

**Please note that paying entrance to Salute is **not** at salute.conreg.net We are not set up to take admissions there. There is also no pre-registration for games at that site either.**

**Program Change:**

**Epic Armageddon Mega Battle and NetEA Minigeddon Tournament- Games BD-195 and ED-196 have been cancelled.**

**Pulp Figures will not be coming this year**

Fri 7:00PM

Miniatures – Land

**AA-157 Escaping Justice**

by Terry Sawchenko, Boot Hill (modified), 4 hrs, Miniatures - Land Location: Table 4, 4 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, 15 mm.

Its the year 1866, the war had been over for a year but old scores still needed to be settled. The sleepy town of Perrysville had seen a half dozen visitors. Stabling their horses and renting a room for a few days the war's notorious William Quantrill and a few of his followers decided to rest up. Unbeknownst to him he was quickly recognized and the alarm was telegraphed out. The next morning Pinkerton agents and the US cavalry were riding into town. Now the gang must fight their way through the cordon and flee most ignobly. Historically William Quantrill died in the last actions of the war but this will make a fun filled what if game.

**AA-198 Formula Racing**

by Steve Allen, Formula D, 4 hrs, Miniatures - Land Location: Table 1, 20 players, Korean/Viet Nam/Modern, Some Gaming, All Items Supplied, Other/NA

Three lap race at the Grand Prix Montreal

**AA-105 Fracus at Farkles Forks**

by Jim Lingenfelter, Rebels and Patriots, 4 hrs, Miniatures - Land Location: Table 11, 4 players, 16/th/17th/18th Centuries, Kids OK, All Items Supplied, 25 mm

A force of French and their native allies are trying to destroy the village and the fort at Farkle's Fork. Will Fany Farkle and her ferocious female fighters face down the French and their allied warriors?

**AA-140 French Indian War**

by Douglas McIntyre, rebels and patriots, 4 hrs, Miniatures - Land Location: Table 2, 6 players, 16/th/17th/18th Centuries, Some Gaming, All Items Supplied, 28 mm

British forward elements bump into the French already in place

**AA-156 Gold Quest**

by Doug Hamm, "Take Me To The River" Home-Spun Rules, 4 hrs, Miniatures - Land Location: Table 7, 7 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, Other/NA

A rather weirdly Napoleonic era scuffle. very Simple...just don't roll a six!!

**AA-110 Luftballons at Steinbruck**

by Graham Bevan and Nate Stevenson, Cold War Commander 2, 4 hrs, Miniatures - Land Location: Table 6, 6 players, Korean/Viet Nam/Modern, Some Gaming, All Items Supplied, 6 mm | 1/285 | 1/300

Nov, 83, NATO exercise "Able Archer" is misread by the Soviets. A pre-emptive strike is ordered and the Warsaw Pact rolls west. The 3rd Shock Army's attack on Hamburg stalls and diverts south. The southern path will require taking the bridge at Steinbrück to keep the offensive moving towards the Rhine. In their way is a screen of the US 3rd ACR. British and West Germans are called on to help.

## Miniatures - Naval

### **AC-107 War of 1812 Blockade Runners**

by Rick Kimberley, Fighting Sail, 4 hrs, Miniatures - Naval Location: Table 15, 8 players, Napoleonic/War of 1812, Newcomers, All Items Supplied, 1/1200

On a rainy day off the eastern seaboard, a force of US Navy frigates are trying to run the British blockade to get a number of diplomats and intelligence agents to France. The Royal Navy blockading ships are trying to take or sink them, or at least send them home.

### **AC-170 World War II Naval**

by Jonathan Stone, Supremacy at Sea, 4 hrs, Miniatures - Naval Location: Table 17, 10 players, WW2, Some Gaming, All Items Supplied, 1/2400

The Axis and Allies battle it out in a computational style game with balanced forces. The setup was inspired by the series of maneuvers before the ACW Battle of Malvern Hill.

## Miniatures - SF/Fantasy/Pulp

### **AD-111 Battletech Grinder**

by Shawn Winstanley, Daniel Thompson, Battletech, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 8, 12 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Grinder is a casual battle-royale event for all ability levels where players only pilot one mech at a time. The general idea of the Grinder is that players start with a simple, small mech that uses basic weapons and rules. When they die they get a bigger, better mech with slightly more complicated weapons and rules. Players can drop in and leave whenever they would like.

### **AD-143 Eat Hitler! The Nazi Taste Treat**

by Kevin Aldridge, homebrew, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 12, 4 players, SF/Fantasy, Some Gaming, All Items Supplied, 28 mm

Howard Whitehouse's infamous Hitler goes Jurassic game. "April 1945. The fuhrerbunker, Berlin. Things aren't going well for the 3rd Reich. Mistakes have been made. Plans have miscarried. Knowing what he knows now, Hitler will travel back in time to 1933 and get everything right this time!" Trouble is, their knock-off time machine has sent him and his companions back to a time of things Jurassic...

### **AD-194 Epic Armageddon 2v2 Team Battles**

by Sol Kauffman, Epic Armageddon/NetEA, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 5, 8 players, SF/Fantasy, Tried It, Players provide armies etc., 6 mm | 1/285 | 1/300

Find an ally and pair up your two NetEA armies with a total value of 3000pts to battle another pair on 6x3 tables with terrain provided by The Spire Games. We suggest placing objectives every 2 feet to maximize table use.

### **AD-102 Into a temple of madness**

by Corey Burger, Under Alien Suns, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 16, 6 players, SF/Fantasy, Kids OK, All Items Supplied, 28 mm

On the mining colony of New Anatares, there is a cave system called Hell by the locals - uncomfortably warm, lit by a dim red light and filled with things that go bump. Unfortunately for you, the mechanic you need to get off this planet was lost in there days ago & you need to get him out. Coop cinematic sci-fi skirmish using soon-to-be published rules based on Sellswords & Spellslingers

### **AD-142 Mega Battletech**

by Danika Sugden, Battletech, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 3, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

In this game we will see the forces of Draconis doing battle with the elite mercenary company, Wolfs Dragoons. This game uses oversized miniatures that are 8"-10" tall and will serve as an excellent introduction to Battletech, or as a refresher for those who haven't played in a while.

## Board Games - History/Economic

### **AE-167 1846 The Race to the Midwest**

by Bill Dixon, 18xx, 4 hrs, Board Games - History/Economic Location: Table S1, 6 players, Colonial/pre-WW1, Tried It, All Items Supplied, Board

An 18xx game by Tom Lehmann Design. The race to Chicago. Suitable for new players interested in 18xx games.

#### **AE-117 Bayonets and Tomahawks: The French and Indian War**

by Wade Schmidt, GMT Game Wargame/Cardgame Hybrid, 4 hrs, Board Games - History/Economic Location: Table S2, 2 players, 16/th/17th/18th Centuries, Newcomers, All Items Supplied, Board  
French Indian War- Loudoun's Gamble 1757-1759 2 Turn Scenario Command the French forces and Native allies in New France in a last ditch attempt to wrestle initiative from the British. Or do you want to conduct a robust defense before British naval control of North American waters finally opens the possibility of complete British domination of New France.

#### **AE-149 Triumph & Tragedy WW2 Epic Struggles in Europe**

by Kevin ENG, Hidden Blocks Plus Card Play, 4 hrs, Board Games - History/Economic Location: Table 18, 3 players, WW2, Newcomers, All Items Supplied, Board  
Triumph & Tragedy is a strategy game for two or three players about the contest for European supremacy between the communist, fascist, and capitalist politico-economic systems during the period 1936-45. Players are free to explore how the West, the East, or the Axis power to achieve victory thru in peaceful means or militarily. A game where political influences and military actions merge!

#### **AE-200 Wargames-Learn to Play**

by Burgess Dillon, Various, 4 hrs, Board Games - History/Economic Location: Tables 9A and B, 6 players, 16/th/17th/18th Centuries, Some Gaming, All Items Supplied, Board  
Learn to play a variety of board game wargames. Titles include C&C Ancients, C&C Samurai battles, Undaunted Normandy.

### **Board Games - SF/Fantasy/Pulp**

#### **AF-125 Firefly**

by M3 Gamers, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 10, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Board  
Find a crew. Find a job. Keep flying. Cross the 'verse to complete jobs and get paid.

#### **AF-145 Last Light**

by Len Zigante, Last Light (& expansion depending on # of players), 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 19, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA  
Last Light is a 4X, rotating board game with 3D planets & asymmetrical alien factions gathering light before the heat death of the universe. Each turn players simultaneously play an action card to explore, mine/trade resources, gain technologies, or commanding fleets in a race to gather the most light (20+) for their civilization to survive & win. Should be able to squeak two games in. [www.boardgamegeek.com/boardgame/315727/last-light](http://www.boardgamegeek.com/boardgame/315727/last-light)

#### **AF-123 Lords of Waterdeep**

by M3 Gamers, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 14, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Board  
Waterdeep, the City of Splendors - the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!

### **Role-Playing - SF/Fantasy/Pulp**

#### **AG-139 Tour of Darkness**

by Lisa Smedman, Savage Worlds RPG, 4 hrs, Role-Playing - SF/Fantasy/Pulp Location: Table 13, 5 players, Korean/Viet Nam/Modern, Newcomers, All Items Supplied, 28 mm  
You and your buddies are "short timers" - down to your last 100 days of your tour in 'Nam. This is supposed to be just a routine patrol. A chopper lands you near the village of Mau Do Doi. Your job is talk to the locals, and see if you can flush out VC who have been using the river to transport arms and personnel. Nice and easy, until it all gets... weird.

Sat 9:00AM

## Miniatures - Land

### **BA-147 Attack on Vilikey Ridge**

by Walter Melnyk, North Shore Gamers, General d'Armee, 4 hrs, Miniatures - Land Location: Table 4, 4 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, 28 mm

It is late Summer, 1812. An advancing French division encounters Russian forces holding a ridge, blocking its line of march. The French must assault and drive the defenders from the heights.

### **BA-202 Battle of Trebia, 218 BC, Second Punic War**

by Chris Leach, Armati 2, 4 hrs, Miniatures - Land Location: Table 2, 6 players, Ancients, Some Gaming, All Items Supplied, 28 mm

The first major battle after Hannibal crossed the Alps and was confronted by the Roman consul Sempronius Longus. Both this game and the next on this table will be the same except another set of rules will be used. Anybody into Ancients can compare and choose their favorite.

### **BA-164 CQB Eliminate the Supply**

by Darren Bolton, Andy Reimer, Close Quarter Battle, 4 hrs, Miniatures - Land Location: Table 5, 4 players, Korean/Viet Nam/Modern, Some Gaming, All Items Supplied, 28 mm

The Operatives have set an ambush to destroy a shipment of cartel narcotics and weapons. Using landmines to disable the vehicles, the operatives move in to destroy the cargo, but the cartel resistance is strong!

### **BA-165 CQB Port Authority**

by Darren Bolton, Andy Reimer, Close Quarter Battle, 4 hrs, Miniatures - Land Location: Table 5, 4 players, Korean/Viet Nam/Modern, Some Gaming, All Items Supplied, 28 mm

Elite private military operatives work together to disrupt the cartel's illicit business at the cargo shipping port.

### **BA-141 French Indian Wars**

by Douglas McIntyre, rebels and patriots, 4 hrs, Miniatures - Land Location: Table 7, 6 players, 16th/17th/18th Centuries, Some Gaming, All Items Supplied, 28 mm

British forces try to force their way out of a French encirclement.

### **BA-133 North Africa**

by David McNeill, Dave Jagger, Rapid fire, 4 hrs, Miniatures - Land Location: Table 6, 4 players, WW2, Some Gaming, All Items Supplied, 15 mm

holding the thumb A custom suited rapidfire scenario in October 1942 North Africa

### **BA-106 Operation Sealion**

by Jim Lingenfelter, Bolt Action, 4 hrs, Miniatures - Land Location: Table 11, 6 players, WW2, Some Gaming, All Items Supplied, Other/NA

In late August 1940 a German armoured force has burst off of the beach head and is heading to London. Blocking their way are British regulars and Home Guard units. A small mobile force has been sent to counter the armoured breakthrough. Will the German Sealion prevail over the British Lion?

### **BA-162 Vikings Raiding England**

by UVic Tabletop Games Club, Lord of the Rings (modified with RPG), 4 hrs, Miniatures - Land Location: Table 3, 5 players, Dark Ages/ Medieval/Renaissance, Some Gaming, All Items Supplied, 28 mm

Five Viking raiding parties descend on a Saxon village with a Keep, monastery and church to loot. Problem is the fifth war band came across by land as they've been chased by some local king named Arthur! Who will gather the most loot and who will make it back to the long boats in time to leave?

## Miniatures – Naval

### **BC-206 Roman Naval Combat**

by Eric Hotz, Steve Allen, Roman Seas, 4 hrs, Miniatures - Naval Location: Table 1, 6 players, Ancients, Some Gaming, All Items Supplied, 6 mm | 1/285 | 1/300

Caesar's ships escort a supply convoy to feed the Roman Army besieged by Pompey's forces. Pompey's allies must prevent these vital supplies from getting through to starve Caesar's forces into submission.

### **BC-160 Philippines Clash - 1915**

by Ed Beauregard, Steel Fleets, 4 hrs, Table 17, 8 players, WW1, Some Gaming, All Items Supplied, 1/2400

Having absorbed all the available German colonies, Imperial Japan decides it is a good time to wrest the Philippines from a neutral United States. And they have support from a European power. The US Navy must scramble to thwart those expansionist plans.

## Miniatures - SF/Fantasy/Pulp

### **BD-112 Battletech Grinder**

by Shawn Winstanley, Daniel Thomson, Battletech, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 8, 12 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Grinder is a casual battle-royale event for all ability levels where players only pilot one mech at a time. The general idea of the Grinder is that players start with a simple, small mech that uses basic weapons and rules. When they die they get a bigger, better mech with slightly more complicated weapons and rules. Players can drop in and leave whenever they would like.

### **BD-179 Car Wars**

by Klaig Morton, Steve Jackson Games, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 12, 10 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Post-apocalyptic North America. Come compete in the Saturday arena duel. Get your "Mad Max" on. Will you be the last driver standing?

### **BD-104 Dreadfleet**

by daniele cerin, Dreadfleet rules, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 13, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, 1/2400

Plot. Sartosa, the homeland of Captain Jaego Roth, is raided by the Dread fleet, killing his family and causing him to go on a quest to destroy Count Noctilus, the leader of Dread Fleet. After a failed attempt to recruit the Empire to his cause, he steals the ship The Heldenhammer from the Cult of Sigmar. Depending on the number of players I will run different scenarios.

### **BD-188 They've Crossed the Neutral Zone!**

by Jon Woodland, A Call to Arms Star Fleet, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 15, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

A Call to Arms Star Fleet is a squadron level starship combat game set in the Star Fleet Universe (a spinoff of classic Star Trek). In this scenario, the Romulans have crossed the Neutral zone into Federation space and Star Fleet will not stand for it. Rules are currently pay what you want: <http://www.rpgnow.com/product/139883>

### **BD-209 Ghost Hunter**

By Shawn Taylor, 4 hrs Miniatures- SF?Fantasy/Pulp Location: Table 16, 8 Players, SF/Fantasy, Kids OK, All items Supplied, 28mm

Try Ghost Hunting with up to 8 others!

## Board Games - History/Economic

### **BE-173 18Chesapeake**

by Bill Dixon, 18xx, 4 hrs, Board Games - History/Economic Location: Table S1, 6 players, WW1, Some Gaming, All Items Supplied, Board

Ease yourself into 18XX by way of the Chesapeake Bay.

### **BE-150 Conquest & Consequence: WW2 Epic struggle in the Pacific**

by Kevin ENG, Hidden Blocks Plus Card Play, 4 hrs, Board Games - History/Economic Location: Table 9B, 3 players, WW2, Newcomers, All Items Supplied, Board

Conquest & Consequence is a strategy game for three players about the contest for supremacy in Asia between militarist, capitalist, and communist politico-economic systems during the period 1936-45. Who can achieve victory, Japan, the Soviets or the Western Allied thru peaceful means or militarily? Its entirely up to you the players to decide your course of actions that determine the future!

### **BE-134 Julius Caesar: Caesar, Pompey and the Roman Civil War 49-45**

by Wayne Skipper, Block game which provides fog of war, 4 hrs, Board Games - History/Economic Location: Table 9A, 2 players, Ancients, Some Gaming, All Items Supplied, Board

Julius Caesar brings the drama of the most famous and significant Roman Civil War (49-45 BC) to life. Players take control of the legions and fleets of Caesar or Pompey and fight to determine the future of Rome - republic or empire.

### **BE-118 Sekigahara: The Unification of Japan**

by Wade Schmidt, GMT Game Wargame/Cardgame Hybrid, 4 hrs, Board Games - History/Economic Location: Table S2, 2 players, 16/th/17th/18th Centuries, Newcomers, All Items Supplied, Board

Battle for the unification of Japan in this unique wargame as head of the Ishida Mitsunari, and Tokugawa Ieyasu clan.

## Board Games - SF/Fantasy/Pulp

### **BF-128 D&D 5e**

by M3 Gamers, Dungeons and Dragons 5e, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 10, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

A merry band of adventurers are charged with going out into the Dark Forest to find the Magical Lute. They must navigate through the Dark Forest to find clues and creatures to help lead them to find the fabled Magical Lute!!! Some players may be playing the monsters and creatures within the game, and some will be playing the adventure party. Pre-generated character sheets will be provided.

### **BF-124 Robo Rally**

by M3 Gamers, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 14, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

Program your robot to race around a hazardous factory.

Sat 2:00PM

## Miniatures - Land

### **CA-203 Battle of Trebia, 218 BC, Second Punic War**

by Chris Leach, Control to Catastrophe, 4 hrs, Miniatures - Land Location: Table 2, 6 players, Ancients, Some Gaming, All Items Supplied, 28 mm

The first major battle after Hannibal crossed the Alps and was confronted by the Roman consul Sempronius Longus. Control to Catastrophe is a set of Ancient and Medieval rules that is played on a Grid. The previous game was using Armati 2 Rules.

### **CA-182 Juno, The Day After**

by Terry Sawchenko, Jagdpanzer (First Edition), 4 hrs, Miniatures - Land Location: Table 18, 4 players, WW2, Some Gaming, All Items Supplied, Other/NA

The Canadian 3rd Division have moved from their Objective Line Elm to link up with the British. Facing them the 716th Infantry division (with some conscript battalions) and some tanks from the leading elements of the 21st armoured. The Canadian's first objective, the crossroads near Carpiquet. After three days of fighting the 716th was reduced to 292 officers and men. Scale is 10mm (N scale)

**CA-169 Partisan Raid**

by William Bailie, Black Ops (with modifications), 4 hrs, Miniatures - Land Location: Table 13, 6 players, WW2, Some Gaming, All Items Supplied, 28 mm

Allied intelligence has found the secret location where the Nazis are holding their prisoner, a noted scientist. A coalition of competing partisan groups have come to rescue him- can they set aside their differences long enough to complete their objective?

**CA-161 Retreat from Moscow**

by Doug Hamm, Simple, 4 hrs, Miniatures - Land Location: Table 5, 8 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, 28 mm

Bedraggled units vie for survival in the cold. Do not need to know tactics, the era, or even the history! For fun only,

**CA-187 The Battle of Freeman's Farm**

by Dennis Chin, Rebels and Patriots, 4 hrs, Miniatures - Land Location: Table 4, 4 players, 16th/17th/18th Centuries, Some Gaming, All Items Supplied, 25 mm

The Battle of Freeman's Farm (First Battle of Saratoga) September 19, 1777. The American forces loyal to the American cause meet the invading British forces under General John Burgoyne at Freeman's Farm in Upper New York State. By the end of the campaign, Benedict Arnold was victorious and was able to defeat and capture the British army, further encouraging France to enter the war on the side of the Americans.

**CA-163 Vikings Raiding England- CONTINUED**

by UVic Tabletop Games Club, LORLord of the Rings (modified with RPG), 4 hrs, Miniatures - Land Location: Table 3, 5 players, Dark Ages/ Medieval/Renaissance, Some Gaming, All Items Supplied, 28 mm

Five Viking raiding parties descend on a Saxon village with a Keep, monastery and church to loot. Problem is the fifth war band came across by land as they've been chased by some local king named Arthur! Who will gather the most loot and who will make it back to the long boats in time to leave? THIS IS A CONTINUATION OF THE LAST PERIOD. (SEE HOSTS FOR OPEN SPOTS)

**CA-153 What if: The Battle of Metemma**

by Allen Sens, North Shore Gamers, Men Who Would Be Kings, 4 hrs, Miniatures - Land Location: Table 7, 4 players, Colonial/pre-WW1, Some Gaming, All Items Supplied, 28 mm

The Gordon Relief Expedition is proceeding up the Nile, and has arrived at Metemma to link up with the Desert Column which has marched through the Bayuda desert from Korti. However, the battles at Abu Klea and Abu Kru have not gone well, and the much-reduced Desert Column has lost most of its mounts and is fleeing on foot to Metemma. The ships of the Gordon Relief Expedition now have to execute a dangerous rescue of the Desert Column to prevent disaster. Can the British save the desert column and steam on to Khartoum?

**CA-205 Battle of Sint.Joost, Operation Blackcock, Jan 1945**

by Thomas Moore, Rapid Fire Reloaded, 4 hrs, Miniatures - Land Location: Table 6, 6 players, WW2, Tried It, All Items Supplied, Other/NA

This battle took place at night when the 9th battalion Durham light Infantry supported by tanks attacked Sint Joost in Holland. Defending are the 2nd battalion of Fallschirmjager Regiment Hubner. It was very cold and snowy.

## Miniatures – Air

**CB-207 Air Combat Over the Skies of France**

by Eric Hotz, Steve Allen, Canvas Eagles, 4 hrs, Miniatures - Air Location: Table 1, 16 players, WW1, Some Gaming, All Items Supplied, HO Scale | 1/72

Free for all dogfights with Late War aircraft (February 1918) French, Belgian, German, British and American aircraft.

## Miniatures – Naval

### **CC-166 Escape From Toulon November 1942**

by Brent Martin, Supremacy at Sea, 4 hrs, Miniatures - Naval Location: Table 17, 8 players, WW2, Some Gaming, All Items Supplied, 1/2400

November 1942 and some French Captains want to go down fighting and not scuttle their ships. A small cruiser force races to get away and to the safety of the Allied fleet. But the Italians have been ordered to stop them. Will the French make it or go down guns blazing !!!

## Miniatures - SF/Fantasy/Pulp

### **CD-113 Battletech Grinder**

by Shawn Winstanley, Daniel Thomson, Battletech, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 8, 12 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Grinder is a casual battle-royale event for all ability levels where players only pilot one mech at a time. The general idea of the Grinder is that players start with a simple, small mech that uses basic weapons and rules. When they die they get a bigger, better mech with slightly more complicated weapons and rules. Players can drop in and leave whenever they would like.

### **CD-190 Now This is Pod Racing!**

by Robert Schultz, Home Brew - Imported from GenCon 2023, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 11, 7 players, SF/Fantasy, Kids OK, All Items Supplied, Other/NA

Now This is Pod Racing! is a face paced, straight forward pod racing game set in the ... wait for it ... Star Wars universe! Players maneuver their pod racer along the track based on d12 dice rolls and try not to crash into each other, get shot by Tusken Raiders or hit any other hazard. The plan is to run 2 races in the time slot, maybe 3 if time permits. Excellent choice for racers of all ages!

### **CD-192 Patrol Angus**

by Ryan Fry, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 19, 4 players, SF/Fantasy, Some Gaming, All Items Supplied, 15 mm

Patrol Angus is a skirmish level of wargame which means it typically has between a dozen and about forty 15mm scale miniatures a side in play during a game. It works well with more but those amounts are ideal. Most games have one Platoon sized force per player and have one or two or maybe even three layers. A Platoon or Lance which contains typically twenty two (22) miniatures. In Patrol Angus you play either as the Prydian Army in its quest to reclaim worlds lost to the Marcher Barons during the Civil War or you can play in the employ of Canlaster or Yordist or any of the other dozen small array of Marcher Barons. This includes playing as a "Conda" or paid professional mercenary for any side.

## Board Games - History/Economic

### **CE-174 18 India (2023)**

by Bill Dixon, 18xx, 4 hrs, Board Games - History/Economic Location: Table S1, 6 players, WW1, Some Gaming, All Items Supplied, Board

Investors compete to build lucrative railroad companies across India. Several innovative game mechanics.

### **CE-151 Men Of Iron: Infidel**

by Kevin ENG, Tactical Level Hex & Counters, 4 hrs, Board Games - History/Economic Location: Table 9B, 2 players, Dark Ages/Medieval/Renaissance, Newcomers, All Items Supplied, Board

Men Of Iron: Infidel covers the battles of the Crusades between two different military styles, both dominated by cavalry. Infantry played a secondary role in most battles of the Crusades. This game is where European heavily armoured Men-at-Arms "knights" who excel at hand-to-hand combat, meet the lightly armoured mounted archers who used arrows and speed of their horses to wear down their enemy.



**CE-135 Napoleon: The Waterloo Campaign, 1815**

by Wayne Skipper, Block game which provides fog of war, 4 hrs, Board Games - History/Economic Location: Table 9A, 3 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, Board

A fast-paced game simulating the Waterloo Campaign of 1815. Two or three players can participate. In a three handed-game one commands the Prussians, another commands their allies the Anglo-Dutch versus the French. Blucher, Wellington and Napoleon maneuver both on a strategic map of Belgium and tactical maps once battles have been joined.

**CE-119 Plantagenet: Cousins War for England 1459-1485**

by Wade Schmidt, GMT Game Wargame/Cardgame Hybrid, 4 hrs, Board Games - History/Economic Location: Table S2, 2 players, Dark Ages/ Medieval/Renaissance, Newcomers, All Items Supplied, Board

Fight the War of the Roses in this outstanding Levy and Campaign series wargame. Amid ever shifting loyalties, take command of the houses of York or Lancaster and unify England.

## Board Games - SF/Fantasy/Pulp

**CF-127 Formula D**

by M3 Gamers, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 14, 10 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

Use custom dice to race in the cities and on Formula 1 courses.

**CF-126 Zombie Apocalypse**

by M3 Gamers, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 10, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

The zombies have risen and are trying to end humanity!!! It is your job to travel through different quadrants, kill zombies, but find the treasure that will help you win the war. To help you along the way there will be weapons, horses, catapults, portals and more!!! Collect zombie kills, items and gain points to victory before time runs out. This is a tabletop miniature game.

Role-Playing - SF/Fantasy/Pulp

**CG-109 D&D: Cedar's Pavilion**

by Peter Haldenby, Dungeons and Dragons, 5th Edition, 4 hrs, Role-Playing - SF/Fantasy/Pulp Location: Table 15, 5 players, SF/Fantasy, Kids OK, All Items Supplied, Other/NA

The death of an old friend leads to the discovery of dark deeds... Pre-generated characters will be provided, or bring your own level 2 character (stat array or points buy).

**CG-185 Raid on Iran: Operation Eagle Claw**

by Tony Stroppa, Delta Force: America Strikes Back!, 4 hrs, Role-Playing - SF/Fantasy/Pulp Location: Table 16, 6 players, Korean/Viet Nam/Modern, Some Gaming, All Items Supplied, HO Scale | 1/72

24-25 April 1980. Iranian revolutionaries hold 53 Americans hostage in Tehran. Commandos of the newly formed "Delta Force" is sent to bring them home in one of the most audacious rescue attempts in history.

Sat 7:00PM

## Miniatures - Land

**DA-116 Battle of Watling street**

by daniele cerin, strength and honor, 4 hrs, Miniatures - Land Location: Table 16, 2 players, Ancients, Some Gaming, All Items Supplied, Other/NA

60/61 AD Britain, Boudicca's revolt is in full swing and after her army has already burned down Colchester, London and St Albans roman control of the island seems precarious. A roman army commanded by Suetonius Paulinus is sent to deal with the threat and meets the britons at Watling Street in the Midlands.

**DA-197 Chariot Races**

by Steve Allen, Circus Maximus, 4 hrs, Miniatures - Land Location: Table 1, 20 players, Ancients, Some Gaming, All Items Supplied, 15 mm

The factions of Rome have gathered for a night of drinking and carousing! Join the brave and noble charioteers and attempt to best the field to win gold and glory! Three lap race of whips and bashing as you charge around the track! FLIP FLIP FLIP!!

**DA-201 Fighting over Food 1813**

by Peter Mulhern, Rebels and Patriots, 4 hrs, Miniatures - Land Location: Table 6, 6 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, 15 mm

Battles throughout the last few weeks of summer, 1813 have disrupted your supply lines and your orders are out-of-date. Of more immediate concern is that your troops ate their last rations yesterday and if you don't find food today you will have mass desertions overnight that will render your units useless. The good news is that your scouts have found a farmhouse with all the supplies you need. The bad news is that they also report multiple friendly and enemy units that are in a similar situation and all are converging on the same house. You need to get there, join up with friendly forces and drive off the enemy or your command will evaporate. Rebels and Patriots is a simple game and tonight it will be played to emphasize the "fun" parts of the rules where commanders have "personalities" and very high or low rolls can lead to unexpected results. These rules will tend to balance the game between new and veteran players. Victory will depend on military success, the player's ability to manage their troops, and meeting "secret" objectives. It is possible every player can "win" or "lose".

**DA-122 Near Balaclava**

by Nate Stevenson, Homebrew, 4 hrs, Miniatures - Land Location: Table 7, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, 15 mm

Spring, 1855. A large Russian sortie from Sevastopol seeks to disrupt the supply route feeding the British siege lines. Turkish forces are holding the rearward redoubts, the British camps are nearby, and the French/Sardinian brigade is marching to help. A quick play set of rules with plenty of dice to roll and decisions to make.

**DA-108 Plains of Abraham, 13 Sept, 1759**

by Rick Kimberley, Age of Reason, 4 hrs, Miniatures - Land Location: Table 15, 7 players, 16/th/17th/18th Centuries, Newcomers, All Items Supplied, 15 mm

One of the most important battles of Canadian history, the British capture of Quebec in 1759 spelled the beginning of the end for New France.

**DA-186 The Battle of Landshut, 1809**

by Charlie Ritchie, The Age of Eagles, 4 hrs, Miniatures - Land Location: Table 5, 2 players, Napoleonic/War of 1812, Some Gaming, Bring dice, tapes, etc., 15 mm

After the suffering heavy losses at the battle of Abensberg, Marshal Lannes leads French, Bavarian, and Württemberg troops against the Austrians in the marshes surrounding the town of Landshut.

**DA-178 Warcry**

by Sean Quinn, Board Game, 4 hrs, Miniatures - Land Location: Table 18, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, 28 mm

Warcry is Gameworkshops fantasy based skirmish game that pits small warbands against each other for triumph and glory. Warcry-Cooperation is the same game mechanics, with a home brew twist, to allow for players to cooperate to fight NPCs instead of each other. The game is quick, chaotic and all kinds of fun!

## Miniatures – Air

**DB-168 Canvas Eagles**

by Troy Chard, 4 hrs, Miniatures - Air Location: Table 2, 8 players, WW1, Some Gaming, All Items Supplied, N Scale  
Billy Mitchell's War Diary: It's November 10th, 1918. The armistice is coming. Everyone knows it. Some German planes have been flying over our airdromes all morning, circling--- looking for one last fight.

## Miniatures – Naval

### **DC-158 Fleet Action Off East Anglia Nov 1914 - Part 1**

by Ed Beauregard, Steel Fleets, 4 hrs, Table 17, 8 players, WW1, Some Gaming, All Items Supplied, 1/2400

Learning of the loss of HMS Audacious in October, the Kaiser is convinced to force a major fleet action. The Grand Fleet is at sea and during the night Beatty's Battle Cruiser Fleet has passed between Hipper's First Scouting Group and the High Seas Fleet. As he turns north in the morning, he realizes he can cut off Hipper's battlecruisers, but needs to locate the supporting German battleships.

## Miniatures - SF/Fantasy/Pulp

### **DD-114 Battletech Grinder**

by Shawn Winstanley, Daniel Thomson, Battletech, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 8, 12 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Grinder is a casual battle-royale event for all ability levels where players only pilot one mech at a time. The general idea of the Grinder is that players start with a simple, small mech that uses basic weapons and rules. When they die they get a bigger, better mech with slightly more complicated weapons and rules. Players can drop in and leave whenever they would like.

### **DD-138 Frigate War**

by Wayne Dan, Starfleet Battles, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 4, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

We will be trying out some 1:350 scale models. In order to do so, we will be playing off the floor. And as such we will be using B.A.M. Hexes.

### **DD-154 Gaslands**

by Jason Dreger, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 13, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Drive a 4-8 cylinder chariot of steel in the death race for a one night special Event! Drive for the chance of one way ticket to the utopia of Mars or steer shiny and chrome to the gates of Valhalla! All will be televised by our sponsor of Guzziene! WITNESS US: Depending on the player count, the game might see players driving one or two cars in a race to reach the finish line. Players need not bring anything, cars will be provided.

### **DD-171 The Valarian**

by Terry Sawchenko, Full Thrust, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 3, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

The war between the Terran Federation and the Carnivorian Empire is in its third year. The Valarian is a next generation dreadnought just christened into service. Its baptism of fire is in short order as it is sent into the Arakin caldron, a heavily contested sector of space. The Carnivorians are investing heavily, it is hoped that the Valarian will help tip the scales.

## Board Games - History/Economic

### **DE-175 1882: Assiniboia (2019)**

by Bill Dixon, 18xx, 4 hrs, Board Games - History/Economic Location: Table 51, 6 players, WW1, Some Gaming, All Items Supplied, Board

1882: Assiniboia is a short 18XX in Canada. A tight restricted tile selection.

### **DE-148 Crusader Rex by Columbia Game**

by Kevin ENG, Hidden Blocks Point to Point Game, 4 hrs, Board Games - History/Economic Location: Table 9B, 2 players, Dark Ages/ Medieval/Renaissance, Newcomers, All Items Supplied, Board

Crusader Rex is a game covering the Third Crusade. One player commands the Franks, the other commands the Saracens. In this epic struggle of beliefs, territories, and fortunes, experience the crude reality of the Crusaders in Middle East where civilization collided. Uncomplicated set of rules make Crusader Rex the game a pleasant enjoyment for all ages.

**DE-129 Dice Throne- Tournament Play**

by M3 Gamers, Dice Throne, 4 hrs, Board Games - History/Economic Location: Table 14, 8 players, SF/Fantasy, Tried It, All Items Supplied, Board

Marvel Dice Throne is a competitive or team based dice-rolling combat game.

**DE-120 Nevsky: Teutons and Rus in Collision 1240-1242**

by Wade Schmidt, GMT Game Wargame/Cardgame Hybrid, 4 hrs, Board Games - History/Economic Location: Table S2, 2 players, Dark Ages/ Medieval/Renaissance, Newcomers, All Items Supplied, Board

Will you fight for holy latin christendom, or the one true orthodox faith on the periphery of Europe. This delightful wargame will test your logistic and operational planning in a sadly unexplored theatre of the European crusades.

**DE-136 Quebec 1759**

by Wayne Skipper, Block game which provides fog of war, 4 hrs, Board Games - History/Economic Location: Table 9A, 2 players, 16th/17th/18th Centuries, Newcomers, All Items Supplied, Board

The struggle for Quebec which determined the future of North America. This game was first published in 1972 and is the "great-granddaddy" of the the block game genre - the very first block game. It is an introductory level game which simulates the challenges facing Wolfe and Montcalm in 1759. If you have never played a block game, this is a good one to start with! Usually plays in 1.5 to 2 hours

## Board Games - SF/Fantasy/Pulp

**DF-130 Star Wars Miniatures**

by M3 Gamers, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 10, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

Deep in the Outer Rim sits a forgotten planet of a long lost civilization. A perfect spot for smuggler's to operate from. but after a few years, they disappeared under mysterious circumstances leaving behind many valuable goods. What was the cause? what happened to them? What was left behind? These are answers that your group seeks.

Role-Playing - SF/Fantasy/Pulp

**DG-181 DCC: Veiled Vaults of the Onyx Queen**

by Peter Haldenby, Dungeon Crawl Classics, 4 hrs, Role-Playing - SF/Fantasy/Pulp Location: Table 11, 6 players, SF/Fantasy, Newcomers, All Items Supplied, Other/NA

A royal invitation turns into a nightmare as you wake in a place of great evil. Can you escape the dark fate that's in store for you and maybe save the realm in the process? Maybe making off with a few loose valuables is a more achievable aim... A DCC zero-level funnel - streamlined rules allow players to play four characters each in an old-school dungeon crawl. Many won't survive...

## Sun 10:00AM

### Miniatures - Land

**EA-189 Battle of Loigny-Paupry**

by Dennis Chin, Bruce Weigle '1871', 6 hrs, Miniatures - Land Location: Table 7, 4 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Other/NA

The arrival south of Dijon of the lead elements of the new Army of the South (four low-grade divisions under General Bourbaki) compels the Union XIV Corps to abandon the city and fall back on besieged Belfort. Bourbaki's army is to attempt the relief of Belfort, cut the major Union supply lines to Alexandria and threaten southern Maryland.

**EA-144 Generation Kill**

by Lisa Smedman, Bolt Action + Home Brew Additions, 6 hrs, Miniatures - Land Location: Table 12, 2 players, Korean/Viet Nam/Modern, Some Gaming, All Items Supplied, 15 mm

Based on the "Generation Kill" TV series (2003 war in Iraq). One player will get 6 Humvee crews; the other will play the Iraqis. Can you survive Ambush Alley? Secure the bridge? Protect civilians from Iraqi death squads? I'll be adapting Bolt Action rules for a modern setting. (I originally ran this at Salute 2019 using Force on Force.) Seven short scenarios in all, played back to back.

### **EA-103 Not your usual Sunday drive**

by Corey Burger, Gaslands Refuelled, 6 hrs, Miniatures - Land Location: Table 3, 8 players, SF/Fantasy, Kids OK, All Items Supplied, Other/NA

Get your crash helmet on and join us for a drop-in Gaslands event. No experience or car needed - we'll supply everything. Exact scenario to be decided day-of, but fun is nearly always guaranteed

### **EA-204 the Battle of Weissenburg, August 4th, 1870**

by Pierre Stolte, they Died for Glory, 6 hrs, Miniatures - Land Location: Table 11, 3 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, 15 mm

Two days after the French invaded Germany, the Bavarian 4th Division responds by marching on Weissenburg, France. Will the garrison hold out?!

### **EA-177 World War 2 - 1946**

by Sam Kim, Bolt Action, 6 hrs, Miniatures - Land Location: Table 18, 4 players, WW2, Some Gaming, All Items Supplied, 28 mm  
The Eastern Front has come to a standstill in 1946. Soviet forces are tasked with capturing a strategically important crossroads village. The German defenders must hold out until relieved. Both sides have been granted secret weapons that both high commands hope to turn the tide of the war.

## Miniatures - Air

### **EB-193 Bombing in Support of Micheal, March 1918**

by Rene Charbonneau, Canvas Eagles, 6 hrs, Miniatures - Air Location: Table 4, 15 players, WW1, Some Gaming, All Items Supplied, HO Scale | 1/72

German bombing attack on Allied positions in support of attack.

## Miniatures – Naval

### **EC-159 Fleet Action off East Anglia Nov 1914 - Part 2**

by Ed Beauregard, Steel Fleets, 6 hrs, Table 17, 12 players, WW1, Some Gaming, All Items Supplied, 1/2400

After the loss of HMS Audacious, the Kaiser decides to force a fleet action. The starting positions of the Grand Fleet and High Seas Fleet will be determined by the results of Part 1 - the clash of the battlecruiser forces.

### **EC-199 Rule Britannia, Britannia Rules the Waves**

by Steve Allen, Wooden ships and Iron Men, 6 hrs, Miniatures - Naval Location: Table 1, 6 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, 1/1200

The British Fleet have a meeting engagement with the French.

## Miniatures - SF/Fantasy/Pulp

### **ED-115 Battle Grinder**

by Shawn Winstanley, Daniel Thomson, Battletech, 6 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 8, 12 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Grinder is a casual battle-royale event for all ability levels where players only pilot one mech at a time. The general idea of the Grinder is that players start with a simple, small mech that uses basic weapons and rules. When they die they get a bigger, better mech with slightly more complicated weapons and rules. Players can drop in and leave whenever they would like.

### **ED-180 Forbidden Lands**

by Klaig Morton, Free League Games, 6 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 15, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, 28 mm

RPG: Will you enter the Forbidden Lands? Are you a Raider? Rogue? Come join us as we explore the forbidden Lands in this gritty, exploration-based RPG. You will be able to create your own character or grab a pre-rolled adventurer.

### **ED-208 Void Admiral: Space Combat Miniatures Game**

by Paul Bantock, Void Admiral, 6 hrs, Miniatures - SF/Fantasy/Pulp Location: Table R1, 2 players, No signup needed, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Come try out a 20 minute demo game of Void Admiral with its creator. Feel free to drop in anytime for a demo game.

### **ED-155 Warmaster Revolutions**

by Jason Dreger, Warmaster, 6 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 6, 4 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Command small scale armies in large scale battles. An empire of men, a throng of dwarves, a waaaagh! or orcs. All may clash for control and victory. Players need not bring armies, though armies are welcome. There are armies available to play. If you bring your own, plan for a 1000 or 2000pt game.

## Board Games - History/Economic

### **EE-176 1880: China (2010)**

by Mike Campbell, 18xx, 6 hrs, Board Games - History/Economic Location: Table S1, 6 players, Colonial/pre-WW1, Tried It, All Items Supplied, Board

Foreign investors develop railroads across China in this operational 18XX.

### **EE-131 3D Settlers of Catan**

by M3 Gamers, Settlers of Catan, 6 hrs, Board Games - History/Economic Location: Table 14, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

Collect and trade resources to build up the island of Catan in this modern classic.

### **EE-121 Nevsky: Teutons and Rus in Collision 1240-1242**

by Wade Schmidt, GMT Game Wargame/Cardgame Hybrid, 6 hrs, Board Games - History/Economic Location: Table S2, 2 players, Dark Ages/ Medieval/Renaissance, Newcomers, All Items Supplied, Board

Will you fight for holy latin christendom, or the one true orthodox faith on the periphery of Europe. This delightful wargame will test your logistic and operational planning in a sadly unexplored theatre of the european crusades.

### **EE-137 Pacific Victory**

by Wayne Skipper, Block game which provides fog of war, 6 hrs, Board Games - History/Economic Location: Table 9A and B, 4 players, WW2, Some Gaming, All Items Supplied, Board

Pacific Victory simulates the Pacific Theatre of WW2. A large neoprene map and jumbo blocks will be used to represent this sprawling theatre of war which covers roughly one-third of the Earth. Air, sea and land forces are represented. In a four-handed version, one player is the IJN, another the IJA, one is Nimitz and the other represents MacArthur/Brits/Chinese. Usually plays in about 5 hours.

### **EE-191 Strike of the Eagle**

by Robert Hudson, Car Wars (fifth edition: 2002), 6 hrs, Board Games - History/Economic Location: Table 13, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Other/NA

Strike of the eagle is a simple-medium complexity war game set during the Polish-Russian war of 1919-1920. It features woodblocks, fog of war and a unique ordering system. We'll be playing the first scenario where the Poles

### **EE-152 Triumph & Consequence WW2 Epic Struggles in Europe & Asia**

by Kevin ENG, Hidden Blocks & Card Play, 6 hrs, Board Games - History/Economic Location: Table 5, 6 players, WW2, Newcomers, All Items Supplied, Board

Triumph & Consequence is a strategy game for three to six players about the contest for World supremacy between the communist, fascist, and capitalist politico-economic systems during the period 1936-45. Players are free to explore how the West, the East, or the Axis powers to achieve victory thru peaceful means or militarily. A game where political influences and military actions dictate victory!

## Board Games - SF/Fantasy/Pulp

### **EF-146 Dominant Species**

by Tony Poh, Worker Placement, 6 hrs, Board Games - SF/Fantasy/Pulp Location: Table 2, 6 players, Ancients, Kids OK, All Items Supplied, Board

<https://boardgamegeek.com/boardgame/62219/dominant-species>

**EF-132 Talisman**

by M3 Gamers, 6 hrs, Board Games - SF/Fantasy/Pulp Location: Table 10, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

Journey through fantastic lands in a race to rule with the Crown of Command!

Role-Playing - SF/Fantasy/Pulp

**EG-172 The Talisman of Valon**

by Brian McNeilly, HårnMaster / BattleLust, 6 hrs, Role-Playing - SF/Fantasy/Pulp Location: Table 16, 6 players, Dark Ages/Medieval/Renaissance, Newcomers, All Items Supplied, 28 mm

The search for a missing artifact sends the guards of Jedes Keep into the wild lands north of the Kald River. They will have to be wary, for these lands are claimed by the barbarian Kath, and gargun raiders have also been reported along the trade route. A HårnWorld scenario blending roleplaying and 28mm