour multi-table event *Rules: D&D 5E (84 Players)* (Friday at 7:00 PM)

**RAL376 CCC-TRI-22 STORM 1-1 On the Baron's Trail** (GM: *TRI GM Room: [Snowshed Cafeteria SC05](#)*) New Tier 3 adventure (Levels 11-16) Following the destruction of the Thunderbound and the Ark of the Mountains, the cloud giant villain, Baron Rajirum, still remains at-large. A lead from the Harpers has brought the party to the city of Hulburg in pursuit of one of the Baron's known accomplices. If they can locate his partner-in-crime, the party will be a step closer to finally apprehending the Baron and bringing him to justice. *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL334 CCC-TRI-23 STORM 1-2 Fear of the Three** (GM: *TRI GM Room: [Snowshed Cafeteria SC06](#)*) A new Tier 3 adventure (Levels 11-16) Hot on the trail of Celise Teshwave and Baron Rajirum, the adventurers must enter newly exposed mountain excavations in the Gelena mountains. Swift action must be taken to prevent the Baron from obtaining a powerful weapon from this ruin. Meanwhile, the mysterious Teshwave sisters, Abigail and Char, are hot on the trail of their older sister. *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL381 CCC-TRI-23 STORM 1-2 Fear of the Three** (GM: *TRI GM Room: [Snowshed Cafeteria SC07](#)*) A new Tier 3 adventure (Levels 11-16) Hot on the trail of Celise Teshwave and Baron Rajirum, the adventurers must enter newly exposed mountain excavations in the Gelena mountains. Swift action must be taken to prevent the Baron from obtaining a powerful weapon from this ruin. Meanwhile, the mysterious Teshwave sisters, Abigail and Char, are hot on the trail of their older sister. *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL397 DDAL08-00 Once in Waterdeep** (GM: *TRI GM Room: [Snowshed Cafeteria SC03](#)*) 4 hour intro adventures - Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! *Rules: D&D 5E (4 Players)* (Saturday 8:00 AM)

**RAL399 DDAL08-01 The Map with No Names** (GM: *TRI GM Room: [Snowshed Cafeteria SC04](#)*) Tier 1 (Levels 1-4) Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you're not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy. *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL402 DDAL08-02 Beneath the City of the Dead** (GM: *TRI GM Room: [Snowshed Cafeteria SC08](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you Part Two of the Umbral Aristocracy Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL405 DDAL08-03 Dock Ward Double Cross** (GM: *TRI GM Room: [Snowshed Cafeteria SC10](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL411 DDAL08-04 A Wrinkle in the Weave** (GM: *TRI GM Room: [Snowshed Cafeteria SC17](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) The Blackstaff has discovered an oddity in the Weave that surrounds Waterdeep. The enigma may have been there all along or it might be new and the Blackstaff intends to figure it out using an ancient artifact from the reign of Emperor Shoon III. Part One of the Folded Time Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL416 DDAL08-05 Hero of the Troll Wars** (GM: *TRI GM Room: [Snowshed Cafeteria SC18](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a vicious Troll invasion. But sometimes the true threat lies within the city walls... Part Two of the Folded Time Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL427 DDAL08-07 Into the Dark** (GM: *TRI GM Room: [Snowshed Cafeteria SC12](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL437 DDAL08-08 Crypt of the Dark Kiss** (GM: *TRI GM Room: [Snowshed Cafeteria SC14](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Are there actually vampires in Undermountain? The Baron of Blood demands that you find out Part Two of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL438 DDAL08-08 Crypt of the Dark Kiss** (GM: *TRI GM Room: [Snowshed Cafeteria SC09](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Are there actually vampires in Undermountain? The Baron of Blood demands that you find out Part Two of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players)* (Saturday 8:00 AM)

**RAL446 DDAL08-09 Fangs and Frogs** (GM: *TRI GM Room: [Snowshed Cafeteria SC11](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Your chase to wipe out

the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand Part Three of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Saturday 8:00 AM)*

**RAL336 D&D Open 2018 Gangs of Waterdeep** (GM: *TRI GM Room: [Snowshed Cafeteria SC01](#)*) D&D adventure with six 3rd-level pregenerated characters. The D&D Open is a competitive event designed for multiple groups playing together. Players participating in the event can earn rewards that can be applied to one D&D AL character. The event runs for approximately 8 hours, with a break between the 1st and 2nd round. *Rules: D&D 5E (84 Players) (Saturday at 1:00 PM)*

**RAL412 DDAL08-04 A Wrinkle in the Weave** (GM: *TRI GM Room: [Snowshed Cafeteria SC12](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) The Blackstaff has discovered an oddity in the Weave that surrounds Waterdeep. The enigma may have been there all along or it might be new and the Blackstaff intends to figure it out using an ancient artifact from the reign of Emperor Shoon III. Part One of the Folded Time Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Saturday at 11:30 PM)*

**RAL417 DDAL08-05 Hero of the Troll Wars** (GM: *TRI GM Room: [Snowshed Cafeteria SC06](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a vicious Troll invasion. But sometimes the true threat lies within the city walls... Part Two of the Folded Time Trilogy. Note: Games will be alternating every 2 hours

This game is on SUNDAY at 4:00 am until 7:30 am.- 28 - *Rules: D&D 5E (6 Players) (Sunday at 4:00 AM)*

**RAL429 DDAL08-07 Into the Dark** (GM: *TRI GM Room: [Snowshed Cafeteria SC13](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Saturday at 11:30 PM)*

**RAL439 DDAL08-08 Crypt of the Dark Kiss** (GM: *TRI GM Room: [Snowshed Cafeteria SC14](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Are there actually vampires in Undermountain? The Baron of Blood demands that you find out Part Two of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Saturday at 11:30 PM)*

**RAL447 DDAL08-09 Fangs and Frogs** (GM: *TRI GM Room: [Snowshed Cafeteria SC14](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand Part Three of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday at 4:00 AM)*

**RAL377 CCC-TRI-22 STORM 1-1 On the Baron's Trail** (GM: *TRI GM Room: [Snowshed Cafeteria SC03](#)*) New Tier 3 adventure (Levels 11-16) Following the destruction of the Thunderbound and the Ark of the Mountains, the cloud giant villain, Baron Rajiram, still remains at-large. A lead from the Harpers has brought the party to the city of Hulburg in pursuit of one of the Baron's known accomplices. If they can locate his partner-in-crime, the party will be a step closer to finally apprehending the Baron and bringing him to justice. *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL378 CCC-TRI-23 STORM 1-2 Fear of the Three** (GM: *TRI GM Room: [Snowshed Cafeteria SC06](#)*) A new Tier 3 adventure (Levels 11-16) Hot on the trail of Celise Teshwave and Baron Rajiram, the adventurers must enter newly exposed mountain excavations in the Gelena mountains. Swift action must be taken to prevent the Baron from obtaining a powerful weapon from this ruin. Meanwhile, the mysterious Teshwave sisters, Abigail and Char, are hot on the trail of their older sister. *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL382 CCC-TRI-23 STORM 1-2 Fear of the Three** (GM: *TRI GM Room: [Snowshed Cafeteria SC07](#)*) A new Tier 3 adventure (Levels 11-16) Hot on the trail of Celise Teshwave and Baron Rajiram, the adventurers must enter newly exposed mountain excavations in the Gelena mountains. Swift action must be taken to prevent the Baron from obtaining a powerful weapon from this ruin. Meanwhile, the mysterious Teshwave sisters, Abigail and Char, are hot on the trail of their older sister. *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL335 CCC-TRI-24 STORM 1-3 The Binding of the Three** (GM: *TRI GM Room: [Snowshed Cafeteria SC01](#)*) A new tier 3 adventure (Levels 11-16) The fortress moves, slow yet inevitable in its trek across the land of Thar towards the Sword Coast. On board is Baron Rajiram and his servant, Selise of Teshwave, and the awoken defenses ready to keep the fortress afloat. Prepare for the assault. *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL407 DDAL08-03 Dock Ward Double Cross** (GM: *TRI GM Room: [Snowshed Cafeteria SC02](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL414 DDAL08-04 A Wrinkle in the Weave** (GM: *TRI GM Room: [Snowshed Cafeteria SC04](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) The Blackstaff has discovered an oddity in the Weave that surrounds Waterdeep. The enigma may have been there all along or it might be new and the Blackstaff intends to figure it out using an ancient artifact from the reign of Emperor Shoon III. Part One of the Folded Time Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL418 DDAL08-05 Hero of the Troll Wars** (GM: *TRI GM Room: [Snowshed Cafeteria SC05](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a vicious Troll invasion. But sometimes the true threat lies within the city walls... Part Two of the Folded Time Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL421 DDAL08-06 Purging the Blood** (GM: *TRI GM Room: [Snowshed Cafeteria SC08](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) Still falling through time, Waterdeep has grown into a small city with a problem, a vampire problem, but an old friend offers a solution. Part Three of the Folded Time Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL431 DDAL08-07 Into the Dark** (GM: *TRI GM Room: [Snowshed Cafeteria SC09](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL432 DDAL08-07 Into the Dark** (GM: *TRI GM Room: [Snowshed Cafeteria SC10](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL441 DDAL08-08 Crypt of the Dark Kiss** (GM: *TRI GM Room: [Snowshed Cafeteria SC11](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Are there actually vampires in Undermountain? The Baron of Blood demands that you find out Part Two of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL442 DDAL08-08 Crypt of the Dark Kiss** (GM: *TRI GM Room: [Snowshed Cafeteria SC12](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Are there actually vampires in Undermountain? The Baron of Blood demands that you find out Part Two of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL448 DDAL08-09 Fangs and Frogs** (GM: *TRI GM Room: [Snowshed Cafeteria SC13](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand Part Three of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL449 DDAL08-09 Fangs and Frogs** (GM: *TRI GM Room: [Snowshed Cafeteria SC14](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand Part Three of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday 8:00 AM)*

**RAL379 CCC-TRI-22 STORM 1-1 On the Baron's Trail** (GM: *TRI GM Room: [Snowshed Cafeteria SC01](#)*) New Tier 3 adventure (Levels 11-16) Following the destruction of the Thunderbound and the Ark of the Mountains, the cloud giant villain, Baron Rajirim, still remains at-large. A lead from the Harpers has brought the party to the city of Hulburg in pursuit of one of the Baron's known accomplices. If they can locate his partner-in-crime, the party will be a step closer to finally apprehending the Baron and bringing him to justice. *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL383 CCC-TRI-23 STORM 1-2 Fear of the Three** (GM: *TRI GM Room: [Snowshed Cafeteria SC03](#)*) A new Tier 3 adventure (Levels 11-16) Hot on the trail of Celise Teshwave and Baron Rajiram, the adventurers must enter newly exposed mountain excavations in the Gelena mountains. Swift action must be taken to prevent the Baron from obtaining a powerful weapon from this ruin. Meanwhile, the mysterious Teshwave sisters, Abigail and Char, are hot on the trail of their older sister. *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL387 CCC-TRI-24 STORM 1-3 The Binding of the Three** (GM: *TRI GM Room: [Snowshed Cafeteria SC06](#)*) A new tier 3 adventure (Levels 11-16) The fortress moves, slow yet inevitable in its trek across the land of Thar towards the Sword Coast. On board is Baron Rajiram and his servant, Selise of Teshwave, and the awoken defenses ready to keep the fortress afloat. Prepare for the assault. *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL388 CCC-TRI-24 STORM 1-3 The Binding of the Three** (GM: *TRI GM Room: [Snowshed Cafeteria SC07](#)*) A new tier 3 adventure (Levels 11-16) The fortress moves, slow yet inevitable in its trek across the land of Thar towards the Sword Coast. On board is Baron Rajiram and his servant, Selise of Teshwave, and the awoken defenses ready to keep the fortress afloat. Prepare for the assault. *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL408 DDAL08-03 Dock Ward Double Cross** (GM: *TRI GM Room: [Snowshed Cafeteria SC02](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL415 DDAL08-04 A Wrinkle in the Weave** (GM: *TRI GM Room: [Snowshed Cafeteria SC04](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) The Blackstaff has discovered an oddity in the Weave that surrounds Waterdeep. The enigma may have been there all along or it might be new and the Blackstaff intends to figure it out using an ancient artifact from the reign of Emperor Shoon III. Part One of the Folded Time Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL419 DDAL08-05 Hero of the Troll Wars** (GM: *TRI GM Room: [Snowshed Cafeteria SC10](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a vicious Troll invasion. But sometimes the true threat lies within the city walls... Part Two of the Folded Time Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL422 DDAL08-06 Purging the Blood** (GM: *TRI GM Room: [Snowshed Cafeteria SC11](#)*) 2 hour Tier 1 D&D Adventure (Levels 1-4) Still falling through time, Waterdeep has grown into a small city with a problem, a vampire problem, but an old friend offers a solution. Part Three of the Folded Time Trilogy. Note: Games will be alternating every 2 hours *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL433 DDAL08-07 Into the Dark** (GM: *TRI GM Room: [Snowshed Cafeteria SC13](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) One of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL434 DDAL08-07 Into the Dark** (GM: *TRI GM Room: [Snowshed Cafeteria SC14](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL443 DDAL08-08 Crypt of the Dark Kiss** (GM: *TRI GM Room: [Snowshed Cafeteria SC05](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Are there actually vampires in Undermountain? The Baron of Blood demands that you find out Part Two of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL444 DDAL08-08 Crypt of the Dark Kiss** (GM: *TRI GM Room: [Snowshed Cafeteria SC12](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Are there actually vampires in Undermountain? The Baron of Blood demands that you find out Part Two of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL450 DDAL08-09 Fangs and Frogs** (GM: *TRI GM Room: [Snowshed Cafeteria SC08](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand Part Three of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

**RAL451 DDAL08-09 Fangs and Frogs** (GM: *TRI GM Room: [Snowshed Cafeteria SC09](#)*) New season 8 premier! This is a 4 hour Tier 2 D&D Adventure (Levels 5-10) Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand Part Three of the Vampire Hunt trilogy. *Rules: D&D 5E (6 Players) (Sunday at 1:00 PM)*

# Role Playing Games – Pathfinder Society

**RP87 Pathfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 01](#)) The Pathfinder Society Roleplaying Guild fantasy campaign puts you in the role of an agent of the Pathfinder Society. Home base is sprawling Absalom, so-called City at the Center of the World, astride the great Inner Sea on the mountain-capped Isle of Kortos. You'll explore dark alleys & political intrigue between far-flung travels.

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email [gmharpwizard@gmail.com](mailto:gmharpwizard@gmail.com) *Rules: Pathfinder Role Playing Game (100 Players) (Friday at 1:00 PM)*

**RP113 Pathfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 01](#)) The Pathfinder Society Roleplaying Guild fantasy campaign puts you in the role of an agent of the Pathfinder Society. Home base is sprawling Absalom, so-called City at the Center of the World, astride the great Inner Sea on the mountain-capped Isle of Kortos. You'll explore dark alleys & political intrigue between far-flung travels.

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email [gmharpwizard@gmail.com](mailto:gmharpwizard@gmail.com) *Rules: Pathfinder Role Playing Game (100 Players) (Friday at 7:00 PM)*

**RP114 Pathfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 01](#)) The Pathfinder Society Roleplaying Guild fantasy campaign puts you in the role of an agent of the Pathfinder Society. Home base is sprawling Absalom, so-called City at the Center of the World, astride the great Inner Sea on the mountain-capped Isle of Kortos. You'll explore dark alleys & political intrigue between far-flung travels.

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email [gmharpwizard@gmail.com](mailto:gmharpwizard@gmail.com) *Rules: Pathfinder Role Playing Game (100 Players) (Saturday 8:00 AM)*

**RP115 Pathfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 01](#)) The Pathfinder Society Roleplaying Guild fantasy campaign puts you in the role of an agent of the Pathfinder Society. Home base is sprawling Absalom, so-called City at the Center of the World, astride the great Inner Sea on the mountain-capped Isle of Kortos. You'll explore dark alleys & political intrigue between far-flung travels.

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email [gmharpwizard@gmail.com](mailto:gmharpwizard@gmail.com) *Rules: Pathfinder Role Playing Game (100 Players) (Saturday at 1:00 PM)*

**RP116 Pathfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 01](#)) The Pathfinder Society Roleplaying Guild fantasy campaign puts you in the role of an agent of the Pathfinder Society. Home base is sprawling Absalom, so-called City at the Center of the World, astride the great Inner Sea on the mountain-capped Isle of Kortos. You'll explore dark alleys & political intrigue between far-flung travels.

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email [gmharpwizard@gmail.com](mailto:gmharpwizard@gmail.com) *Rules: Pathfinder Role Playing Game (100 Players) (Saturday at 7:00 PM)*

**RP211 We Be Goblins** (GM: *Andrew Harmon* Room: [Snowshed Bakery SK 06](#)) Come all ye crazy goblins as one of the greatest treasures for goblinkind is up for grabs - fireworks! But will you be able to meet the dares needed to take such lovely shinies for yourselves, or will you end

up tasty treats for Vorka's larder? Come and find out! (Note: may not be suitable for younger children, ages under 13. Also note prefer signing up on Warhorn as well.) *Rules: Pathfinder (6 Players) (Saturday at 7:00 PM)*

**RP117 Pathfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 01](#)) The Pathfinder Society Roleplaying Guild fantasy campaign puts you in the role of an agent of the Pathfinder Society. Home base is sprawling Absalom, so-called City at the Center of the World, astride the great Inner Sea on the mountain-capped Isle of Kortos. You'll explore dark alleys & political intrigue between far-flung travels.

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email [gmharpwizard@gmail.com](mailto:gmharpwizard@gmail.com) *Rules: Pathfinder Role Playing Game (100 Players) (Sunday 8:00 AM)*

**RP118 Pathfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 01](#)) The Pathfinder Society Roleplaying Guild fantasy campaign puts you in the role of an agent of the Pathfinder Society. Home base is sprawling Absalom, so-called City at the Center of the World, astride the great Inner Sea on the mountain-capped Isle of Kortos. You'll explore dark alleys & political intrigue between far-flung travels.

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email [gmharpwizard@gmail.com](mailto:gmharpwizard@gmail.com) *Rules: Pathfinder Role Playing Game (100 Players) (Sunday at 1:00 PM)*

# Role Playing Games – Starfinder Society

**RS86 Starfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 02](#)) The Starfinder Society Roleplaying Guild is a worldwide science fantasy campaign where you are an agent of the Starfinder Society. Gifted access to a hyperspace dimension, residents of the system now have the ability to travel faster than light. The race is on to explore & colonize, but there are horrors out there in the darkness... After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email [gmharpwizard@gmail.com](mailto:gmharpwizard@gmail.com) *Rules: Starfinder Role Playing Game (100 Players) (Friday at 1:00 PM)*

**RS120 Starfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 02](#)) The Starfinder Society Roleplaying Guild is a worldwide science fantasy campaign where you are an agent of the Starfinder Society. Gifted access to a hyperspace dimension, residents of the system now have the ability to travel faster than light. The race is on to explore & colonize, but there are horrors out there in the darkness...

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email [gmharpwizard@gmail.com](mailto:gmharpwizard@gmail.com) *Rules: Starfinder Role Playing Game (100 Players) (Friday at 7:00 PM)*

**RS121 Starfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 02](#)) The Starfinder Society Roleplaying Guild is a worldwide science fantasy campaign where you are an agent of the Starfinder Society. Gifted access to a hyperspace dimension, residents of the system now have the ability to travel faster than light. The race is on to explore & colonize, but there are horrors out there in the darkness...

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email [gmharpwizard@gmail.com](mailto:gmharpwizard@gmail.com) *Rules: Starfinder Role Playing Game (100 Players) (Saturday 8:00 AM)*

**RS3 The Reach of Empire (Against the Aeon Throne 1) Session 1** (GM: *Jacob Benedek* Room: [Snowshed Bakery SK 04](#)) Hired to transport supplies to a new Pact Worlds colony in the

Vast, the heroes discover that the Azlanti Star Empire has invaded and occupied the colony with a small military force. The heroes must liberate the colony from its merciless oppressors... This will be the first of three sessions and priority for subsequent sessions will be given to the current session players. New and veteran players are welcome Please email any questions to jakemtdm@gmail.com *Rules: Starfinder (5 Players) (Saturday 8:00 AM)*

**RS122 Starfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 02](#)) The Starfinder Society Roleplaying Guild is a worldwide science fantasy campaign where you are an agent of the Starfinder Society. Gifted access to a hyperspace dimension, residents of the system now have the ability to travel faster than light. The race is on to explore & colonize, but there are horrors out there in the darkness...

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email gmharpwizard@gmail.com *Rules: Starfinder Role Playing Game (100 Players) (Saturday at 1:00 PM)*

**RS4 The Reach of Empire (Against the Aeon Throne 1) Session 2** (GM: *Jacob Benedek* Room: [Snowshed Bakery SK 04](#)) The heroes must liberate the colony from its merciless oppressors only to learn that the Azlanti have taken both an experimental starship drive and one of the colonists—an old friend of the heroes—back to the Star Empire! This will be the second of three sessions and priority for this session will be given to players participating in the first session. New and veteran players are welcome Please email any questions to jakemtdm@gmail.com *Rules: Starfinder (5 Players) (Saturday at 1:00 PM)*

**RS123 Starfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 02](#)) The Starfinder Society Roleplaying Guild is a worldwide science fantasy campaign where you are an agent of the Starfinder Society. Gifted access to a hyperspace dimension, residents of the system now have the ability to travel faster than light. The race is on to explore & colonize, but there are horrors out there in the darkness...

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email gmharpwizard@gmail.com *Rules: Starfinder Role Playing Game (100 Players) (Saturday at 7:00 PM)*

**RS5 The Reach of Empire (Against the Aeon Throne 1) Session 3** (GM: *Jacob Benedek* Room: [Snowshed Bakery SK 04](#)) This will be the third and concluding sessions for The Reach of Empire and priority for this session will be given to players participating in the first and second session. If we completed this AP in Session 2, then we will start the 2nd AP, Escape from the Prison Moon and continue to advance the characters. New and veteran players are welcome Please email any questions to jakemtdm@gmail.com *Rules: Starfinder (5 Players) (Saturday at 7:00 PM)*

**RS124 Starfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 02](#)) The Starfinder Society Roleplaying Guild is a worldwide science fantasy campaign where you are an agent of the Starfinder Society. Gifted access to a hyperspace dimension, residents of the system now have the ability to travel faster than light. The race is on to explore & colonize, but there are horrors out there in the darkness...

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email gmharpwizard@gmail.com *Rules: Starfinder Role Playing Game (100 Players) (Sunday 8:00 AM)*

**RS125 Starfinder Society Session** (GM: *Bill Tobin* Room: [Snowshed Bakery SK 02](#)) The Starfinder Society Roleplaying Guild is a worldwide science fantasy campaign where you are an agent of the Starfinder Society. Gifted access to a hyperspace dimension, residents of the

system now have the ability to travel faster than light. The race is on to explore & colonize, but there are horrors out there in the darkness...

After purchasing a ticket, you will be contacted with info on signing up for a specific scenario. Any questions/concerns please email gmharpwizard@gmail.com *Rules: Starfinder Role Playing Game (100 Players) (Sunday at 1:00 PM)*

## Special Events

**S454 Miniatures Painting Contest** (GM: *Travis Griffin* Room: [Northstar NS02](#)) We're excited to announce the first annual Carnage Miniatures Painting Competition! *Rules:*

- 1) A single 28mm scale figure (larger scale single figures may be submitted) or vehicle (any scale 15mm or above) may be submitted per entrant.
- 2) Figures must be complete and based,
- 3) Vehicles must be complete
- 4) The figure or vehicle must have been painted by the entrant.

**(Unlimited Players) (Friday at 1:00 PM)**

**S250 Sneaky Cards: Carnage Edition** (GM: *Monique Priestley* Room: [Snowshed Ballroom SBL17](#)) Your mission, should you choose to accept it: become a secret agent of joy, spreading intrigue to an unsuspecting Carnage crowd. You'll take part in an interactive scavenger hunt that inspires creativity and rewards audacity. Complete each gaming-themed objective and then pass the card along to an unwitting accomplice, who now becomes part of the game! The fun is ever-expanding, but it all starts with you. Play it forward! Spend 5 minutes picking up the deck and play through the weekend! **(30 Players) (Friday at 4:00 PM)**

**S456 Geeky Cross Stitch** (GM: *Karen Zook* Room: [Northstar NS05](#)) Learn a new skill or revisit a beloved craft with an afternoon of geeky cross stitching! We will have a variety of game- and pop culture-related cross stitch patterns to choose from. No previous experience required, all materials provided, students get to keep their finished project. This event costs \$25, please visit the Scratch Supply Co. booth in the vendor room to pre-pay for the event or pay when you arrive. **(10 Players) (Friday at 7:00 PM)**

**S455 Introduction to Miniature Painting** (GM: *Travis Griffin* Room: [Northstar NS01](#)) Learn basic, introductory techniques including base coating, brush care, paint consistency, shading, and highlighting. Materials will be provided, and each student can keep their practice miniature. Session will be provided by Scratch Supply Co. **(10 Players) (Friday at 7:00 PM)**

**S478 Panel: Illustrating for Games** (GM: [dkhigginsart@comcast.net](mailto:dkhigginsart@comcast.net) Room: [Snowshed Highlander 1 SH14](#)) The most frequently asked questions I get is how did I get started creating art in the gaming industry, and what do I recommend to artists who want to work in the industry. To answer that I offer this panel. I will talk about my journey from novice artist through to now; Art Director and Art Lead for "1879" at FASA Games and creator of two or more webcomics for game companies. I will talk about process, inspiration, and what's coming in the future. **(Unlimited Players) (Friday 8:00 PM)**

**S395 Glimpses into the Empire – LIVE!** (GM: *Oscar Rios* Room: [Snowshed Highlander 1 SH15](#)) Join Oscar's Tabularius (the alter ego of Golden Goblin Press' president, Oscar Rios) for several true tales of the weird and wonderful from Ancient Rome. Glimpses into The Empire is a listener segment on the Ennie award winning Podcast Miskatonic University Podcast. Oscarious shall retell a number of the most popular previously aired episodes and

debut an original episode for the Carnage audience. Join us for a night of mysterious tales from the ancient world. **(Unlimited Players) (Friday at 11:30 PM)**

**S308 Face Painting with the Villainous Vixens** (GM: *Ellane Austin* Room: *Oscar Wilde Ballroom OW49*) Face Painting for kids offered by the Villainous Vixens in exchange for donations. The Villainous Vixens are a dragonboat team raising funds for cancer research through Dragonheart Vermont. **(Unlimited Players) (Saturday 8:00 AM)**

**S153 Paint Class** (GM: *Jeannie Compter* Room: *Roundabout RA01*) This double sided paint class will feature fun for adults and kids. From 1PM to 5, adults will be painting a Grandma Moses style painting onto their very own tote bag. Then, from 3PM to 5, Kids ages 6 and up will have fun at a sponge-painting class with their choice of a variety of silhouettes. EVERYTHING is included for this class; Paints, Brushes, Sponges, Canvases & Tote Bags. The Tote Bag class costs \$35, and the Sponge paint class costs \$20. **(5 Players) (Saturday 8:00 AM)**

**S457 Advanced Miniature Painting** (GM: *Travis Griffin* Room: *Northstar NS05*) This session is dedicated to advanced blending with a focus on brush manipulation, paint consistency, creating light situations, and a brief non-metallic metal overview. Materials will be provided, and each student can keep their practice miniature. Session will be provided by Scratch Supply Co. **(10 Players) (Saturday at 1:00 PM)**

**S496 Making Tabletop Games Roundtable** (GM: *Kori Joyce* Room: *Snowshed Group Sales SGS01*) Are you a designer, artists, playtester, or enthusiast gamer? Come join us for some open dialogue about making tabletop games. This will be a great opportunity to network, get involved, and learn about the state of the games industry in New England. We'd love to hear your questions and ask you some of our own! Any pre-event questions please email [korij@endeavfourstudios.com](mailto:korij@endeavfourstudios.com) Organized by Endeavfour Studios and Resonym **(Unlimited Players) (Saturday at 1:00 PM)**

**S356 Steampunk & Cosplay Fashion Show** (GM: *Robyn Priebe* Room: *Northstar Lounge*) Come walk in the Steampunk & Cosplay Fashion Show sponsored by the Steampunk Society of VT at Carnage 21! Models will be showing a variety of cosplay costumes both steampunk and non-steampunk in theme. All ages are welcome to walk in the show. Please register in advance so we are expecting you. **(20 Players) (Saturday at 4:00 PM)**

**S246 Extra Life Charity Raffle** (GM: *Brennan Martin* Room: *Snowshed Ballroom SBL05*) Join us for the big Extra Life Raffle! All Friday and Saturday, Extra Life volunteers have been selling tickets to this raffle to benefit Children's Miracle Network Hospitals. The winning tickets are drawn starting at 6pm on Saturday. It's a hoot even if you don't win any prizes, you will also be helping the kids. Also, please consider donating a game, a product you make, or a sacred relic of some unmentionable god. It's for the kids! See the long description for details. **(Unlimited Players) (Saturday at 6:00 PM)**

**S477 Character Concepting** (GM: *dkhigginsart@comcast.net* Room: *Snowshed Ballroom SBL23*) Create character and or creature concept drawings with Artist/Illustrator Don Higgins using the card game Reckless Deck. By picking from the deck, players are prompted from multiple categories. Novice and accomplished artists are welcome. **(4 Players) (Saturday 8:00 PM)**

**S458 Needle Felting** (GM: *Karen Zook* Room: *Northstar NS05*) Learn a new craft while you make some fun and geeky needle felted creatures. Learn to make needle felted models of your favorite characters, or an adorable critter. All materials provided, students keep their finished project This event costs \$25, please visit the Scratch Supply Co. booth in the vendor room to pre-pay for the event or pay when you arrive. **(10 Players) (Saturday at 6:00 PM)**

**S353 Improvised Weapons Podcast Recording** (GM: *Sam Kurnit* Room: *Snowshed Highlander 1 SH15*) Improvised Weapons is an actual play 5th edition Dungeons & Dragons podcast featuring comedians and improvisers in the great state of Vermont. Come to the world of Threan and join the members of the Von Daemos Adventuring Syndicate; Cassian, Ylldove, Yarfik, Olash, & Aaoewyn; as they bumble their way to "legendary hero status." You'll laugh, you'll cry, you'll cock your head to the side like a confused dog hearing a high pitched noise. Let's hit it and crit it! **(40 Players) (Saturday at 7:00 PM)**

**S354 Improvised D&D with Improvised Weapons** (GM: *Sam Kurnit* Room: *Snowshed Highlander 1 SH15*) Of course you already know all about the podcast Improvised Weapons, but did you know that those same fabulous performers also do an on-their-feet stage show? Well, they do! It's simply called Improvised D&D and it is exactly as it sounds. Our Friendly Neighborhood DM runs our players through a completely improvised campaign powered by your suggestions. Will they battle a Lonely Goblin? Maybe recruit a Purple Dragon Tamer? It's all up to you! Rev up your brain; let's hit it and crit it! **(40 Players) (Saturday at 9:00 PM)**

**S251 Panel: Actual Play Podcast Roundup** (GM: *Charles Marshall* Room: *Snowshed Highlander 1 SH15*) Join your favorite, local gaming podcasts for a panel discussion on what it's like to produce and publish an actual play podcast! The focus will be on the first year of production, including preparation & launch, expectations vs reality, and lessons learned. **(40 Players) (Sunday at 11:00 AM)**

**S355 Splendid Tea Pot Racing** (GM: *Robyn Priebe* Room: *Northstar Lounge*) Join us for the first Splendid Tea Pot Races at Carnage, hosted by the Steampunk Society of VT. Teapot Racing involves radio-controlled teapots negotiating a simple obstacle course. The vehicle is a teapot of your choice attached to a radio-controlled car or truck and embellished to taste. Start building your racer now to be ready to compete at Carnage. No previous racing experience necessary, practice runs pre-event, drag race following main race, and expect lots of laughs. **(20 Players) (Sunday at 1:00 PM)**