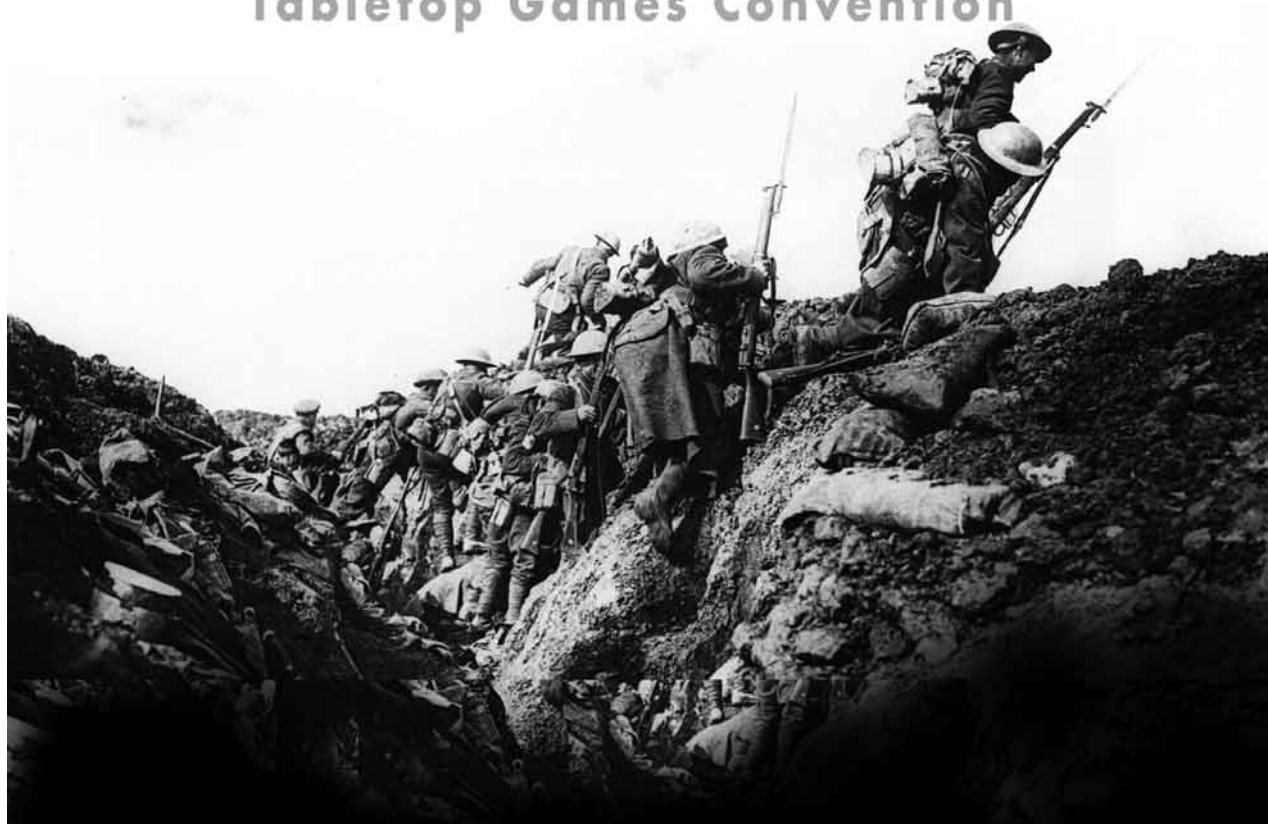


TRUMPETER SALUTE 2018

Tabletop Games Convention



March 16-17-18
Convention Games List

The Great War 1914-1918

Lest We Forget

Presented by

The Trumpeter Tabletop Games Society

Great Gaming Since 1964

www.trumpetersociety.com



Welcome to Trumpeter Salute 2018

Welcome to Trumpeter Salute 2018, Canada's longest running miniatures gaming Convention, which also includes board and RPG games! Thanks for coming and making this event a success.

To get the most out of our Convention, remember to use this Guide. Each scheduled game is listed in detail, with a map showing game locations. In order to play in a game, ensure you sign up on the roster sheets. These will be placed at the entrance to the convention one hour before start time. Don't delay! Popular games fill up fast! Also check the notice board near the entrance for any last minute changes. And, new this year, keep in mind that you may only sign up for yourself and any minors that you are accompanying.

Each game session features a break, usually at the mid-point, for prize draws. Your ticket is eligible in every session Friday and Saturday, so keep it at hand. New prize draw tickets will be distributed Sunday morning, so don't forget to pick one up when you arrive. Also, if you leave the Convention early, you can pass your ticket to a friend, just in case.

The canteen, staffed by dedicated volunteers, provides snacks and drinks, with some hot food available during the day and pizza available Saturday evening. The canteen is open throughout the Convention and proceeds help fund the Club's monthly activities.

Remember to check out the wide range of vendors in the Banquet Room and the many deals to be found in the Bring & Buy which is in the Arts Room across the hall. This is a great chance to add to your armies or potentially pick up some hard-to-find books or games.

If you enjoy the Convention, consider becoming a member (if you aren't already one) and think about attending our monthly Game Nights, held at this same location. Each month features about 100 gamers and twenty hosted games. This is probably the largest monthly gaming event in Canada. Details and times are available at trumpetersociety.com.

Organized by the Trumpeter Tabletop Games Society, this weekend is a great showcase for our hobby – and it's not an event you'll find in every major Canadian city. Try new games, make new friends, and remember that this kind of gaming is happening every month, right here!

Convention Chair,

Trumpeter Salute 2018

TRUMPETER SALUTE 2018

Program Book Index

- Page 1:** Introduction/Welcome to Trumpeter Salute
- Page 2:** Index
- Page 3:** 100 Day Campaign History
- Page 4:** Acknowledgements / Convention Entrance Fees
- Page 5:** Code of Conduct / Glossary of Terms
- Page 6:** Instructions for Attendees / Bring & Buy Instructions
Time Session Schedule Chart
- Page 7:** Trumpeter Society Vendors & Sponsors
- Page 8:** Trumpeter Salute Floor Plans
- Page 9-11:** Time Block A: Friday Evening Games
- Page 14-16:** Time Block C: Saturday Afternoon Games
- Page 17-19:** Time Block D: Saturday Evening Games
- Page 19-22:** Time Block E: Sunday Games
- Page 23:** Imperial Hobbies Ad
- Page 24:** Trumpeter Salute 2018 Poster

The Trumpeter History

In 1964, Jack Hutchings established the first tabletop gaming club in British Columbia, Canada, the Trumpeter Club. Jack had been active playing tabletop games since 1927, when he was 16 years old.

The Club began in the basement of Jack's home, moving in the late 1970's to community centers before eventually finding a permanent home at the Bonsor Community Centre in Burnaby, British Columbia, Canada,

In 1973, Jack helped organize the first tabletop games Convention in Greater Vancouver. Later named "Trumpeter Salute," the Convention has continued to this day on an annual basis.

Jack Hutchings died in 1978, but his club, and his dream, live on with today's dedicated Trumpeter Club members.

In 2007 the Trumpeter Club became a registered not-for-profit organization, adopting the name The Trumpeter Tabletop Games Society.



Trumpeter Salute 2016

The Other Hundred Days Campaign, 1918

The final Allied offensive of World War I was a series of attacks at various points all along the Western Front. It started with the French held territory in France in late July 1918, then shifted to the British sector with the Canadians catching the Germans by surprise at the Battle of Amiens. The Allies were able to achieve great success utilizing the tactics of firing artillery just ahead of advancing troops, using gas to screen them and to suppress the defenders,. However, even though armoured cars, tanks and machine guns were all used to good effect, the Allies still suffered heavy casualties.

After the Battle of the Somme, in 1916, the Germans knew it was only a matter of time before the Allies made another push through that sector, so they created a series of defensive lines and fortifications designed to slow down any Allied attempts to break through. The strongest of these was the Hindenburg Line.

To pierce the Hindenburg Line, General Currie, the commander of the Canadians Corps, came up with the audacious plan of pushing his whole Corps through a section of the Hindenburg Line only 2500 meters wide. The Commander of the Allied forces Marshal Foch, who personally had to approve the

plan, said the Canadians would be "the ram with which we will break up the last resistance of the German Army."

The combined offensive began along the length of the front with attacks by the French, Americans, British and Belgians, while the Canadians broke through from the Somme, at Canal du Nord, cracking the line wide open. Although the Germans were forced to retreat all along the front they made the Allies pay for every meter. On October 11th, the Canadians captured Cambrai and continued to chase the Germans back to Belgium until November 11th when Germany finally surrendered.

The Hundred Days were the pinnacle of the Canadian approach to warfare and utilized careful planning, daring and tenacity—as opposed to brute force—to win the day and shorten the war.



TRUMPETER SALUTE 2018

Acknowledgements

Organizing a large convention demands hard work from volunteers who dedicate their time and expertise to produce a quality event. We can't hope to name everyone, but our thanks to:

The Convention Organizing Committee and the Executive of the Trumpeter Tabletop Games Society, who have worked for months to organize and stage this event. Our registration desk volunteers, who give up their valuable gaming time to look after all the administrative details during the weekend.

Our tireless Canteen volunteers, led by Archie and Bruce Roberts, who ensure we have the snacks, food and drink necessary to keep gaming.

Our commercial vendors and sponsors: *Imperial Hobbies*, *Strategies Games and Hobbies*, *Rain City Hobbies*, *War-Craft Games*, *Cameo Coin & Hobbies*, and *Burnaby Hobbies*, for their valuable support through advertising, door prizes and vendor participation. Please visit their vendor tables, websites and stores.

The staff of Bonsor Recreation Centre, who provide a convenient and friendly site for the Convention.

All of our game hosts, who spend time organizing sessions and bringing their valuable collections to the tables at Bonsor.

Finally, thanks to Larry White of Redmond, Wash, who developed an online Game Host Registration System and made it available to Trumpeter Salute. This has streamlined game submissions and review of game events, and the creation of this Program Book.

Thanks to you all!

CONVENTION ENTRANCE FEES

DAY	ENTRANCE COST
FRIDAY	\$10
SATURDAY	\$20
SUNDAY	\$10
ALL 3-DAYS	\$30
VISITOR*	\$0

* Must wear a VISITOR badge; may not participate in games



THE TRUMPETER SOCIETY EXECUTIVE

René Charbonneau: President

Joe Pagel: Vice President

Terry Sawchenko: Secretary; GamesMaster of the Games Lists; Email News Service Manager

Kathleen Moore: Treasurer

Eric Hotz: Advertising Director; Web Director

Gordon Colter: Event Coordinator organizing society games at other venues/conventions etc. outside the club; TotR

Pierre Stolte: Society Editor

Douglas Oak

Archie Roberts: Canteen Director



French Foreign Legion (c.1919) in 28mm Scale

CONVENTION GAMES LISTS

CODE OF CONDUCT

To ensure the events at this convention are enjoyable for all participants and hosts, please read and follow these guidelines. When playing in a game, a participant is expected to:

1. Conduct Yourself in a Professional Manner

Keep your cool even if those around you do not. If you have a question or objection, make it clearly and without personal attacks. Respect the decision of the game host. Nothing ruins a game as quickly as constant bickering and complaining. If you still feel very strongly about the issue, bring it up with the game host after the game.

2. Show Respect for the Game

Respect the figures, models, scenery and game aids that you are playing with. The game host may have spent hours painting the figures and building the scenery and has spent money and effort providing the gaming charts and rules.

- Move the figures by the stand or individually. Never drag them across the table or scoop up groups of figures.
- Never place the figures where they could be knocked off the table.
- Never place other items on top of figures.
- Never place food or drink near figures, scenery or on the playing area.
- Never touch figures, scenery or game aids with greasy or food-stained fingers. Eat and wash up before the game, or follow the rule: "Move with the right hand and eat with the left."

3. Sign up for Games

Sign-up sheets are placed near the entry to the gaming area at least one hour before the game is to start.

- Each sign-up sheet has a maximum number of registered players, and those who sign in those spots are guaranteed a spot in the game.
- Each game sign-up sheet has additional spaces for alternate players. If a registered player is unable to participate, or does not appear within 10 minutes of the start time of the game, the game host will add players in order from the alternate player list.
- If you have signed up for a game and decide before it begins not to participate, please cross your name off the sheet as soon as possible.
- If a registered or alternate player position has a name crossed off, **DO NOT PLACE YOUR NAME IN THAT SPOT**. Once a sign-up spot has been used, it is not available for re-use. Add your name to the next available unused registered or alternate player spot.
- Do not sign up as a registered player for more than one game per gaming period. If you are signing up as an alternate player, you may put your name in for more than one game, but if you are not at the table when the game host calls your name, you will lose your position on the list.
- New for 2018, players may only sign up for themselves and any minors they are accompanying. Members of the Convention Committee will be on hand to monitor during the sign up period.

4. Appear at the Gaming Table in a Timely Manner

If you are a registered game participant, be sure to arrive and introduce yourself to the game host at least 5 minutes before the game scheduled start time. If you have not arrived within 10 minutes after the scheduled start time, you may be replaced with a player on the alternate list.

Ready to do battle?
Only one store has all your gaming needs!

Miniature Games



- Blood Bowl
- Flames of War
- Necromunda
- Reaper: Chronoscope, Dark Heaven Legends
- Saga
- Star Wars Legion
- Star Wars X-Wing/Armada
- Warhammer 40K
- Warmachine and Hordes
- Wizkids D&D Minis
- Micro Art Studio bases
- Paints and hobby supplies

We do special orders!

Roleplaying Games



- Call of Cthulhu
- Dungeon Crawl Classic
- Dungeons & Dragons
- Pathfinder
- Savage Worlds
- Starfinder
- Star Wars RPG
- The One Ring
- Huge indie RPG section

Board Games



- Euro games
- Traditional games
- Family games
- War games

Check out our events schedule online:
www.strategiesgames.ca

STRATEGIES
GAMES & HOBBIES

3878 Main Street, at 23rd Ave.
604.872.6911 #3 Main St. bus
Free underground parking

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THE TRUMPETER TABLETOP GAMES SOCIETY
Go to the society website for details: www.trumpetersociety.com

GLOSSARY OF TERMS

Some Gaming Experience: Some understanding miniatures gaming may be required to play this game. If in doubt, ask the Game Host.

Newcomers Welcome: No previous gaming experience is required to play this game.

All Items Supplied: You are not expected to bring your own dice, tape measures, etc. Everything needed to play this game is provided by the Game Host.

Other/NA: Game scale is abstract (ie board game etc)

TRUMPETER SALUTE 2018

INSTRUCTIONS FOR ATTENDEES

1. Name badges must be visible at all times. If your badge is not visible you will be asked to produce it. If you cannot show proof of membership you will be asked to pay the appropriate convention fee or leave.
2. If you lose your badge, please report immediately to the registration table. A replacement badge will be provided on proof of payment.
3. Please note the kitchen/canteen area is out of bounds and may only be entered by authorized convention staff.
4. Be courteous and refrain from using foul language.
5. Do not touch scenery or gaming figures (even if not in use) without permission from the owner.
6. Smoking is only allowed on the outdoor patio area a minimum of 6 meters (20 feet) away from the doors.
7. Running, shoving and other such behavior that could bother other attendees, interrupt games, or might result in injury, is not permitted and will be subject to immediate cancellation of Convention membership (without compensation) and ejection from the Convention.
8. Please dispose of food packaging and waste in the appropriate garbage containers and return cans and bottles to the recycling spots near the canteen area.
9. Children under 13 must be accompanied by an adult guardian at all times and must behave in accordance with these instructions.
10. If you are not a registered participant in a game, please do not interrupt players or interfere in any way with the game activities.
11. You are responsible for all items you bring with you. The Trumpeter Tabletop Gaming Society does not take any responsibility for personal property, even if requested to do so.



BRING & BUY INSTRUCTIONS

1. Each page has three pairs of tags for items; A,B, and C. Print your description and price on both the left and right tag in each pair.
2. On each tag, print your first initial followed by your last name, put a dash in and the page number and tag letter [First Initial Last Name – Page Number Tag Letter]. If your name was John Doe and it's your first page, your tag ID would be *JDoe-1A*, then *JDoe-1B*, and *JDoe-1C* for that page. This means your tag IDs are unique to you. (Unless your twin, Jane is also selling stuff at the Bring & Buy, then you're hooped.... In cases where you're concerned another seller might have the same ID, add your middle initial.)
3. Once the tags are filled out, cut the page vertically down the middle. Affix the right hand tags on your items, and bring the left side of the sheet to the Bring & Buy Desk.
4. At the Bring & Buy Desk, you will be asked to sign a seller's agreement. Sign it.
5. If you want to change an item's price or a customer wants to do a bulk deal, come to the Bring & Buy Desk and let us know. You will have to verify that you are the real seller and you will have to fill out a new tag for the item(s) you are selling.

For a price change, we will remove the old tag from our book and put the new tag on the item and the sheet into the book.

For a bulk sale, then we will replace the old ID tags with a new one and put the new sheet in the book. Then we will process the sale on the new tag. It's that simple!

Please Note: In order to make changes we will have to verify that you are the seller. Only the seller may make changes to items or take unsold items home at the end of the day. Changes based on "He/she said it was okay!" will not be honoured. If you need to have someone make changes to your items or pick up your unsold items at the end of the Convention, please notify the Bring & Buy Desk first.

If sellers are unable to pick up payments for sold items, inform the *Bring & Buy Desk* and alternative arrangements can be made.

SCHEDULED GAMING PERIODS

BLOCK	DAY/TIME SLOT	TIMES
A	FRIDAY	7 PM - 11 PM
B	SATURDAY MORNING	9 AM - 1 PM
C	SATURDAY AFTERNOON	2 PM - 6 PM
D	SATURDAY EVENING	7 PM - 11 PM
E	SUNDAY	10 AM - 4 PM

CONVENTION GAMES LISTS

Trumpeter Society Vendors and Sponsors

These vendors and sponsors give the Trumpeter Society membership a 10% discount just by presenting them your Trumpeter Society membership card.

Burnaby Hobbies

5209 Rumble St, Burnaby, BC

604-437-8217 / www.burnabyhobbies.net

Dave Tarvin owns Burnaby Hobbies, one of the pioneer hobby shops of B.C. In continuous operation since 1971, they have a strong reputation among hobbyists. Dave inherited from his father the readiness to chat and knowledge to advise in the areas of modeling, radio control, craftwork, military literature, collecting, and model development.

It is safe to say Burnaby Hobbies has been the go-to store for their part of the lower mainland for 45 years.

•

Imperial Hobbies

6080 Russ Baker Way, Richmond, BC

604-273-4427 / www.imperialhobbies.ca

Imperial Hobbies was established in 1986 in a modest 800 sq. ft. space dusted with a smattering of model kits, puzzles, and roleplaying games. Over time we tripled our floor space, becoming a destination for modelers and gamers alike. By 1990, we had branched into comic books and board games and expanded our selection of models, miniatures, and hobby supplies.

Recently, we moved to our largest retail space ever, 5,500 sq. ft., near Vancouver's Airport South. This new location is huge, making us one of the largest hobby shops in Canada. This expansion allowed us to add tables to host gaming events and hobby seminars. We also offer a comic subscription service that will serve your every need to get your favorite titles.

•

Hammertime Hobbies

146 3rd St W, North Vancouver, BC

604-983-9890 / (On Facebook)

Hammertime specializes in Miniatures for Painters, Collectors, and Gamers. Warhammer 40K!

Games & Things

3550 Meridian St, Bellingham, WA, USA

+1 360-756-2254 / On Facebook

BattleTech headquarters (lots of BattleTech), Flames of War, American Civil War in 15mm, Board Games, Dice, Miniatures, Painting Supplies and a lot more!

Games & Things is located in Bellingham, Washington State, USA.

•

Core Games

Core Games Landedownr Centre (Richmond)

604-370-4471 / On Facebook

Core Games Brentwood Town Centre (Burnaby)

604-320-0933 / On Facebook

Two locations to serve your gaming needs. Collectible Card Games, Board Games, Painting Supplies, Dice, and Collectibles.

•

Cameo Coin & Hobby

22756 Lougheed Hwy, Maple Ridge, BC

604-463-6113 / www.cameohobbies.com /

On Facebook

One of the best places to find old and rare military model kits in the lower mainland. They also sell paints, brushes and military books, plus die cast cars, and a lot more.

Cameo Coin & Hobby gives a 10% discount to Trumpeter Society on cash sales only.



Sci-Fi Space Ship Gaming

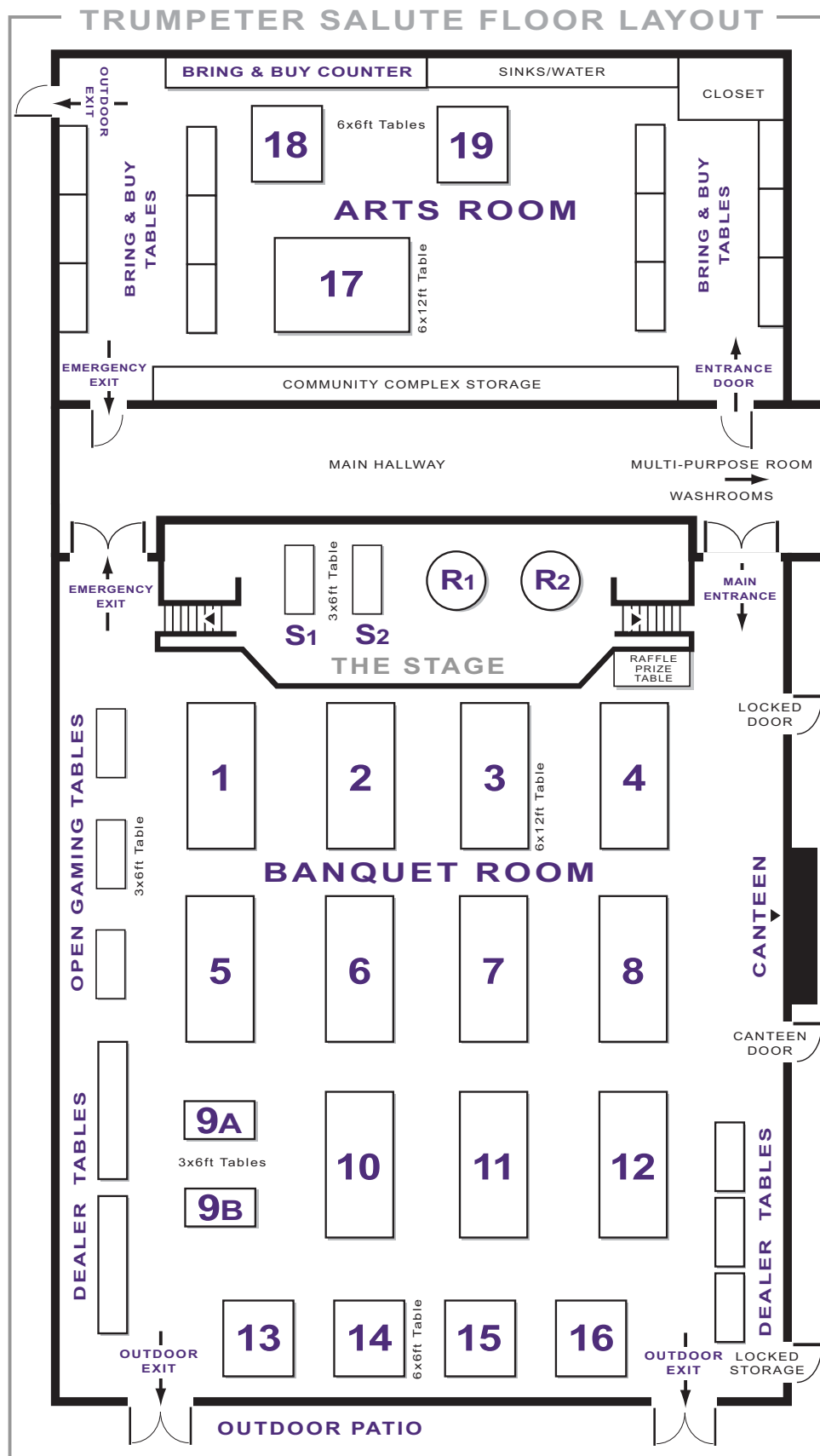
TRUMPETER TABLETOP GAMES SOCIETY'S MONTHLY FRIDAY GAME NIGHTS

Your first visit is **FREE**. Everyone is Welcome to Come Out and Play
FOR MORE INFORMATION GO TO: www.trumpetersociety.com

TRUMPETER TABLETOP GAMES SOCIETY'S Email News Service

Receive the society *Friday Night Game Games List* by email.
FOR MORE INFORMATION GO TO: www.trumpetersociety.com

TRUMPETER SALUTE 2018



Tables **S1**, **S2**, **R1**, and **R2** are located on the stage in the *Banquet Room*. The *Arts Room* is located directly across the hall from the *Banquet Room* and contains Tables 17 to 19 and the “Bring & Buy” tables.

The *Multi-Purpose Room* (not shown) is located down the hall across from the washrooms and is reserved for the **Warhammer 40K Tournament** (Saturday) and the **Watch The Skies Mega-Game** (Sunday).

Washrooms are located down the hall to the right of the *Banquet Room*’s main entrance.

Time Block A: Fri 7:00 PM

Miniatures – Land

AA-149 1941 Russian Front

by Dave McNeil, *Battle Front*, 4 hrs, Location: Table 8, 4 Players, WWII, Gaming Experience Suggested, All Items Supplied, 15mm

Convoy Disaster The German high command is sending a supply convoy to the German front lines to continue the German advance. The Russians have intercepted this intel and are rushing any troops in the area to stop the convoy from reaching the German front lines.

AA-109 Bad Day at Red Rock

by Terry Sawchenko, *Modified Boot Hill*, 4 hrs, Location: Table 3, 8 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, 15mm

There are a million ways to die in the West, Roy Slade knows them all. After breezing into town he purchased the main saloon and started to steal the water rights around the town. The rail road was coming and he was determined to get the lands for sale. The ranchers called on the Federal government for help and it send a few marshals to keep order. Backed up by the ranchers they would be facing Slade and his hired hands. Red rock will run red.

AA-139 Chariot Races

by Steve Allen, Morgan Allen, *Circus Maximus (modified)*, 4 hrs, Location: Table 1, 20 Players, Ancients, Gaming Experience Suggested, All Items Supplied, 15mm

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!

AA-111 Last Baggage Train to Clarksville

by Walter Melnyk, *Sharp Practice 2*, 4 hrs, Location: Table 2, 6 Players, 16th/17th/18th Centuries, Gaming Experience Suggested, All Items Supplied, 28mm

Heroic Captain Bullham of His Majesty's forces has been given the challenge of clearing a town of American rebels to allow the passage of a major British baggage train. Bullham's strong force includes Grenadiers and Light Infantry but he faces a tight timeline for success. For a sneak preview of the scenario visit:

<http://www.lead-adventure.de/index.php?topic=104822.0>

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AA-120 Longstreet's Attack

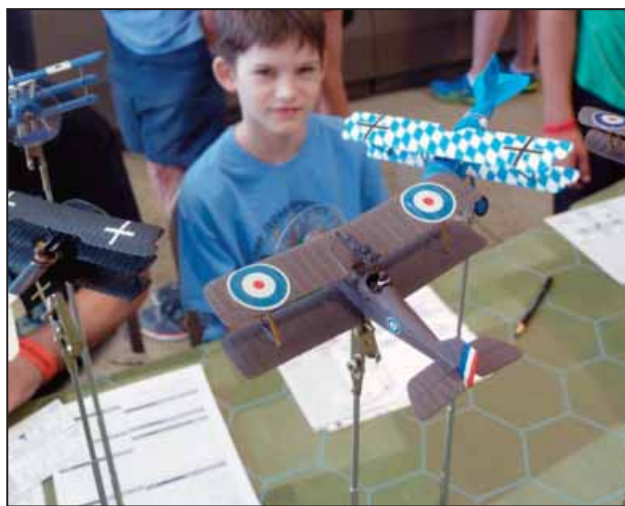
by Nate Stevenson, *2nd Fire and Fury*, 4 hrs, Location: Table 11, 4 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, 15mm

July 2nd, 1863. Sickles III Corps has pushed out to the Peach Orchard. The Confederate I Corps launches their attack to clear the Round Tops and roll up the Union left flank. Meade recognizes the danger and V Corps is hurried south. Can Longstreet end the war this day or will history repeat itself?

AA-113 The Battle of Raseiniai

by Troy Ritter, *Schwere Kompanie*, 4 hrs, Location: Table 7, 4 Players, WWII, Gaming Experience Suggested, All Items Supplied, 15mm

June 24th, 1941: The Battle of Raseiniai (23rd-27th June 1941) was a large tank battle that took place in the early stages of Operation Barbarossa, the German invasion of the Soviet Union. The battle was fought between the elements of the German 4th Panzer Group and the Soviet 3rd and 12th Mechanized Corps in battles of the initial phase of Operation Barbarossa. This scenario will pit superior German armoured forces against numerous but ill-trained Soviets.



WWI Air Combat in 1/72nd Scale

Miniatures - Air

AB-130 Spear that Sausage

by Rene Charbonneau, *Canvas Eagles*, 4 hrs, Location: Table 4, 12 Players, WWI, Newcomers Welcome, All Items Supplied, HO Scale 1/72nd

Early 1918. Western Front. The Germans must shoot down a British observation balloon.

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Facebook and Meetup



FOR MORE INFORMATION GO TO: www.trumpetersociety.com

TRUMPETER SALUTE 2018

Miniatures - Naval

AG-129 End Run

by Wayne Wittal, *Supremacy at Sea*, 4 hrs, Location: Table 17, 10 Players, WWII, Gaming Experience Suggested, All Items Supplied, 1/2400th

It is early 1945 and War has not gone well. Hitler has decided discretion is the better part of valour and it is time to bug out to South American and sanctuary. Hitler has steadfastly refused to allow the Kriegsmarine to fritter away its few capital ships as commercial raiders for just such an eventuality. Hitler arrives at the docks without fanfare in the dead of night and orders the fleet to sea

Miniatures - Pulp

AD-150 Battletech

by Andrew McBride, 4 hrs, Location: 12, 8 Players, Gaming Experience Suggested, All Items Supplied, Battletech Scale

Battletech-Eriadani Light Horse defend their planet against a Draconis assault force during the Succession Wars.

AD-187 DC Universe Miniature Game Demo

by Charles Silbernagel, *DC Universe*, 4 hrs, Location: Table R1, 4 Players, Gaming Experience Suggested, All Items Supplied, 28mm

Come try out the DC Universe Miniatures Game. Take control of a team of heroes or villains and battle it out for supremacy.

AD-198 Dead of Winter

by M3 Gamers, *Tabletop Version of the Board Game*, 4 hrs, Location: Table 10, 6 Players, No Signup Needed, Gaming Experience Suggested, All Items Supplied, 28mm

Dead of winter - is a board game that puts 2 to 5 players in a small, weakened colony of survivors in a world where humanity is either dead or diseased. This is a co-operative game, that we have turned into a tabletop style, and will demo we have space for 1 extra player, and depending how fast the game progresses we will have more room in the 2nd game.

AD-102 Gateway to Antares

by Roy K., *Beyond the Gates of Antares*, 4 hrs, Location: Table 18, 4 Players, Newcomers Welcome, All Items Supplied, 28mm

A gentle introduction to the rules for Warlord's sci-fi skirmish game. Existing players of Bolt Action will find much that's familiar here. This session is particularly recommended for new players interested in joining in with the game on Saturday.

AD-146 Pass the Loot

by Douglas McIntyre, *Frostgrave*, 4 hrs, Location: Table 6, 10 Players, Dark Ages/ Medieval/Renaissance, Newcomers Welcome, All Items Supplied, 28mm

The party must explore the ruins of frostgrave, trying to get as much loot and get off the table. with a wizard and his apprentice, plus some trusted sellswords, they must fight the other party plus the dwellers of the ruins

CAMEO COIN & HOBBY

MODEL KITS/DIE CASTS/PAINTS/BRUSHES/MILITARY BOOKS

604-463-6113



22756 Lougheed Hwy
Maple Ridge, BC V5C 3Z6
cameohobbies@hotmail.com

Models kits, die casts & hobby supplies including paints, brushes and military books. Many of our model kits are rare/old military kits in all scales, and we stock trains: HO, N and 0, as well as building model kits, flocking, etc.

10% Discount for Society Members on all Cash Sales

AD-182 Storm da Fort!

by Lisa Smedman, *Gorkamorka*, 4 hrs, Location: Table 15, 6 Players, Newcomers Welcome, All Items Supplied, 28mm

Da Orks in da fort got scrap. You wants dat scrap. You and yer mob are gonna drive around da fort and shoot it up good, until da mob inside gives up. Den you gets da loot. Simple... except dat da fort mob just might have a surprise or two up der tailpipe.

AD-215 The Chessboard of War

by Peter Mulhern, *Full Thrust*, 4 hrs, Location: Table 5, 4 Players, Gaming Experience Suggested, All Items Supplied, Other/NA

The war had been going on for years. As soon as one of the races started to gain an upper hand then alliances would change and the advantages would disappear. And here it is happening again on the planet below us. Four races in negotiation while four war fleets wait to see who will be friend or foe. However, in the time before the diplomats make their decisions we can quietly get the information we need to get our own advantages. Unknown to the other commanders, they all have made similar decisions and each has their own way to get a victory independent of the inevitable combat. Full Thrust is a simple, fast-playing space game. In this scenario each player will have to achieve secret objectives as well as win a battle in order to claim victory.

CHECK REGULARLY FOR GAME SCHEDULE UPDATES

A notice board near the entrance of the main gaming room (Banquet Room) provides information on any changes to the games schedule. Games that have been canceled, added, or moved to a different time period, will be highlighted.



Board Games - History/Economic

AE-178 "7 Wonders"

by John Biehl, Repos Productions, 4 hrs, Location: Table 9A, 7 Players, Ancients, Newcomers Welcome, All Items Supplied, Other/NA

Build your ancient culture. Gain victory points in seven different ways. An easy to play card game of "civilized" civilization building. Try it.

AE-162 1846

by Bill Dixon, 18XX Rules, 4 hrs, Location: Table S2, 5 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, Other/NA

Will play a second game if there enough room and players.

AE-191 Black Orchestra

by Clayton Baisch, Board Game, 4 hrs, Location: Table S1, 6 Players, WWII, Gaming Experience Suggested, All Items Supplied, Other/NA

As Hitler's grasp on Germany tightens and his maniacal fervor is unmasked, men from the highest levels of the Reich begin to plot his assassination. As the clock ticks and Hitler's ambitions grow, these daring few must build their strength and prepare for the perfect moment to strike. The Gestapo hound their trail, calling these conspirators "Schwarze Kapelle", the Black Orchestra. Will this band of daring patriots save their country from utter ruin before it is too late? Black Orchestra begins with each player choosing a historic figure involved in the conspiracy against Hitler. In this dark and dangerous pursuit, motivation is perhaps your greatest weapon. If you can stay true to your convictions in the face of overwhelming threat and inspire your comrades, then you will be able to use your special ability, attempt plots, and even become zealous (necessary for some extremely daring plots). But every move you make may also increase the suspicion of the authorities. The Gestapo will make routine sweeps, and any players with high suspicion will be arrested and interrogated (possibly resulting in other players being arrested). If you are all arrested or if the Gestapo finds your secret papers, you lose. And the suspicion placed on each conspirator will increase the chances their plots are detected.

AE-190 Command and Colors Napoleonics

by Robert Bottos, Command and Colors, 4 hrs, Location: Table 9B, 2 Players, No Signup Needed, Napoleonic/War of 1812, Gaming Experience Suggested, All Items Supplied, Board

Commands & Colors: Napoleonics allows you to re-fight epic battles of the Napoleonic era. In this core volume, the focus is on the French and the British, two bitter rivals in the struggle for European preeminence during the time of Napoleon.

Board Games - Pulp

AE-193 Boardgame Stew

by Richard Africa, Whatever is chosen, 4 hrs, Location: Table R2, 6 Players, Gaming Experience Suggested, All Items Supplied, Board

Open gaming. Game to be decided by players.

AE-199 Robo Rally

by M3 Gamers, normal rules apply, 4 hrs, Location: Table 14, 4 Players, No Signup Needed, Gaming Experience Suggested, All Items Supplied, Other/NA

You are a wild and crazy robot who tries to wit and out play your rivals by using the cards in hand to plan your best moves. we have 4 opens spot for this game.

AE-181 Valiant

by Alex Balmer, Standard, 4 hrs, Location: Table 16, 5 Players, Gaming Experience Suggested, All Items Supplied, Other/NA

Valiant Universe Superhero deck building game, each organization tries to take control of the Mega-complex. The players's hero battles in the complex's grid of rooms, which will shift around during play.

Role Playing - Pulp

AG-133 City of Danger

by Peter Haldenby, Dungeons and Dragons, 5th Edition, 4 hrs, Location: Table 13, 6 Players, Gaming Experience Suggested, All Items Supplied, Other/NA

On the southern shores of the Moonsea, the residents of Mulmaster have eked out a living where others would likely have given up long ago-in a bleak city where corruption is rampant and the Church of Bane holds sway. In this series of short introductory adventures, you will travel the breadth of the City of Danger, meet its people, see its sights and witness firsthand how the city truly has earned its ominous moniker. Players of all levels of experience welcome. Feel free to bring your own level 1 character, or we can provide pre-gens.

TRUMPETER SALUTE 2018

Time Block B: Sat 9:00 AM

Warhammer 40K Tournament

by Linton Harrison & Adam Waugh, Warhammer 40K, 9 hrs, Location: Multipurpose Room, 32 Players, No Signup Needed, Knows It, Players provide armies etc., 28mm

This will be a 4-game tournament for Warhammer 40K, with an emphasis on fun. The size and format for each player's army, and how to register, will be posted separately on this site.

Miniatures – Land

BA-118 "Winston Where Forth Art Thou?"

by Jim Lingenfelter, A Very British Civil War, 4 hrs, Location: Table 11, 6 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, Other/NA

Can King Edward and his British Union of Fascist allies strike out of London and link up with their other supporters? Or will the London Postal Rifles be able to stop them? And where is "Hobby Force". This game has tanks and other AFV's from the late 1920s and 1930s fighting alongside infantry formations of varying quality.

BA-143 Eastern Front September 1944

by Chris Bell, D-Day to VE-Day, 4 hrs, Location: Table 5, 6 Players, WWII, Gaming Experience Suggested, All Items Supplied, 6mm | 1/285th | 1/300th

One of Hitler's newest brain f***s- The Panzer Brigade is racing down a country road in the fog when it's lead elements spot something coming in the opposite direction. Reports come back that it is the lead Recce element of a RUSSIAN TANK COLUMN!!! The Russians receive a similar message. The fog burns off and there is many Panthers staring at a hell of a lot more T34s. It is a classic meeting engagement. This time it's tank vs tank- World of Tanks style.

BA-127 Downtown

by David Malinski and Rob Passingham, Pulp Alley, 4 hrs, Location: Table 13, 8 Players, Gaming Experience Suggested, All Items Supplied, 28mm

This is the city. Mystery is in the air and action adventure awaits! A city-scape adventure from the Pulp Hero era of the 1930s. Will you be an adventuring sleuth? An Action Man? A team of secret agents? A crew of military veterans on the prowl for plunder? A series of lost keys has become known to your team, will you find them before the others?

BA-126 English Civil War Marston Moor

by Gary Greer White Rock Gamers, Armati 2 Renaissance, 4 hrs, Location: Table 7, 6 Players, 16th/17th/18th Centuries, Gaming Experience Suggested, All Items Supplied, 25mm

Battle of Marston Moor, largest battle of the English Civil War. Oliver Cromwell and his Ironsides make a difference.

BA-217 Operation Mitten

by Thomas Moore White Rock Gamers, Rapid Fire, 4 hrs, Location: Table 3, 6 Players, WWII, Gaming Experience Suggested, All Items Supplied, Other/NA

Elements of the 3rd British Division are trying to take the Chateau De la Londe north of Caen defended by elements of the 21st Panzer Division.

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BA-121 Last Hurrah of the International Brigade

by Dave Smith, Bolt Action, 4 hrs, Location: Table 2, 6 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, 28mm

The Ebro Offensive. The Spanish Republican Army attempts to force its way across a shallow river to maintain momentum of their offensive designed to ultimately recapture Madrid.

BA-124 Angry Road

by Cameron Widen, Axles & Alloys modified, 4 hrs, Location: Table 16, 8 Players, Kids OK, All Items Supplied, 15mm

Water wars, nuclear holocaust, cannibals, blah blah blah. Let's race toy cars around and blow each other up!

BA-110 Eastern Front

by Ian Hartshorn, Chain of Command, 4 hrs, Location: Table 6, 4 Players, WWII, Newcomers Welcome, All Items Supplied, 28mm

1944 Eastern Front This is a platoon-level game in which the Germans try to hold off the Russian onslaught. It's primarily an infantry battle but a tank or two might show up.

BA-112 The Taking of Harper's Ferry

by Terry Sawchenko, Stars N Bars, 4 hrs, Location: Table 1, 6 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, 15mm

Advance elements of Jackson's corps reached Harper's Ferry on September 12th. On the 13th two strong confederate brigades attacked Maryland Heights protecting Harper's Ferry. The union troops were driven from this critical position which was then packed with artillery in order to soften the union defenses south and west of the town. Those defenses were already surprisingly light. As a consequence Harper's Ferry fell, would this be repeated?

CONVENTION GAMES LISTS

Miniatures - Air

BB-211 Iron Sky - NATO Jets vs. Soviet Air Raid

by Martin Hogan, *Air War C:21*, 4 hrs, Location: Table 15, 6 Players, Korean/Viet Nam/Modern, Gaming Experience Suggested, All Items Supplied, 6mm I 1/285th I 1/300th

Ninety-nine knights of the air Ride super high-tech jet fighters Everyone's a super hero Everyone's a Captain Kirk With orders to identify To clarify and classify Scrambling the summer sky Ninety nine red balloons go by – Nena 1987: Jets of the Soviet 16th Air Army must penetrate NATO air defenses en route to striking an air base. Americans, Brits and Dutch pilots must stop them.

BB-131 Last Plane Flying

by Rene Charbonneau, *Canvas Eagles*, 9 hrs, Location: Table 4, 12 Players, WWI, Newcomers Welcome, All Items Supplied, HO Scale I 1/72nd

April 1918, German offensive is about to start with fresh troops from the Russian front and before the Americans arrive in force.

Miniatures - Naval

BC-161 Bombardment of Tripoli: 21 April, 1941



WWII Naval Gaming

by Jonathan Stone, *Supremacy at Sea*, 4 hrs, Location: Table 17, 8 Players, WWII, Newcomers Welcome, Bring dice, tapes, etc., 1/2400th

Rommel's Afrika Corps is advancing into Egypt and to relieve pressure Admiral Cunningham has been ordered to escort two old liners to Tripoli harbour and sink them in the port's channel thus achieving a severing of the German supply lines. The port is also the site of a large Oil depot. The British must bombard the depot into non-existence. Then there is a twist.

CHECK REGULARLY FOR GAME SCHEDULE UPDATES

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Miniatures - Pulp

BD-145 A dash for an Elephant

by Corey Burger, *Pulp Racing Homebrewing*, 4 hrs, Location: Table 9A, 6 Players, WWII, Kids OK, All Items Supplied, 28mm

Lord Erbutnot of Destrum's elephant has escaped and is rampaging the countryside. The evil Doctor Acheron Barlow needs ivory to complete his zombie-making machine. Only you stand between the evil doctor & his plans. Or maybe you secretly want to help the doctor? Race through the British countryside in a home-brew Pulp car game

BD-104 All Quiet on the Martian Front

by Jon Woodland, 4 hrs, Location: Table 8, 6 Players, Kids OK, All Items Supplied, 15mm

Play as the martian invaders in their tripod machines or the puny human defenders with their steam tanks in this asymmetrical game of the second coming of the Martians from War of the Worlds.

BD-151 Alpha Strike

by Daniel Thomson, *Standard*, 4 hrs, Location: Table 12, 8 Players, Newcomers Welcome, All Items Supplied, Battletech Scale.

ALPHA STRIKE is a quick fast playing version of CLASSIC BATTLETECH that recreates large scale battles of 'Mech, vehicles and infantry across the battlefield. this event will have a short Academy at the beginning to introduce players to the concepts and rules behind ALPHA STRIKE, followed by a pitched battle of two Company level forces (12 Mechs plus support) as they battle each other.

BD-214 Star Wars Armada: Large Scale Introduction

by Christopher Sun, *Star Wars: Armada*, 4 hrs, Location: Table 19, 4 Players, Newcomers Welcome, All Items Supplied, Other/NA

Somewhere in the Corellian Run, a large rebel cell has been caught out of position! Imperial forces in the area race to engage, can the rebel forces fend off their pursuers and escape before the indomitable fist of the Empire crushes them? Four players will assume the roles of admirals in this introductory session, guidance and support to be provided by GMs.

BD-200 Star Wars Minatures King of the Hill

by M3 Gamers, *Star Wars minatures*, 4 hrs, Location: Table 10, 6 Players, No Signup Needed, Tried It, All Items Supplied, 28mm

This will be a King of the hill event that pits the Rebels, Imperials, Fringe and other against each other who can hold the hill the longest. It will be full of surprises, who or what will you encounter and how many recruits can you convince to join your cause. What droids and vehicles can you find along the way. Don't let the dark side draw you in!!!

TRUMPETER SALUTE 2018



Sci-Fi Gaming in 15mm Scale

Board Games - History/Economic

BE-163 1830

by Mike Campbell, 1830 Classic, 4 hrs, Location: Table S2, 6 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, Other/NA

This is an 1830 Classic Game

BE-180 Diplomacy

by Chris Brand, 5th edition rules (Hasbro 2008), 9 hrs, Location: Table S1, 7 Players, WWI, Gaming Experience Suggested, All Items Supplied, Other/NA

Fed up with having your tactics fall through because the dice were not on your side? Consider yourself a good negotiator? Enjoy building strong alliances and/or stabbing allies in the back? Diplomacy might be the game for you. It has been called "the board game of the alpha nerds", making and breaking friendships since 1959. Simultaneous movement and simple tactics put the focus on negotiation. This game lasts for 6+ hours so it will extend into the next time period.

Board Games - Pulp

BF-194 Boardgame Stew

by Richard Africa, Whatever is chosen, 4 hrs, Location: Table R2, 6 Players, Gaming Experience Suggested, All Items Supplied, Board

Open gaming. Game to be decided by players.

BF-167 Indie Game by Daniel

by Daniel Charlton, Self-made, 14 hrs, Location: Table 9B, 6 Players, Gaming Experience Suggested, All Items Supplied, Other/NA

Smackdown for the Crown players assume the role as princesses fighting to the death for the right to be named queen. Animal Crossings Inspired by the video game of the same title, players assume the roles of mayors who craft their town to their desires. Unnamed WIP players play as their school's mean girls and must attempt to dethrone each other.

BF-123 Krosmaster Quest

by John Payment, 4 hrs, Location: Table 1, 5 Players, Newcomers Welcome, All Items Supplied, Board

We will be playing a free for all game. Players take turns controlling the Demon of the Hour and its minions, racing to be the first to collect 13 Gallons of Glories (GGs).

BF-201 Power Grid board game.

by M3 Gamers, regular rules, 4 hrs, Location: Table 14, 6 Players, No Signup Needed, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, Other/NA

Power Grid the objective is to supply the most cities with power when someone's network gains a predetermined size. Players mark pre-existing routes, between cities for connections, and then bid against each other to purchase the power plants that they use to power their cities. this is a learn to play event

Time Block C: Sat 2:00 PM

Miniatures - Land

CA-119 "Rocketeers, Camel Gunners and Lancers, Oh My"

by Jim Lingenfelter, Age of Reason, 4 hrs, Location: Table 11, 6 Players, 16th/17th/18th Centuries, Gaming Experience Suggested, All Items Supplied, 15mm

The British and French are fighting in India with their allies. This game has some unusual, to say the least, units.

CA-209 A Warre in Dymchurch

by Brian Burger, Pulp Alley, 4 hrs, Location: Table 15, 6 Players, 16th/17th/18th Centuries, Gaming Experience Suggested, All Items Supplied, Other/NA

Somewhere along the 17th Century English coast, dark deeds are afoot! the tiny hamlet of Dymchurch-on-Fen has been isolated from the English Civil War by it's location... and by it's unpleasant reputation. Is the trouble in Dymchurch caused by Parliament, the Kings's men, smugglers... or something far darker and older?

CA-125 Angry Road

by Cameron Widen, Axles & Alloys modified, 4 hrs, Location: Table 16, 8 Players, Kids OK, All Items Supplied, 15mm

Water wars, nuclear holocaust, cannibals, blah blah blah. Let's race toy cars around and blow each other up!

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CONVENTION GAMES LISTS

CA-128 Jungle Fever of the Atlantean Idol

by David Malinski and Rob Passingham, Pulp Alley, 4 hrs, Location: Table 13, 8 Players, Gaming Experience Suggested, All Items Supplied, 28mm

Fly away to the Perilous Island where the mysterious Atlantean Idol lies concealed. This is an opportunity to continue the exploits of your team from the city or for new foes to face off in this trail of clues to find the mysterious Atlantean Idol.

CA-208 Rorke's Drift, January 22-23 1879

by Chris Leach, White Rock Gamers, Battles for Empire II, 4 hrs, Location: Table 3, 6 Players, Colonial/pre-WWI, Gaming Experience Suggested, All Items Supplied, 28mm

You know the drill. And you have seen the movie. A small British garrison is defending a fortified position against Zulus- "thousands of 'em"- Who have just massacred the British army at Isandlwana. Can you earn a Victoria Cross? Will it be posthumous?

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Miniatures - Air

CB-135 Last Plane Flying

by Rene Charbonneau, Canvas Eagles, 4 hrs, Location: Table 4, 12 Players, WWI, Newcomers Welcome, All Items Supplied, HO Scale 1 1/72nd

This is a continuation of the last period, newcomers welcome are welcome. April 1918, German offensive is about to start with fresh troops from the Russian front and before the Americans arrive in force.

Miniatures - Naval

CC-173 Battle of Cape Esperance Oct 1942

by Colin MacGlaughlin White Rock Gamers, Victory at Sea, 4 hrs, Location: Table 7, 6 Players, WWII, Gaming Experience Suggested, All Items Supplied, 1/2400th

this is a cruiser /destroyer action off Guadalcanal. The Americans face off the Japanese in what is called the Slot. the Japanese are running supplies and bombarding Guadalcanal, dubbed the Tokyo Express by the Americans. the Americans decide to try and stop this.

CC-142 Napoleonic Naval

by Steve Allen, Morgan Allen, Wooden Ships and Iron Men, 4 hrs, Location: Table 1, 6 Players, Napoleonic/War of 1812, Gaming Experience Suggested, All Items Supplied, 1/1200th

British squadron on the high seas hunting for French or Spanish ships!

CC-148 The Italian Caper

by Bob Schell, Supremacy at Sea, 4 hrs, Location: Table 17, 10 Players, WWII, Gaming Experience Suggested, All Items Supplied, 1/2400th

This cruiser battle is a variant of the acclaimed Mediterranean Cruise game with different protagonists.

Miniatures - Pulp

CD-105 All Quiet on the Martian Front

by Jon Woodland, 4 hrs, Location: Table 8, 6 Players, Kids OK, All Items Supplied, 15mm

Play as the martian invaders in their tripod machines or the puny human defenders with their steam tanks in this asymmetrical game of the second coming of the Martians from War of the Worlds.

CD-152 Battletech - Trial for the Kerensky Blood Chapel Run

by Mike Sugden, Standard, 9 hrs, Location: Table 12, 10 Players, Gaming Experience Suggested, All Items Supplied, Battletech Scale

Saturday main event-Game will run for 6 to 8 hours. On December 3rd, 3071, the clan way of life was changed forever. Elements of Clan Wolf drop into the Kerensky Blood Chapel and declare a trial of possession for the Kerensky Legacies. Do you have what it takes to defeat the Wolves?

CD-103 Born Free - A Prelude to Xilos

by Roy K., Beyond the Gates of Antares, 4 hrs, Location: Table 5, 4 Players, Gaming Experience Suggested, All Items Supplied, 28mm

All communication with the Freeborn trading outpost on Kar'a Nine has stopped. IMTEL requests sending your team to investigate. Recon the transmat station in sector C-103 and ex-fil with as much information as possible. Expect to encounter hostiles doing the same. Use of lethal force is authorized.

CD-202 Zombies Who Will Survive

by M3 Gamers, Zombies Tabletop Version of the Board Game, 4 hrs, Location: Table 10, 8 Players, No Signup Needed, Knows It, All Items Supplied, 28mm

Fun tabletop Demo of the tile based game, who will survive the Zombie attack, and make it to the helicopter first. we will be running a Demo of the game and will have 2 spots open is someone wants to give it a try.

TRUMPETER SALUTE 2018

Board Games - History/Economic

CE-164 18XX

by Mike Campbell or Mark C., 18XX Rules, 4 hrs, Location: Table S2, 6 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, Other/NA

This game is chosen from those at hand.

CE-157 7 Wonders

by Ryan Isaacson, Expansions: Cities and Leaders, 4 hrs, Location: Table 2, 8 Players, Dark Ages/Medieval/Renaissance, Gaming Experience Suggested, All Items Supplied, Other/NA

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times. This is a game of drafting one card from a pack, passing it to the next player, and picking a card from the pack passed to you. The game ends after three packs.

CE-186 Spurs!

by Grace Verhagen, Spurs: A Tale of the Old West, 4 hrs, Location: Table 9A, 6 Players, 19th Cent (ACW, Franco-Prussian), Kids OK, All Items Supplied, Board

Take on classic jobs like robbing banks, cattle rustling, and horse-breaking while in search of fame and fortune in this sandbox adventure game set in the American Old West. Games are 30-60 min., we may have time for several games.

Board Games - Pulp

CF-195 Boardgame Stew

by Richard Africa, Whatever is chosen, 4 hrs, Location: Table R2, 6 Players, Gaming Experience Suggested, All Items Supplied, Board

Open gaming. Game to be decided by Players.

CF-203 DC Deck building basic set up

by M3 Gamers, DC Deck building games, 4 hrs, Location: Table 14, 5 Players, No Signup Needed, Gaming Experience Suggested, All Items Supplied, Other/NA

this is a deck building game where you can play as your favorite super hero and defeat your nemesis. player expanded on their base starter hand to build the best super hero team and again the most points before the game ends. this is a learn to play event with 3 spots open to give it a try. depending on how long each games takes more spots may come available.

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CF-168 Indie Game by Daniel-Continued

by Daniel Charlton, Self-made, 9 hrs, Location: Table 9B, 6 Players, Gaming Experience Suggested, All Items Supplied, Other/NA

Smackdown for the Crown players assume the role as princesses fighting to the death for the right to be named queen. Animal Crossings Inspired by the video game of the same title, players assume the roles of mayors who craft their town to their desires. Unnamed WIP players play as their school's mean girls and must attempt to dethrone each other This is a continuation of the last period.



Napoleonic Naval in 1/1200th Scale

Role Playing - Pulp

CG-117 Fright for your Franchise

by Patrick OShea, Ghostbusters , 4 hrs, Location: Table 1, 6 Players, Newcomers Welcome, All Items Supplied, Other/NA

Ghostbusters International has paid your dues, greased the right wheels, and filled out a phone book's worth of forms for zoning and licensing, so that you can have the first Ghostbusters Franchise in the Lower Mainland. And now some unlicensed upstarts are stealing your work with... magic wands?

CG-144 Night Falls

by Daniel Kawasaki, Jeffrey Sandison, VMGS Rules, 4 hrs, Location: Tables, 6, 18 and 19., 32 Players, Korean/Viet Nam/Modern, Newcomers Welcome, All Items Supplied, Other/NA

Will you survive when Night Falls? Use your cunning, wit and charm to forge alliances, make enemies and thrive under the cover of darkness. Come alone or bring a team of 4 players. This system supports up to 32 players for an experience that blends elements of a tactical war game, Model UN and a light RPG. The rules are simple, easy to learn and will be taught in 10 minutes at the beginning of the game. This is a "demo" level Megagame so come check it out, then join us Sunday for Watch the Skies!

CONVENTION GAMES LISTS

Time Block D: Sat 7:00 PM

Miniatures - Land

DA-210 "Terror in Dymchurch"

by Brian Burger, *Pulp Alley*, 4 hrs, Location: Table 15, 6 Players, 16th/17th/18th Centuries, Gaming Experience Suggested, All Items Supplied, Other/NA

The strange, grim little hamlet of Dymchurch-on-Fen has limped through the centuries without attracting much notice from the outside world, but now something dark and ancient stirs in this damp, forgotten corner of England!

DA-216 A Territorial Dispute

by Will Bailie, *The Men Who Would Be Kings*, 4 hrs, Location: Table 5, 4 Players, Colonial/pre-WWI, Kids OK, All Items Supplied, 28mm

The army of Emir Abdur Rahman Khan of Afghanistan has occupied a village claimed by the British Raj. And so an Indian Army expeditionary force is dispatched to dislodge the Afghans!

DA-140 Chariot Races

by Steve Allen, Morgan Allen, *Circus Maximus (modified)*, 4 hrs, Location: Table 1, 20 Players, Ancients, Gaming Experience Suggested, All Items Supplied, 15mm

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!

DA-160 Duel at Villers Bretonneux

by Terry Sawchenko, *Easy 8*, 4 hrs, Location: Table 6, 4 Players, WWI, Gaming Experience Suggested, All Items Supplied, 15mm

April 24th, 1918-Amiens. Through the heavy morning fog three large box like structures took form. Three German A7V tanks were driving hard approaching Cachy. Three British tanks led by Capt. F.C. Brown had just arrived. This was the first recorded tank versus tank battle in history.

DA-156 Knightfall

by Peter Mulhern, *Home Brew*, 4 hrs, Location: Table 7, 6 Players, Dark Ages/ Medieval/Renaissance, Gaming Experience Suggested, All Items Supplied, 15mm

The Holy Grail that was thought to have been destroyed at Acre has been found hidden in France. Sir Landry du Lauzon has turned it over to the Pope who immediately declared a crusade. Unbeknownst to all an exotic assassin has stolen the chalice and it is in the hands of the Saracens. Somehow ships full of Saracens have landed in France and are preparing to take the Holy Grail back to the holy land. Landry has found their area of departure and the Templar knights are closing. Who will get the chalice?

DA-170 Northern Crusades

by Colin Upton, *Lion Rampant*, 4 hrs, Location: Table 2, 6 Players, Dark Ages/ Medieval/Renaissance, Gaming Experience Suggested, All Items Supplied, 28mm

Paganisms Last Stand. In the dark swampy forests of the Baltic, temporarily made passable by the frozen ground and lakes of deep winter, the last remnants of European Paganism set aside their tribal squabbling to face a coalition of Crusading forces. Teutonic Knights, dastardly Danes and Swedes, no less fierce than their Viking ancestors despite a veneer of Christianity, have discovered the location of a hidden grove sacred to the pagans (a nest of demons for the Christians) that must be destroyed. Will the temperamental knights be able to restrain themselves from being lured into charging into the woods to be ambushed by Baltic warriors? Will the Pagans be able to overwhelm the Crusaders through sheer ferocity? Appeal to God/Gods and fight!



Medieval Gaming in 28mm Scale

DA-138 Standing like a "Stone Wall"

by Dennis Chin, *Regimental Fire and Fury*, 4 hrs, Location: Table 3, 4 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, Other/NA

During the climate of the First Battle of Bull Run by the Manassas Junction, the Confederates have been pushed back in disorder by the overwhelming Union forces. The Union has seized the high ground around the Henry House. It is at this point that General Bee said "Look at Jackson, standing there like a Stonewall". Unfortunately General Bee was killed during the battle. Did he mean "Let's rally behind the Virginians" or did you mean "Look at that jerk Jackson standing there! Why don't he come down and help us"?

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TRUMPETER SALUTE 2018

DA-114 The Battle of Raseiniai

by Troy Ritter, *Schwere Kompanie*, 4 hrs, Location: Table 8, 4 Players, WWII, Gaming Experience Suggested, All Items Supplied, 15mm

June 24th, 1941: The Battle of Raseiniai (23rd-27th June 1941) was a large tank battle that took place in the early stages of Operation Barbarossa, the German invasion of the Soviet Union. The battle was fought between the elements of the German 4th Panzer Group and the Soviet 3rd and 12th Mechanized Corps in battles of the initial phase of Operation Barbarossa. This scenario will pit superior German armoured forces against numerous but ill-trained Soviets.

Miniatures - Air

DB-213 Knights of the Air

by Eric Hotz, *Canvas Eagles*, 4 hrs, Location: Table 4, 12 Players, WWI, Gaming Experience Suggested, All Items Supplied, HO Scale 1/72nd

April, 1918. The early morning was cloaked in fog. As the new pilot climbed into his Sopwith he knew the fog would soon lift. It was his first combat, he had to control his fears, if it bested him, he would panic and surely die. His would be the fate of many on these dawn patrols. Fly his Sopwith, or Spad or Neuport, test your skills against others. Get shot down come back again, get your revenge. Feel free to join in anytime during the game.



Colonial Gaming 1920-1938 in 15mm Scale

Miniatures - Naval

DC-175 Vietnam Violence

by Ed Beauregard, *Steel Fleets*, 4 hrs, Location: Table 17, 8 Players, WWI, Gaming Experience Suggested, All Items Supplied, 1/2400th

It is May, 1917. It was bad enough when Japan had to accept Imperial Russia as an ally in 1914. But when the U.S., Japan's arch-rival in the Pacific, joins the war on the Allied side, it is too much to bear. The Imperial Japanese Navy will be the instrument that restores Japan's pride and place of honour in the Pacific.

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Miniatures - Pulp

DD-147 Forest of Sorrows

by Douglas McIntyre, *frostgrave*, 4 hrs, Location: Table 11, 10 Players, Dark Ages/ Medieval/Renaissance, Newcomers Welcome, All Items Supplied, 28mm

The party must make its way to the temple at the center of frostgrave to deal with the strange noises and missing parties. bringing with him, the wizard and his trusty apprentice and sellswords must battle the other parties and dwellers of the garden.

DD-204 Giant Pandemic

by M3 GAMERS, *Tabletop version of Pandemic*, 4 hrs, Location: Table 10, 5 Players, No Signup Needed, Gaming Experience Suggested, All Items Supplied, Other/NA

This is a Demo game of Pandemic done in a Giant size version of the extremely popular game. Players fight against time to save the world from deadly diseases. Can mankind survive?! 3 spots will be available for this demo.

DD-153 Trial for the Kerensky Blood Chapel Run- Continued

by Mike Sugden, *Battletech*, 4 hrs, Location: Table 12, 10 Players, Gaming Experience Suggested, All Items Supplied, Battletech Scale

Battletech: Continued from last period. On December 3rd, 3071, the clan way of life was changed forever. Elements of Clan Wolf drop into the Kerensky Blood Chapel and declare a trial of possession for the Kerensky Legacies. Do you have what it takes to defeat the Wolves?

Board Games - History/Economic

DE-165 1870

by Bill Dixon, *18XX Derivative*, 4 hrs, Location: Table S2, 6 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, Other/NA

1870 With Chicago and Kansas City Variants.

CONVENTION GAMES LISTS

DE-192 Fortress America

by Clayton Baisch, America, 4 hrs, Location: Table 9A, 4 Players, WWII, Gaming Experience Suggested, All Items Supplied, Other/NA

Fortress America if there are 4 players or Amerika if there are 3 players. Fortress America, using the original and better balanced edition of this asymmetric game, three players try to capture US cities. Capturing 18 by the end of any turn is a sudden death victory. The US player can hold out by not losing that many cities. The invading forces will have to watch out for sudden guerrilla attacks, which can spring up anywhere behind the front line. The invaders have to co-operate to conquer America, but not too closely - at the end of the game, if the invaders win the one with the most cities is the overall winner. AMERIKA is an "alternate time-line" board game where the Axis forces of Germany and Japan are invading North America against the US and Commonwealth defenders. Similar in style to Axis and Allies commanders playing AMERIKA build their own custom armies following the army build rules. There is a large variety of miniature units to choose from from infantry to super weapons. The Allies win by developing the atomic bomb and the Axis win by overrunning the Allies before they can achieve their goal. Will you as the Allied forces develop the atomic bomb before the Axis forces capture your research centers?

DE-136 Railways of the World

by Len Zigante, Standard rules + Event Deck, Mines, Switch tracks, 4 hrs, Location: Table 13, 6 Players, Colonial/pre-WWI, Gaming Experience Suggested, All Items Supplied, Other/NA

Revisit the early days of the Age of Steam as you begin with a locomotive (the venerable John Bull, the 1st North American locomotive) and a vision (your Tycoon mission card). Build your budding railroad network into a vast empire. Connect cities, earn the most money, develop bigger and faster locomotives and maybe even span North America and build the Transcontinental Railway!

Board Games - Pulp

DF-169 Indie Game by Daniel-Continued

by Daniel Charlton, Self-made, 4 hrs, Location: Table 9B, 6 Players, Gaming Experience Suggested, All Items Supplied, Other/NA

Smackdown for the Crown players assume the role as princesses fighting to the death for the right to be named queen. Animal Crossings Inspired by the video game of the same title, players assume the roles of mayors who craft their town to their desires. Unnamed WIP players play as their school's mean girls and must attempt to dethrone each other. This is a continuation of the last period.

DF-205 Fire and Axe Viking Game

by M3 Gamers, Fire and Axe Board Game, 4 hrs, Location: Table 14, 5 Players, No Signup Needed, Gaming Experience Suggested, All Items Supplied, Other/NA

this is a learn to play the board game Fire and Axe where you are a Viking leading your clan to journey out in the world raiding, trading and defeating your challengers.

DF-183 Dragonfire

by Alex Balmer, 4 hrs, Location: Table 16, 7 Players, Gaming Experience Suggested, All Items Supplied, Other/NA

A party of adventurers venture out into the dungeon, looking for riches and glory! Using the Dragonfire system, this is a legacy type deck-building game, players will get to keep the character card and magic items that they gain on this adventure.

DF-196 Merchant of Venus

by Richard Africa, 4 hrs, Location: Table R2, 6 Players, Gaming Experience Suggested, All Items Supplied, Other/NA

After a galaxy wide disaster, the players must fan the flames of civilization and keep it alive by... Who am I kidding, it's all about the money! Buy stuff, pick up passengers, and sell/deliver for a profit. (No selling or spacing of passengers!)

Role Playing - Pulp

DG-212 In the Shadow of the Helm Core - Quest for the Cache

by Don Whitney, Battletech RPG (A Time of War), 4 hrs, Location: Table 19, 6 Players, Newcomers Welcome, All Items Supplied, 28mm

The Helm Memory core was recently uncovered in the Free Worlds League, leading to the rediscovery of lost technology. Bold tech-hunters now scour the Inner Sphere, risking hazards to unearth the last LostTech caches before their value plummets. You and your party of LosTech seekers believe you have data that'll lead you to the hidden motherlode. But do you have the guts & grit to pull it off?



Warhammer 40K

Time Block E: Sun 10:00 AM

EG-221 Watch the Skies

by Jeff Sandison, 7 hrs, Multiuse Room, 55 Players, Newcomers Welcome, All Items Supplied, Other/NA

Aliens have become very active in the sky, and the governments of the world want to know why. Players will either be in a team of 5 representing a nation, on the secretive alien team, or represent a media outlet, trying to get the truth to the masses. Part board game, part roleplay game, watch the Skies is a unique experience. Not much of a role player? No problem, there's roles on a team that are entirely board game based. Love roleplaying but not so into board game? Perfect, there's places for you as well. This game will take place over 12 turns of 30 minutes, during which the government teams will try to gain advantage over each other, and try to keep the world from falling into global anarchy, all while stealing alien tech, and trying to figure out what those aliens are up to. Meanwhile, the pesky media members want a Pulitzer prize, and that means some serious investigative journalism. The rules will be explained as you go, even veteran players are unlikely to be familiar with the whole rules set.



Sci-Fi Ship-to-Ship Gaming

Miniatures - Land

EA-141 Formula One Hot Wheels Car Race

by Steve Allen, Morgan Allen, Formula De, 6 hrs, Location: Table 1, 20 Players, Korean/Viet Nam/Modern, Gaming Experience Suggested, All Items Supplied, Other/NA

Three Lap race at the Grand Prix Montreal.

EA-189 Last Baggage Train to Clarksville

by Walter Melnyk, Sharp Practice 2, 6 hrs, Location: Table 5, 6 Players, 16th/17th/18th Centuries, Gaming Experience Suggested, All Items Supplied, 28mm

Heroic Captain Bullham of His Majesty's forces has been given the challenge of clearing a town of American rebels to allow the passage of a major British baggage train. Bullham's strong force includes Grenadiers and Light Infantry but he faces a tight timeline for success. For a sneak preview of the scenario visit:

<http://www.lead-adventure.de/index.php?topic=104822.0>

EA-176 Panzers West

by Terry Sawchenko, Jagdpanzer, 6 hrs, Location: Table 7, 4 Players, WWII, Gaming Experience Suggested, All Items Supplied, N Scale

D-Day plus 5 and the resistance is hardening. Panzers held in reserve are now being unleashed. The American advance guard has received warnings from their outlying patrols of German units moving in. The Panzer Lehr, one of Germany's best has been reported in the area, or maybe its "false information" and the regiment is still in the distance opposite the British. In either case, tanks with infantry support have been sighted. The sky is clear, air cover is absolute, what can go wrong.

EA-122 Siege of Austrobruck

by Peter Mulhern, Age of Reason, 6 hrs, Location: Table 6, 8 Players, 16th/17th/18th Centuries, Gaming Experience Suggested, All Items Supplied, 15mm

The Prussians faced a problem. Austrobruck is located on a peninsula. Up to now it was supplied by sea making a siege impossible. With the advent of the British navy all supplies were choked off. An Austro-French-Saxon army has now been sent to lift the blockade. The future of the city now rests in this upcoming battle.

EA-171 Slave Raiding in Darkest Africa

by Colin Upton, Upton's Africa, 6 hrs, Location: Table 2, 6 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, 28mm

In the 1850's a column of Zanzibar Arabs, Swahili Africans strengthened by elite Baluchi mercenaries has been raiding for slaves, cattle and loot amongst the relatively peaceful African tribes of the interior. However, the latest village they destroyed has stirred up the hornets nest as warriors from neighboring villages converge on the column to liberate their kinsmen from all directions. Can the Zanzibar slavers escape with their booty or even their lives? It's black powder vs spears and bows.

EA-115 The Battle of Raseiniai

by Troy Ritter, Schwere Kompanie, 6 hrs, Location: Table 8, 4 Players, WWII, Gaming Experience Suggested, All Items Supplied, 15mm

June 24th, 1941: The Battle of Raseiniai (23rd-27th June 1941) was a large tank battle that took place in the early stages of Operation Barbarossa, the German invasion of the Soviet Union. The battle was fought between the elements of the German 4th Panzer Group and the Soviet 3rd and 12th Mechanized Corps in battles of the initial phase of Operation Barbarossa. This scenario will pit superior German armoured forces against numerous but ill-trained Soviets.

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CONVENTION GAMES LISTS

Miniatures - Air

EB-132 Desperate Fight

by Rene Charbonneau, *Canvas Eagles*, 6 hrs, Location: Table 4, 12 Players, WWI, Newcomers Welcome, All Items Supplied, HO Scale 1/72nd

August 1918, The German offensive on the ground has run out of steam. The Allies are starting their counter attack. The Germans must do what they can in the air.

Miniatures - Naval

EC-174 The Guns of November

by Ed Beauregard, *Steel Fleets*, 6 hrs, Location: Table 17, 10 Players, WWI, Gaming Experience Suggested, All Items Supplied, 1/2400th

Archduke Ferdinand delays his trip to Sarajevo, and as a result the Great War starts in October. The Goeben again brings Turkey into the war, but by now the Turks have their shiny new dreadnoughts Sultan Osman I and Reshadieh. They just need to get them through the Med against a host of opposing ships.

Miniatures - Pulp

ED-137 A Retro-Future Space Battle

by Dennis Chin, *Konflikt 47*, 6 hrs, Location: Table 3, 4 Players, Gaming Experience Suggested, All Items Supplied, 28mm

Earth's Space forces are engaged in small battles throughout the colony of Planetoid 51 following its invasion by an unknown alien race. The theme is retro space, paying homage to the space toys, Sci-fi pulp and cartoons of the 1950's

ED-188 Batman Miniatures Game Demo

by Charles Silbernagel, *BMG 2nd Edition*, 6 hrs, Location: Table R1, 4 Players, Gaming Experience Suggested, All Items Supplied, 28mm

Lead a crew of bold heroes or a gang of despicable villains and fight for supremacy over Gotham City. Some experience with skirmish-style games is recommended.

ED-154 Battletech Grinder

by James Magnan, *Battletech*, 6 hrs, Location: Table 12, 8 Players, Gaming Experience Suggested, All Items Supplied, Battletech Scale

Fight for glory! Beginners welcome. Play in increasingly powerful mechs as you get killed: Anyone who wants to jump in is welcome to do so at any time during the event, we will accommodate you. If your other event finishes early why not jump in for a few rounds of metal mayhem!

ED-206 Formula D meets Mario Kart

by M3 Gamers, *Tabletop Race Car Game*, 6 hrs, Location: Table 10, 8 Players, No Signup Needed, Gaming Experience Suggested, All Items Supplied, Other/NA

This is a Demo of a new tabletop game we have created that is a cross between Formula D meets Mario kart. Players maneuver their hot wheel car through various terrain, along a crazy race track trying to defeat their opponent at any cause. Watch out for falling rocks, fallen trees, oil slicks and other drivers. Come in first and win the prize pool and prepare for the next race!!!

ED-184 Lego Road Rage

by Lisa Smedman, *Scrapyard 500*, 6 hrs, Location: Table 11, 8 Players, Kids OK, All Items Supplied, 28mm

Build a vehicle from Lego bricks, crew it with minifigs, and shoot/drive your way to victory in this crazy, anything goes race to the finish line.

ED-207 X Wing Miniatures

by M3 Gamers, *Star Wars X-Wing Game*, 6 hrs, Location: Table 14, 6 Players, No Signup Needed, Gaming Experience Suggested, All Items Supplied, 28mm

This is a learn to play the Star Wars X Wing game a tactical ship to ship combat game in which players take control of powerful Rebel X-wings and nimble Imperial TIE fighters.



Board Gaming

Board Games – History/Economic

EE-166 1856

by Mike Campbell, *1856 as Published*, 6 hrs, Location: Table S2, 6 Players, 19th Cent (ACW, Franco-Prussian), Gaming Experience Suggested, All Items Supplied, Other/NA

Railways in Upper Canada.

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TRUMPETER SALUTE 2018

EE-197 Conquest of Paradise

by Richard Africa, *Deluxe Second Edition*, 6 hrs, Location: Table R2, 4 Players, Ancients, Gaming Experience Suggested, All Items Supplied

Empire Building in Polynesia - circa 500 A.D. (p.s. Malaria sucks).

Board Games - Pulp

EF-179 "Mega Catan"

by John Biehl, *Mayfair Games*, 6 hrs, Location: Table 9A, 8 Players, Newcomers Welcome, All Items Supplied, Other/NA

Old World to New World Catan tile set up, Great River tile, Longest Road and Ship Trade Route and more building. This is expanded Catan-if you like Catan you should like this variant version so give it a try. House Rules.



RPG Gaming

Role Playing - Pulp

EG-134 D&D: Treasure of the Broken Hoard

by Peter Haldenby, *Dungeons and Dragons, 5th Edition*, 6 hrs, Location: Table 15, 6 Players, Gaming Experience Suggested, All Items Supplied, Other/NA

A famous relic hunter seeks adventurers to help her find caches of treasure hidden by the followers of a defeated cult. Her maps and notes may lead the way to great wealth or a terrible death. And do other parties have designs on the treasure as well?

EG-116 Haunted Past

by Brian McNeilly, *HårnMaster / BattleLust*, 6 hrs, Location: Table 16, 6 Players, Dark Ages/ Medieval/Renaissance, Newcomers Welcome, All Items Supplied, 28mm

13 year old Myrel Calayner, sister of the Lord of Bifyrd manor, is missing. Did she run away, or was she abducted? The once tranquil village in northern Kaldor has been thrown into an uproar. A HårnWorld scenario blending role playing and 28mm skirmish rules. Features a 28mm scale model of a medieval manor and environs.

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