

TRUMPETER SALUTE 2018: March 16-17-18th

Convention Game List as of February 15th, 2018

Time Block A: Fri 7:00 PM

Miniatures - Land

AA-149 1941 Russian Front

by Dave McNeil, *Battle Front*, 4 hrs, Table 8, 4 players, WW2, Some Gaming, 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, Table 3, 8 players, 19th Cent (ACW, Franco-Prus), Some Gaming, 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, Table 1, 20 players, Ancients, Some Gaming, 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, Table 2, 6 players, 16th/17th/18th Centuries, Some Gaming, 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>

AA-120 Longstreet's Attack

by Nate Stevenson, *2ed Fire and Fury*, 4 hrs, Table 11, 4 players, 19th Cent (ACW, Franco-Prus), Some Gaming, 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, Table 7, 4 players, WW2, Some Gaming, 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

AB-130 Spear that Sausage

by Rene Charbonneau, *Canvas Eagles*, 4 hrs, Table 4, 12 players, WW1, Newcomers, All Items Supplied, HO Scale 1/72nd

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

Miniatures - Naval

AC-129 End Run

by Wayne Wittal, *Supremacy at Sea*, 4 hrs, Table 17, 10 players, WW2, Some Gaming, 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 - SF/Fantasy/Pulp

AD-150 Battletech

by Andrew McBride, 4 hrs, Table 12, 10 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Battletech skirmish.

AD-187 DC Universe Miniature Game Demo

by Charles Silbernagel, DC Universe, 4 hrs, Table R1, 4 players, SF/Fantasy, Some Gaming, 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-102 Gateway to Antares

by Roy K., Beyond the Gates of Antares, 4 hrs, Table 18, 4 players, SF/Fantasy, Newcomers, 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, Table 6, 10 players, Dark Ages/ Medieval/Renaissance, Newcomers, 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 partys plus the dwellers of the ruins.

AD-182 Storm da Fort!

by Lisa Smedman, Gorkamorka, 4 hrs, Table 15, 6 players, SF/Fantasy, Newcomers, All Items Supplied, 28 mm.

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.

Board Games - History/Economic

AE-162 1846

by Bill Dixon, 18XX Rules, 4 hrs, Table S2, 5 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Other/NA

Will play a second game if these is room and enough players.

Board Games - SF/Fantasy/Pulp

AF-178 "7 Wonders"

by John Biel, Repos Productions, 4 hrs, Table 9A, 7 players, SF/Fantasy, Newcomers, 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.

AF-159 Citadels

by Ryan Isaacson, Expansions: The Dark City, 4 hrs, Table 5, 7 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

In Citadels, you play as shadowy power-brokers competing for power with each other in a medieval city. Players take on new roles each round to represent characters they hire in order to help them acquire gold and erect buildings. The game ends at the close of a round in which a player erects his/her eighth building. Players then tally their points, and the player with the highest score wins.

AF-181 Valiant

by Alex Balmer, Standard, 4 hrs, Table 16, 5 players, SF/Fantasy, Some Gaming, 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 - SF/Fantasy/Pulp

AG-133 City of Danger

by Peter Haldenby, *Dungeons and Dragons, 5th Edition, 4 hrs, Table 13, 6 players, SF/Fantasy, Some Gaming, 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.

Time Block B: Sat 9:00 AM

Miniatures - Land

BA-118 "Winston Where Forth Art Thou?"

by Jim Lingenfelter, *A Very British Civil War, 4 hrs, Table 11, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, 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-124 Angry Road

by Cameron Widen, *Axles & Alloys modified, 4 hrs, Table 16, 8 players, SF/Fantasy, 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-155 Classic Renaissance Clash

by Rick Stevens and Thomas Moore, *Armati 2, 4 hrs, Table 3, 6 players, Dark Ages/Medieval/Renaissance, Some Gaming, All Items Supplied, 28mm*

This will be a classic clash of Swiss vs Burgundians during the early 1500's. Pike blocks, Longbows, and Mounted Knights battle for supremacy.

BA-127 DOWNTOWN

by David Malinski and Rob Passingham, *Pulp Alley, 4 hrs, Table 13, 8 players, SF/Fantasy, Some Gaming, 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-110 Eastern Front

by Ian Hartshorn, *Chain of Command, 4 hrs, Table 6, 4 players, WW2, Newcomers, 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-143 Eastern Front September 1944

by Chris Bell, *D-Day to VE-Day, 4 hrs, Table 6, 6 players, WW2, Some Gaming, All Items Supplied, 6 mm | 1/285 | 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-126 English Civil War Marston Moor

by Gary Greer *White Rock Gamers, Armati 2 Renaissance, 4 hrs, Table 7, 6 players, 16th/17th/18th Centuries, Some Gaming, All Items Supplied, 25mm*

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

BA-121 Last Hurrah of the International Brigade

by Dave Smith, *Bolt Action, 4 hrs, Table 2, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, 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-112 The Taking of Harper's Ferry

by Terry Sawchenko, *Stars N Bars*, 4 hrs, Table 1, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, 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?

Miniatures - Air

BB-131 Last Plane Flying

by Rene Charbonneau, *Canvas Eagles*, 9 hrs, Table 4, 12 players, WW1, Newcomers, All Items Supplied, HO Scale 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

by Jonathan Stone, *Supremacy at Sea*, 4 hrs, Table 17, 8 players, WW2, Newcomers, 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.

Miniatures - SF/Fantasy/Pulp

BD-145 A Dash for an Elephant

by Corey Burger, *Pulp racing homebrewing*, 4 hrs, Table 9A, 6 players, WW2, 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, Table 8, 6 players, SF/Fantasy, 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, Table 12, 4 players, SF/Fantasy, Newcomers, All Items Supplied, Other/NA

A 30 minute beginner's demo, for those who aren't familiar with Alpha Strike.

BD-172 Warhammer 40K Tournament

by Linton Harrison & Adam Waugh, *Warhammer 40K*, 9 hrs, Miniatures - SF/Fantasy/Pulp Multipurpose Room, 32 players, No sign-up needed, SF/Fantasy, 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.

Board Games - History/Economic

BE-163 1830

by Mike Campbell, *1830 Classic*, 4 hrs, Table S2, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Other/NA

This is an 1830 Classic Game

BE-158 Bang! & The Resistance: Avalon

by Ryan Isaacson, *Bluffing, Deduction*, 4 hrs, Tables 18 and 19, 10 players, Dark Ages/Medieval/Renaissance, Some Gaming, All Items Supplied, Other/NA

Play two games of social bluffing and deduction! In Avalon, King Arthur's Knights must discover the identity of Mordred and the traitors amongst them before they dissolve the court. In Bang!, you play a posse of gunslingers who don't know who's on their side, and have to plug the varmints they think are fixin' to shoot them first. Bang! is for 2-5 players, and Avalon is for 5-10 players.

BE-180 Diplomacy

by Chris Brand, 5th edition rules (Hasbro 2008), 9 hrs, Table S1, 7 players, WW1, Some Gaming, 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 - SF/Fantasy/Pulp

BF-167 Indie Game by Daniel

by Daniel Charlton, Self-made, 14 hrs, Table 9B, 6 players, SF/Fantasy, Some Gaming, 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, table 1, 5 players, SF/Fantasy, Newcomers, 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).

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, Table 11, 6 players, 16th/17th/18th Centuries, Some Gaming, 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-125 Angry Road

by Cameron Widen, Axles & Alloys modified, 4 hrs, Table 16, 8 players, SF/Fantasy, 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!

CA-128 Jungle Fever of the Atlantean Idol

by David Malinski and Rob Passingham, Pulp Alley, 4 hrs, Table 13, 8 players, SF/Fantasy, Some Gaming, 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-173 Viking Run

by Colin MacGlaughlin White Rock Gamers, Home Brew, 4 hrs, Table 7, 8 players, Dark Ages/Medieval/Renaissance, Some Gaming, All Items Supplied, 28mm

The Vikings have landed! You will lead the Vikings that have landed in a small village on the coast of England looking for loot, slaves, animals and whatever you can find. There are Saxons who will try to fight you and other Vikings who want to be the first to get back to your longboats with all your spoils. It's an extremely fun sporting game.

Miniatures - Air

CB-135 Last Plane Flying

by Rene Charbonneau, Canvas Eagles, 4 hrs, Table 4, 12 players, WW1, Newcomers, All Items Supplied, HO Scale 1 1/72nd

This is a continuation of the last period, newcomers 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-142 Napoleonic Naval

by Steve Allen, Morgan Allen, Wooden Ships and Iron Men, 4 hrs, Table 1, 6 players, Napoleonic/War of 1812, Some Gaming, 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, Table 17, 10 players, WW2, Some Gaming, All Items Supplied, 1/2400th

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

Miniatures - SF/Fantasy/Pulp

CD-105 All Quiet on the Martian Front

by Jon Woodland, 4 hrs, Table 8, 6 players, SF/Fantasy, 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-103 Born Free - A Prelude to Xilos

by Roy K., *Beyond the Gates of Antares*, 4 hrs, Table 5, 4 players, SF/Fantasy, Some Gaming, 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.

Board Games - History/Economic

CE-164 18XX

by Mike Campbell or Mark C., *18XX Rules*, 4 hrs, Table S2, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, 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, Table 2, 8 players, *Dark Ages/ Medieval/Renaissance*, Some Gaming, 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, Table 9A, 6 players, 19th Cent (ACW, Franco-Prus), 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 - SF/Fantasy/Pulp

CF-168 Indie Game by Daniel-Continued

by Daniel Charlton, *Self-made*, 9 hrs, Table 9B, 6 players, SF/Fantasy, Some Gaming, 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.

Role-Playing - SF/Fantasy/Pulp

CG-152 Alpha Strike

by Daniel Thomson, *Standard*, 4 hrs, Table 12, 10 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Alpha Strike.

CG-117 Fright for your Franchise

by Patrick OShea, *Ghostbusters*, 4 hrs, *Role-Playing - SF/Fantasy/Pulp Round table 1*, 6 players, SF/Fantasy, Newcomers, 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 Doug Oak, *VMGS Rules*, 4 hrs, Tables, 6, 18 and 19, 32 players, *Korean/Viet Nam/Modern*, Newcomers, 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!

Time Block D: Sat 7:00 PM

Miniatures - Land

DA-140 Chariot Races

by Steve Allen, Morgan Allen, *Circus Maximus (modified)*, 4 hrs, Table 1, 20 players, Ancients, Some Gaming, 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, Table 6, 4 players, WW1, Some Gaming, 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, Table 7, 6 players, Dark Ages/ Medieval/Renaissance, Some Gaming, All Items Supplied, 15 mm

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, Table 2, 6 players, Dark Ages/ Medieval/Renaissance, Some Gaming, 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!

DA-138 Standing like a "Stone Wall"

by Dennis Chin, *Regimental Fire and Fury*, 4 hrs, Table 3, 4 players, 19th Cent (ACW, Franco-Prus), Some Gaming, 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"?

DA-114 The Battle of Raseiniai

by Troy Ritter, *Schwere Kompanie*, 4 hrs, Table 8, 4 players, WW2, Some Gaming, 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 - Naval

DC-175 Vietnam Violence

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

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.

Miniatures - SF/Fantasy/Pulp

DD-147 Forest of Sorrows

by Douglas McIntyre, *Frostgrave*, 4 hrs, Table 11, 10 players, Dark Ages/ Medieval/Renaissance, Newcomers, 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-153 Leviathan

by Don Whitney, 4 hrs, Table 12, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Leviathan

Board Games - History/Economic

DE-165 1870

by Bill Dixon, 18XX Derivative, 4 hrs, Table S2, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Other/NA

1870 With Chicago and Kansas City Variants

DE-136 Railways of the World

by Len Zigante, Standard rules + Event Deck, Mines, Switch tracks, 4 hrs, Table 13, 6 players, Colonial/pre-WW1, Some Gaming, 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 - SF/Fantasy/Pulp

DF-183 Dragonfire

by Alex Balmer, 4 hrs, Table 16, 7 players, SF/Fantasy, Some Gaming, 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-169 Indie Game by Daniel-Continued

by Daniel Charlton, Self-made, 4 hrs, Table 9B, 6 players, SF/Fantasy, Some Gaming, 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.

Role-Playing - SF/Fantasy/Pulp

DG-106 "Alpha Complex"

by Ryan Isaacson, Paranoia, 4 hrs, Table R2, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Brother Computer cloned you for a very important task: Janitor. Questioning your job assignment is treason. Being a member of a Secret Society is treason. Being a Mutant is treason. Tampering with your Cerebral Coretech is treason. Unauthorized painting is treason. Anyone who doesn't immediately report treason is guilty of treason. Remember: Brother Computer is always watching you. Happy Birthday!

Time Block E: Sun 10:00 AM

Miniatures - Land

EA-141 Formula One Hot Wheels Car Race

by Steve Allen, Morgan Allen, Formula De, 6 hrs, Table 1, 20 players, Korean/Viet Nam/Modern, Some Gaming, 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, Table 5, 6 players, 16th/17th/18th Centuries, Some Gaming, 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, Table 7, 4 players, WW2, Some Gaming, 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 have 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, Table 6, 8 players, 16th/17th/18th Centuries, Some Gaming, 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 chocked 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, Table 2, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, 28 mm

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, Table 8, 4 players, WW2, Some Gaming, 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

EB-132 Desperate Fight

by Rene Charbonneau, *Canvas Eagles*, 6 hrs, Table 4, 12 players, WW1, Newcomers, 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, Table 17, 10 players, WW1, Some Gaming, 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 - SF/Fantasy/Pulp

ED-137 A Retro-Future Space Battle

by Dennis Chin, *Konflikt 47*, 6 hrs, Table 3, 4 players, SF/Fantasy, Some Gaming, 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, Table R1, 4 players, SF/Fantasy, Some Gaming, 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, Table 12, 10 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

This will be a Battletech "Grinder" event. 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-184 Lego Road Rage

by Lisa Smedman, *Scrapyard 500*, 6 hrs, Table 11, 8 players, SF/Fantasy, Kids OK, All Items Supplied, 28mm

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

Board Games - History/Economic

EE-179 "Mega Catan"

by John Biel, Mayfair Games, 6 hrs, Table 9A, 8 players, SF/Fantasy, Newcomers, 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.

EE-166 1856

by Mike Campbell, 1856 as published, 6 hrs, Table S2, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Other/NA

Railways in Upper Canada

Role-Playing - SF/Fantasy/Pulp

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

by Peter Haldenby, Dungeons and Dragons, 5th Edition, 6 hrs, Table 15, 6 players, SF/Fantasy, Some Gaming, 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, Table 16, 6 players, Dark Ages/ Medieval/Renaissance, Newcomers, 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.