

YOUNG PLAYERS EVENTS – UPDATED February 1, 2010
PLEASE NOTE CHANGES AND/OR ADDITIONS ARE IN YELLOW
CANCELLATIONS ARE IN RED

Event #	Event Name	Game System	Game Master	Date	Time	Difficulty	Maturity Rating	# of Blocks	Blurb
M-014	Battletech Warm-ups	Battletech	Darryl "chihawk" Hunt	Thurs	1pm	exp	E10+	2	Don't get to play much Battletech during the year? Well, here's a good event to scrape the rust off. Bring a few published mechs (or a few of your own homegrown) and do battle with the other players, the GM, and maybe a guest or two to get warmed up for the more serious events during the weekend.
M-028	Heavy Gear Demo	Heavy Gear	Scott Kunian	Thurs	1pm	Train	Teen	2	"Come learn and play Dream Pod 9's excellent table top miniature game Heavy Gear!"
M-031	Redneck Formula De	Formula De	Gregg Belevick (Total Confusion)	thurs	1pm	Intro	Everyone	1	Warning! Some of the turns are to the right.
M-062	The Final Stand	Battletech	Douglas Akin	thurs	1pm	Exp	E10+	2	The Last of Task Force Serpent are holed up in the Jaguar's Fang mountains fighting off the Smoke Jaguar onslaught. Can they hold out long enough for reinforcements to arrive?
M-032	Redneck Formula De	Formula De	Gregg Belevick (Total Confusion)	thurs	3pm	Intro	Everyone	1	Warning! Some of the turns are to the right.
M-040	Car Wars Amateur Night	Car Wars	Tony Sorrentino (MIB)	thurs	7pm	intro	Teen	1	It's the 2060 Total Confusion Amateur Night! Get primed for the Car Wars New England Regional Championships by playing in this event. Auto duelists of all abilities are welcome to test their skills behind the wheel of a Division 5 car. Last duelist alive at the end wins the match. Everything, including cars, provided. Novices welcome. Feel free to come for either or both games.
M-034	TC Maximus Warmup Sprints	TC Maximus	Gregg Belevick (Total Confusion)	Thu	7pm	Intro	Everyone	1	Always wanted to play but don't know how. Want in on the wagering but don't understand the game? Come for this instructional session and find out what all the noise is about. Rules will be taught and the whole Maximus way explained. NOTE: THIS IS A TRAINNG SESSION ONLY, NOT AN ACTUAL RACE.
M-041	Car Wars Amateur Night	Car Wars	Tony Sorrentino (MIB)	thurs	9pm	Intro	Teen	1	See Event #M-040 for details

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M-015	Fire and Ice (part 1)	Battletech	Scott "Mordel" Bukoski	Fri	8am	Exp	E10+	2	Bring two officially published level 2 Inner Sphere mechs, combined BV not to exceed 1500 with 4g/5p, to do battle in tandem on Solaris' brand new arena called "The Desert". How hot is The Desert? Oh, plenty hot. Last mech standing--and not melted--is the winner. Players do not need to play in both slots. Total Warfare rules with variants.
M-029	Heavy Gear Demo	Heavy Gear	Scott Kunian	Fri	8am	Train	Teen	2	"Come learn and play Dream Pod 9's excellent table top miniature game Heavy Gear!"
M-035	TC Maximus Warmup Sprints	TC Maximus	Gregg Belevick (Total Confusion)	Fri	10am	Intro	Everyone	1	Always wanted to play but don't know how. Want in on the wagering but don't understand the game? Come for this instructional session and find out what all the noise is about. Rules will be taught and the whole Maximus way explained. NOTE: THIS IS A TRAINNG SESSION ONLY, NOT AN ACTUAL RACE.
M-044	HEROSCAPE- General Wars (450pts/24Start Zone)	Heroscape	RacNRoll Gaming	Fri	10am	Exp	Everyone	2	All army builds must be made using units that follow 1 specific general (Jandar, Utgar, Ullar, Einar, Vydar or Aquilla) Swiss Scoring/Fractional Points
M-052	Arcane Legions Standard Rules 1	Arcane Legions	RacNRoll Gaming	Fri	10am	Exp	Everyone	2	5000 point army builds/15 Victory Points/8 Order Points. One verifiable custom unit allowed. Boards will be 3'x5' with predetermined control/blocking/hindering terrain.
M-057	Heroscape Demo	Heroscape	RacNRoll Gaming	Fri to Sun	10am to Noon	Train	Everyone		Demo games for people to "learn to play" Heroscape will run the length of the convention starting Friday morning at 10am until Sunday noon. There is no ticket for this event just use a \$1.50 generic ticket.
M-058	Arcane Legions Demo	Arcane Legions	RacNRoll Gaming	Fri to Sun	10am to Noon	Train	Everyone		Demo games for people to "learn to play" Arcane Legion will run the length of the convention starting Friday morning at 10am until Sunday noon. There is no ticket for this event just use a \$1.50 generic ticket.
M-016	Fire and Ice (part 2)	Battletech	Darryl "chihawk" Hunt	Fri	1pm	Exp	E10+	2	Bring back those two mechs you just used in part one to do battle in tandem on Solaris' other brand new arena called "The Glacier". How cold is The Glacier? Oh, plenty cold. Last mech standing--and not frozen--is the winner. Players do not need to play in both slots. Players that did not play in part one MAY have mechs assigned to them randomly. Total Warfare rules with variants.
M-036	Dogfights!	Fame or Flames	Gregg Belevick (Total Confusion)	Fri	1pm	Intro	Teen	2	Strap into your favorite WWII fighter and test your mettle in this fast, fun and easy game of WWII air combat.

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M-048	HEROSCAPE- Uncommon (450pts/24Start Zone)	Heroscape	RacNRoll Gaming	Fri	3pm	Exp	Everyone	2	All army builds must be made using ONLY Unique Heroes and Unique squads. Swiss Scoring/Fractional Points.
M-056	Arcane Legions – King of the Hill	Arcane Legions	RacNRoll Gaming	Fri	3pm	Exp	Everyone	2	7000 point army builds/15 Victory Points/8 Order Points. One verifiable custom unit allowed. Boards will be 3'x5' with predetermined control/blocking/hindering terrain. Only one control zone will be used.
M-017	The Fight Of Our Lives	Battletech	Scott "Mordel" Bukoski	Fri	7pm	Exp	E10+	2	All we wanted to do was go home. Six months on the frontier of this backwater planet guarding absolutely nothing has left us tired and bored, and looking forward to a little R&R. Unfortunately, it looks like the enemy has other plans for us. When we wanted action, we had none. Now we want to go home, and we're in a fight for our lives. Hardly seems fair. Total Warfare rules with variants.
M-026	So Many Targets, so Little Time	Silent Death (mod)	Tim Allen	Fri	7pm	Intro	Teen	2	The golden horde's planetary invasion fleet (PIF) is on the move, and this is the Silver Streak's last, best chance to stop them. Many ship, small space, troopships advancing>>>FIREWORKS! Sponsored by Battle Group Boston
M-038	TC Maximus: Qualifying Heat	TC Maximus	Gregg Belevick (Total Confusion)	Fri	7pm	Intro	Everyone	2	Maximus has been a an essential part of the Totalcon experience since the early days. Come see why it continues to entertain and amuse gods and mortals alike.
M-042	Rumble in the Asphalt Jungle	Car Wars	Tony Sorrentino (MIB)	Fri	7pm	Intro	Teen	2	It's 2060 and Autoduelists run rampant in city streets. You're one of them! Why to duel? For fame? For fortune? For the thrill of the chase? Or the kill? Whatever your reason, you're here tonight to battle for bragging rights. Just watch out for the law. They could be patrolling... and they're got weapons too! Everything, including cars, provided. Novices welcome.
M-045	HEROSCAPE- Heat of Battle (450pts/24Start Zone)	Heroscape	RacNRoll Gaming	Fri	7pm	Exp	Everyone	2	Before the game starts both players will roll the d20. Highest number selects who goes first. Players will then take turns placing their army (one card at a time) anywhere on the battlefield until all units have been placed.
M-059	Flame of War 600 point SCRAMBLER	Flames of War	Christopher Rett	Fri	7pm	Intro	Teen	2	600 point casual mixer. Play as many matchups as you can. We will support both MW and LW (bring both for maximum flexibility). Sponsored by Adler Hobby

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M-003	Flames of War National Qualifier	Flames of War	Gordon Pittsley	Sat	8am	Exp	E10+	8	The Official Flames of War late war national qualifier. Event begins at 9:30am Saturday morning and runs until 6:30pm. Breaks at the end of each 2.5 hour round. 1750 points, 4th round begins Sunday at 10:30am and ends at 1pm. Sponsored by Adler Hobby
M-018	The Race	Battletech	scott "Mordel" Bukoski	Sat	8am	Exp	E10+	2	Bring a 3025 era officially published light or medium mech to race the figure 8 track. Minimum walk speed is 4, maximum jump is 6 hexes. Total Warfare rules with variants, standard munitions only.
M-023	Shang High Noon	High Noon	<u>Leo Walsh</u>	Sat	8am	Train	E10+	2	The coolies fight back against the evil overseer. Who will come to their aid? The marshal?, the towns people?, the "passing through" cowboys?, the Cartwrights?, the "Lone Ranger and Tonto?. And who started this unrest anyway? Could it have been the wandering flute player who looks anglo but speaks chinese? Get the Rail road work going again or get just treatment for hard work. You decide. Come play High Noon and easy to learn western skirmish game.
M-037	Dogfights!	Fame or Flames	Gregg Belevick (Total Confusion)	Sat	8am	Intro	Teen	2	Strap into your favorite WWII fighter and test your mettle in this fast, fun and easy game of WWII air combat.
M-002	New Model Zombie Hunting	Regiment of Foot	Richard Claydon	Sat	10am	Intro	Teen	2	During and invasion of Hispaniola things start to go strange, all the Spanish colonial graves are empty and there's movement in the jungle. Boston Trained Bands
M-005	AT-43 Battle	AT-43	Gordon Pittsley	Sat	10am	Exp	E10+	3	AT-43 2000 point events starts at 11:00am on Saturday and runs for 3 rounds. Sponsored by the New England AT-43 fan club NEAT-43. Sponsored by Adler Hobby
M-007	Hammers Slammers	Hammers Slammers	Michael Buonagurio	Sat	10am	Intro	Teen	4	Hammer's Slammers miniature game based on David Drake's novel of the same name, will be recreated on a custom made double size table with minis included.

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M-008	Into the Valley of Death	Battletech	Neil Churchill	Sat	10am	Exp	E10+	2	In a small river valley on a small remote planet, a recon team from House Davion found a Star League cache. Lacking the equipment to dig up the cache, they travel back to the closest hyperwave station to call in the find. Spies from House Steiner sent a copy of the message to their boss. And the race was on. A winter storm with whiteout conditions prevented the task forces from landing in the valley itself. Each player will run a one lance. Fire supports lance(s) will also be available. All mechs and record sheets will be provided. Year is 3055 Sponsored by Battle Group Boston
M-010	Warlord 2 Demo	Warlord 2	Douglas Shcaub	Sat	10am	Train	Everyone	1	Battle for war-torn Taltos as the leader of a small band of warriors! Warlord 2's streamlined rules make play fast and unpredictable. Try out Warlord as the noble Crusaders, mysterious Elves, sinister Overlords, or unholy Necropolis. Sponsored by Reaper Miniatures
M-049	HEROSCAPE- Walk Like a Man (450pts/24Start Zone)	Heroscape	RacNRoll Gaming	Sat	10am	Exp	Everyone	2	Torrid winds ravage Valhalla making the battlefield a "NO FLY ZONE". All units must walk throughout the course of the game even if they normally can fly. Units with Stealth Flying will be granted Disengage
M-053	Arcane Legions Standard Rules 2	Arcane Legions	RacNRoll Gaming	Sat	10am	Exp	Everyone	2	5000 point army builds/15 Victory Points/8 Order Points. One verifiable custom unit allowed. Boards will be 3'x5' with predetermined control/blocking/hindering terrain.
M-011	Warlord Tournament	Warlord 2	Douglas Shcaub	Sat	1pm	Exp	Everyone	2	Compete for dominance of Taltos! 800 point armies, three 75-minute rounds, scenarios may vary by round. Bring your own minis, dice, tape measure, rules. Sponsored by Reaper Miniatures
M-013	The Battle of Bouvines, 27 July 1214	Battle Lore Medieval Rules	Chris Parker	Sat	1pm	Train	E10+	2	King Phillip II of France clashes with King John of England and several rebel French lords for the undisputed control of county of Normandy and beyond. John has support from The Holy
M-019	The Lady and the Tiger	Battletech	Tom "Firebee" Mahaney and Mike "Horhiro" "Mahaney	Sat	1pm	Exp	E10+	2	A voice crackled over the comlines. "Captain! That's no garrison force! Look at the insignia!"... It was the sign of the Black Widow. "It's a trap." Captain Tregarth announced grimly. "A star-jinxed trap!" Total Warfare rules; 3025 era. 8 inch tall Mech Miniatures.
M-024	Anything Goes	High Noon	Leo Walsh	Sat	1pm	Train	E10+	2	Players create the scenario or scenarios. Pick your figures, choose your sides, decide your fate. Good, bad, ugly. Lawmen, outlaws, cowboys, rangers, injins, soldiers, buffalo hunters, scouts or settlers, you choose. Shoot till their ain't no bullets or anyone to shoot at! Lots of fun for all. Easy to learn fast play rules.

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M-060	Canadian Attack on Carpiquet Airfield	Fierce Tempest Modified	Mike Griffin	Sat	1pm	intro	teen	2	July 4th 1944. West of Caen Normandy. The 8th Canadian Infantry Brigade attacks elements of the 26th SS Panzer Grenadier Regiment in an attempt to capture the Airfield. It was essential to capture this airfield in order to take Caen. Will the Germans hold? Can the Canadian's take the field?
M-047	HEROSCAPE-TotalCon Championship	Heroscape	RacNRoll Gaming	Sat	3pm	Exp	Everyone	2	Standard Kill'Em All game. 450 point armies/24 start zone spaces. No Marvel. Swiss Scoring/Fractional Points
M-055	Arcane Legions – Death Before Dishonor	Arcane Legions	RacNRoll Gaming	Sat	3pm	Exp	Everyone	2	7000 point army builds/8 Victory Points/8 Order Points. One verifiable custom unit allowed. Boards will be 3'x5' with predetermined blocking/hindering terrain. No control terrain will be used.
M-027	Blood Arena	Home Rules	Daniel Allen	Sat	5pm	Train	Everyone	2	You are a deadly criminal sentenced to the blood arena where you will fight against other ruthless criminals to see who will be the champion of the blood arena.
m-004	Flames of War Open Gaming	Flames of War	Gordon Pittsley	Sat	7pm	Intro	E10+	2	Open round of Flames of war for those who just couldn't get enough. Anyone interested in learning about the game stop in at the game tables to check the event out. Sponsored by Adler Hobby
M-012	CAV Demo	CAV	Douglas Shcaub	Sat	7pm	Train	Everyone	1	CAV is the exciting, fast-paced game of combined-arms 'mecha combat set in the 23rd century, where war is a constant and ever-present struggle and you must fight to stake your claim. Take command of a 30-foot tall war machine and lay waste to your foes! Sponsored by Reaper Miniatures.
M-020	A Bad Day Just Got Worse	Battletech	Darryl "chihawk" Hunt	Sat	7pm	Exp	E10+	2	So, you think your supply convoy being attacked by a mercenary unit makes for a bad day? How about when your supply convoy is attacked by two different mercenary units? Do you zig? Do you zag? Do you fight? Decide quickly, or you've got no chance to survive. Total Warfare rules with variants.
M-025	Gizmos and gunpowder	High Noon	Leo Walsh	Sat	7pm	Train	E10+	2	It's a mixed up alternate history of a continuing American Civil War era Rebel General who won't give up. The Yanks keep chasing him down only to meet another new weapon to test their willingness to fight. so far their have been land ironclads, rockets, and armored personnel carriers. What is next? Choose your sides and fight for the cause.

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M-039	TC Maximus: The Big Race!	TC Maximus	Gregg Belevick (Total Confusion)	Sat	7pm	Intro	Everyone	2	Saturday, and the dying's easy. Maximus has been a an essential part of the Totalcon experience since the early days. Come see why it continues to entertain and amuse gods and mortals alike.
M-043	Car Wars NE Regional Championship	Car Wars	Tony Sorrentino (MIB)	Sat	7pm	Intro	Teen	2	It comes down to this: The 2060 Car Wars New England Regional Championship (CWNERC). Come duel for the right to be called "Champion" at least by those who are still alive afterward. Pit your skills against other auto duelists and see who comes out on top. It is not required to play in other Car Wars events/games before the CWNERC, but it will certainly help. Cars provided.
M-051	HEROSCAPE- Above Cursed Lands (450pts/24Start Zone)	Heroscape	RacNRoll Gaming	Sat	7pm	Exp	Everyone	2	At the end of each round a single attack die will be rolled for each non-flying figure on the board to see if they take damage. Swiss Scoring/Fractional Points/No Marvel.
M-021	Capture the Flags- Island Hopping	Battletech	Mike "Horhiro" Mahaney	Sun	8am	Exp	E10+	2	Bring 2 official Inner Sphere mechsheets, one Light and one Medium, with walking move lower than 7. Combined unadjusted BV less than 2001 pts. Any era with exceptions: no AC20 ultras, large pulse lasers, targeting computers, or non-standard ammo. Team Battle on 3-D Island map. Total Warfare with Variants
M-030	Heavy Gear Demo	Heavy Gear	Scott Kunian	Sun	8am	Train	Teen	2	"Come learn and play Dream Pod 9's excellent table top miniature game Heavy Gear!"
M-046	HEROSCAPE- Super Showdown (450pts/24Start Zone)	Heroscape	RacNRoll Gaming	Sun	8am	Exp	Everyone	2	Players may choose to play with 1 Marvel figure in their army. Swiss Scoring/Fractional Points.
M-061	Ambush at Saco River!!	G&Z Carnage	Mike Griffin	sun	8am	intro	teen	2	Colonel Keene and the 34th Maine have pushed inland from the coast. They have encountered and driven off the strange green skinned natives who appear very hostile. A routine patrol to scout the area and the green skins have attacked again. The regiment is split. Will Colonel Keene be able to reunite the regiment and drive off the green skins again. Or will the 34th Maine become tomorrows breakfast?
M-001	LEGO Pirate Wars	Evil Stevie's Pirate Game	<u>Mark Edwards</u>	Sun	10am	Intro	Everyone	3	Prepare ta sail th' LEGO Spanish Main, defendin' yer LEGO ship from all them scurvy LEGO dogs who'd steal yer LEGO booty. Players take the roll of Captain of a LEGO ship, sail and do battle with other captains. All ages and costumes encouraged.

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M-006	At-43 Demo	AT-43	Gordon Pittsley	Sun	10am	Intro	E10+	3	AT-43 Demo and open gaming. Sponsored by Adler Hobby
M-009	The Road to Hanghai	Home Rules	Mike Paine	Sun	10am	Intro	E10+	2	Against a background of Far East intrigue, treachery, and a thousand terrors is the amazing never-to-be forgotten story of hair-raising, spine-tingling adventure. You can have a hand in stopping the Mysterious Dr. Satan's world domination plot! Beginners encouraged. 25 and 28 mm miniature event
M-054	Arcane Legions Standard Rules 3	Arcane Legions	RacNRoll Gaming	Sun	10am	Exp	Everyone	2	5000 point army builds/15 Victory Points/8 Order Points. One verifiable custom unit allowed. Boards will be 3'x5' with predetermined control/blocking/hindering terrain.
M-022	Total Confusion Battletech Championships	Battletech	Darryl "chihawk" Hunt	Sun	1pm	Exp	E10+	2	All the Classic Battletech event winners and a few invited guests duel until there is but one player standing. Tickets can't be bought for this event, you have to earn them.
M-033	Redneck Formula De	Formula De	Gregg Belevick (Total Confusion)	Sun	1pm	Intro	Everyone	1	Warning! Some of the turns are to the right.
M-050	HEROSCAPE-World Wars (450pts/24Start Zone)	Heroscape	RacNRoll Gaming	Sun	1pm	Exp	Everyone	2	All army builds must be made using units from one specific World (i.e. Feylund, Earth, Marr, Alpha Prime). Swiss Scoring/Fractional Points.