

Miniatures - Land

AA-182 Battle of Corupedium 281BC

by Nate Stevenson, Field of Glory v2, 4 hrs, Miniatures - Land Location: Table 12, 4 players, Ancients, Some Gaming, All Items Supplied, 15 mm

The death of Alexander the Great led to rise and fall of numerous Successor Kingdoms vying for total control on his forged Empire. This battle pits the Thracian Lysimachus vs Seleucus of Asia Minor. With both sides' armies based around pike blocks will generalship be the key to battle?

AA-150 Battle of Fulda Gap 1985

by Robert Taylor, Team Yankee, 4 hrs, Miniatures - Land Location: Table 14, 1 players, Korean/Viet Nam/Modern, Knows It, All Items Supplied, 15 mm

The cold war has just gone hot and the Soviets begin the push into Europe. This is a closed game. Convention members are welcome to sit in and learn the rules.

AA-131 Churches have the best loot.

by Douglas McIntyre, Ravens feast (free rules online), 4 hrs, Miniatures - Land Location: Table 10, 6 players, Dark Ages/ Medieval/Renaissance, Some Gaming, All Items Supplied, 28 mm
3 Viking warbands compete to burn, loot and pillage to their greed heart's desire. 1 Saxon lord will guard the monks and their property until his oath sworn arrive.

AA-184 Formula Racing

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

Three lap race at the Grand Prix Montreal

AA-151 To the Rescue!

by William Bailie, What a Tanker, 4 hrs, Miniatures - Land Location: Table 6, 8 players, WW2, Some Gaming, All Items Supplied, 28 mm

The Loyal Eddies are trapped in Leonforte, surrounded and cut off by German forces. A flying column of Sherman tanks of the Three Rivers Regiment has been sent to push into the town to relieve them!

Miniatures – Air

AB-137 WW1 Dogfighting

by Troy Chard, Canvas Eagles, 4 hrs, Miniatures - Air Location: Table 1, 6 players, WW1, Some Gaming, All Items Supplied, Other/NA

WW1 Aerial Dogfighting

Miniatures – Naval

AC-154 Russo-Japanese War 1914

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

In an alternate timeline Teddy Roosevelt acts as peacemaker before war breaks out between Japan and Russia in 1904. In 1910, as historical, Japan seizes Korea. In 1912, Kaiser Wilhelm dies unexpectedly and tensions between the Entente and the Central Powers fade. This frees Russia in 1914 to demand the northern half of Korea. When Japan refuses, the Czar sends his fleet to teach them who is boss.

Miniatures - SF/Fantasy/Pulp

AD-156 A dash across town

by Corey Burger, Spaceships and Star Troopers, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 8, 6 players, SF/Fantasy, Kids OK, All Items Supplied, 28 mm

Will your team make it across town in time? A cooperative sci-fi skirmish game, players must keep the zombie and corporate troopers at bay while they race to catch their ship off-planet. Spaceships and Star Troopers is based on Sellswords & Spellslingers with a sci-fi flourish.

AD-153 Colonization of Planet 253Z

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

Early intelligence revealed an Entomolian Hive ship heading into an area of space belonging to the Aquarian Federation. Not good news as Hive ships are colonization ships. The Aquarians have mobilized and sent what forces they had to that area. Turn back the Entomolian advance fleet and the plan will be thwarted.

AD-190 Leviathans-Shakedown Cruise

by Alex Balmer, Commander's Manual, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 5, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Flying warships battle for the skies in this Victorian era Steampunk miniatures game. The mechanics are not complex to learn, suitable for all ages.

AD-183 Mega Battletech

by Danika Sugden, Battletech: Total Warfare, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 2, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

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

AD-115 Zombies!

by M3 Gamers, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 11, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, 25 mm

Survive the onslaught of zombies!

Board Games - History/Economic

AE-125 1846: The Race for the Midwest (2005)

by Bill Dixon, 18XX, 4 hrs, Board Games - History/Economic Location: Table S1, 5 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Board
1846 with the new privates. If there are enough players, 18LA (Los Angeles) will be available as well.

Board Games - SF/Fantasy/Pulp

AF-174 Architects of the West Kingdom

by Vancouver Boardgames Group, Standard Rules, 4 hrs, Board Games - SF/Fantasy/Pulp
Location: R1, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Board
A board game

AF-114 Fire and Axe: A Viking Saga

by M3 Gamers, Fire and Axe - Boardgame, 4 hrs, Board Games - SF/Fantasy/Pulp Location:
Table 15, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Board
Go adventuring as a Viking and discover new lands to trade with, raid, and settle.

AF-133 Zombicide

by Cameron Widen, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 7, 6 players,
SF/Fantasy, Kids OK, All Items Supplied, 28 mm
Choose your survivor, find weapons, gain experience, and fight massive hordes of zombies in
this co-op scenario-based board game.

Role-Playing - SF/Fantasy/Pulp

AG-198 Dungeons and Dragons

by Peter Haldenby, Dungeons and Dragon, 5th Edition, 4 hrs, Role-Playing - SF/Fantasy/Pulp
Location: Table 16, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, 25 mm
A ruined castle offers the only hope of shelter for lost travelers. Pr-generated characters will be
provided, but feel free to bring along a level 1 character (stat array or points buy, any official
race/class)

AG-109 Gettin' Funky on a Friday in New York City

by Lisa Smedman, Street Wars NYC, 4 hrs, Role-Playing - SF/Fantasy/Pulp Location: Tables 9
and 13, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, 28 mm
Are you ready to get... funky? This 1970s themed game sees gangs of about four to eight
miniatures duking it out on the streets of New York in a battle for gangland turf. The rules are
easy to learn and highly cinematic. Bring out a force of 4-8 miniatures that look more or less like
they belong in the 1970s (or use the minis Lisa will provide), and see how much turf you can

grab. Gangs are highly customizable; we'll spend the first few minutes of the game deciding what weapons and abilities your crew will have. This is a game where gang members fight with bricks (yes, bricks), brass knuckles, clubs, knives, and the occasional (and very rare) pistol. The initiative passes back and forth, depending on whether a character can make their "funk" roll to activate. Scenarios will be randomly determined at the start of play for each pair of players. The objective might include spray painting a rival gang's HQ, looting during a blackout, or just trying to survive a jaunt through enemy turf. Snort some "flash" and watch out for those cops, brutha! C'mon out and get your groove on

Sat 9:00AM

Warhammer 40K Tournament

by *Adam Waugh*, Warhammer 40K, 9 hrs, Location: Multipurpose Room, max 16 players, No signup needed, , Players provide armies etc., 28 mm

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.

SAGA Grand Melee 2023 Tournament

This will be an Open Melee, four game, one day event. We are theming this one as an Age of Hannibal and Age of Alexander event but any age is okay (except Age of Magic). There will be prizes for First Overall, Best Age of Hannibal and Best Age of Alexander armies, in addition to Favorite Opponent, Best Painted, Top Rookie and of course the Spoon. Location: Held in the Multipurpose Room.

Miniatures – Land

BA-101 Antietam

by Dennis Chin, Rally Round the Flag, 4 hrs, Miniatures - Land Location: Table 3, 4 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Other/NA

The Battle of Antietam: (Opening Attack in the Morning). On September 17, 1862, Major General McClellan's Army of the Potomac confronted Lee's Army of Northern Virginia at Sharpsburg, Maryland. At dawn, Hooker's Union corps launched a powerful assault on Lee's left flank that began the bloodiest battle in American history. Attacks and counterattacks swept across Miller's cornfield and fighting swirled around Dunker's Church. This scenario will try to imitate the dramatic conflict of the above historical battle. The Union's mission is to capture Dunker Church and Mumma's Farm by the end of the game. The Confederate's mission is to prevent the Union from doing so.

BA-135 Belgium

by Dan Carson, O Group, 4 hrs, Miniatures - Land Location: Table 14, 4 players, WW2, Some Gaming, All Items Supplied, 15 mm

Can lead elements of the 7th Panzer break through the 1st DLM hurriedly sent to stop them. O group is a battalion level game system focused on Command and control.

BA-196 Close Quarter Battle - The War on Drugs

by Darren Bolton, Close Quarter Battle, 4 hrs, Miniatures - Land Location: Table 9B, 5 players, Korean/Viet Nam/Modern, Some Gaming, All Items Supplied, 28 mm

Play an elite fireteam of operatives and attempt to foil the plot of a drug cartel.

BA-112 Ferocious Fight for Farkle's Forks

by Jim Lingenfelter, Rebels and Patriots, 4 hrs, Miniatures - Land Location: Table 7, 4 players, 16th/17th/18th Centuries, Newcomers, All Items Supplied, 25 mm

French and Indian War. The British are preparing an advance base to drive on Montreal. The French and their Native allies are trying to disrupt this build and perhaps use the base to advance to Albany. Young players accompanied by an adult are welcome.

BA-165 Gold Beach Jig East

by Stephen Fleming, Rapid Fire Reloaded, 4 hrs, Miniatures - Land Location: Table 8, 4 players, WW2, Tried It, All Items Supplied, HO Scale | 1/72

the Game Represents part of the landing of 231st Infantry Brigade on Gold Beach, defended by elements of the 716th and 352nd Infantry Divisions.

BA-169 June 6th, 1944: A Bad Day for a Wedding

by Allen Sens + North Shore Gamers, Bolt Action, 4 hrs, Miniatures - Land Location: Table 1, 6 players, WW2, Some Gaming, All Items Supplied, 28 mm

As US paratroopers rain down on Normandy and French partisans swing into action, can a local French partisan commander stop the forced wedding of his sister to the German Gauleiter, even as German troops counterattack the airborne landings?

BA-132 save the relics

by Douglas McIntyre, Ravens feast (free rules online), 4 hrs, Miniatures - Land Location: Table 10, 6 players, Dark Ages/ Medieval/Renaissance, Some Gaming, All Items Supplied, 28 mm

filthy heathen's have pillaged the church's village and are taking their loot back to their boat's. They must be run to ground and captured or killed for their crimes against God.

BA-167 Seize the loot M'lord

by Mark McDonnell, White Rock Gamers, Barons' War, 4 hrs, Miniatures - Land Location: Table 12, 6 players, Dark Ages/ Medieval/Renaissance, Some Gaming, All Items Supplied, 28 mm

Baron' War is a relatively new set of rules based around the early 13th century war of that name. The game has expanded into the Saxon/Viking era and recently added a supplement for the Crusades as well as adding fictional characters like Robin Hood and his merry band. This basic game will comprise of two retinues of around 30 figures including lords, knights and retainers broken into several small units of about 5 or so figures each fighting for on table loot. Games last 5 turns with alternating movement between sides.

BA-161 Six Companies to Hlobane

by Terry Sawchenko, Sword and Flame, 4 hrs, Miniatures - Land Location: Table 6, 4 players, Colonial/pre-WW1, Some Gaming, All Items Supplied, 15 mm

Six companies of British regulars were dispatched to reinforce the main body at Hlobane. After learning from scouts that the Hlobane force had fled the column must retrace its route facing increasing numbers of Zulu. A way station is just a few miles away.

Miniatures – Naval

BC-186 Rule Britannia, Britannia Rules the Waves

by Steve Allen, Wooden Ships and Iron Men, 4 hrs, Miniatures - Naval Location: Table 4, 6 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, 1/1200
The British fleet have a meeting engagement with the French.

BC-170 The Fight for Third Place

by Jonathan Stone, Supremacy at Sea, 4 hrs, Miniatures - Naval Location: Table 17, 10 players, WW2, Newcomers, All Items Supplied, 1/2400
The Washington Naval Treaty relegated Japan to third place, but the French and Italians realize that if they gang up, they can knock the Japanese out of that position. An all-out battle using the Treaty cruisers of each nation in the fight for third place.

Miniatures - SF/Fantasy/Pulp

BD-138 Battletech Grinder

by Shawn Winstanley, Daniel Thomson, Battletech, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 2, 12 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA
Grinder is a casual battle-royale event for all ability levels where players only pilot one mech at a time. The general idea of the Grinder is that players start with a simple, small mech that uses basic weapons and rules. When they die they get a bigger, better mech with slightly more complicated weapons and rules. Players can drop in and leave whenever they would like.

BD-157 Playdo Wars

by Doug Oak, Home Brew, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 16, 6 players, SF/Fantasy, Kids OK, All Items Supplied, Other/NA
Build your monster out of Playdo and then engage in a mass battle royal to the death with it. who will come out on top?

BD-117 X-Wing Miniatures

by M3 Gamers, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 11, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA
Multiplayer battles in space. X-Wings, Tie Fighters, and more!

Board Games - History/Economic

BE-126 1835: Germany (1990)

by Bill Dixon, 18XX, 4 hrs, Board Games - History/Economic Location: Table S1, 7 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Board
1835 Germany is one of the first 18xx games released after 1830. Other games will be available if there are extra players. Mike Campbell may host

BE-197 Greater Catan

by John Biehl, Settlers of Catan, 4 hrs, Board Games - History/Economic Location: Table 9A, 8 players, Dark Ages/ Medieval/Renaissance, Kids OK, All Items Supplied, Board Catan with extras. Seafarers ships for Exploration of Unknown Lands, Gold Fields, The Great River and the Longest Trade Route rather than the Longest Road - otherwise, this is basic Catan for up to 8 players

Board Games - SF/Fantasy/Pulp

BF-192 Guards of Atlantis 2

by Tom McKee, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table R2, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA
Guards of Atlantis: Tabletop MOBA is a competitive "zero-luck" team-based board game inspired by computer games of the MOBA genre. In the game, each player controls a single hero and uses a hand of cards to move that hero around the game board, employ special abilities, and attack enemies. Team based!

BF-116 Shadows Over Camelot

by M3 Gamers, Shadows Over Camelot - Boardgame, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 15, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Board Loyal knights unite to save Camelot while a traitor secretly plots their doom!

BF-175 Terraforming Mars

by Vancouver Boardgames Group, Standard Rules, 4 hrs, Board Games - SF/Fantasy/Pulp Location: R1, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Board
A board game

Sat 2:00PM

Miniatures – Land

CA-173 A Disputed Territory

by Terry Sawchenko, Senso, 4 hrs, Miniatures - Land Location: Table 9A and 9B, 4 players, Dark Ages/ Medieval/Renaissance, Some Gaming, All Items Supplied, 15 mm
The Mori Clan has established a grainery on disputed lands. The Uesugi Clan, upon waiting for its completion has moved forward in an attempt to take the grainery warehouse. This is a simple, fun to play skirmish set of rules designed around feudal Japan.

CA-145 Antietam Continued

by Dennis Chin, Rally Round the Flag, 4 hrs, Miniatures - Land Location: Table 3, 4 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Other/NA
PLEASE SEE HOST FOR OPEN SPOTS. The Battle of Antietam: (Opening Attack in the Morning). On September 17, 1862, Major General McClellan's Army of the Potomac confronted Lee's Army of Northern Virginia at Sharpsburg, Maryland. At dawn, Hooker's Union corps launched a powerful assault on Lee's left flank that began the bloodiest battle in American

history. Attacks and counterattacks swept across Miller's cornfield and fighting swirled around Dunker's Church. This scenario will try to imitate the dramatic conflict of the above historical battle. The Union's mission is to capture Dunker Church and Mumma's Farm by the end of the game. The Confederate's mission is to prevent the Union from doing so.

CA-158 Battle of Grossberren, August 23rd, 1813

by White Rock Gamers, Gary and Thomas, Shako II, 4 hrs, Miniatures - Land Location: Table 1, 6 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, 28 mm

The Prussian III Corps under Friedrich von Bulow and the French-Saxon VII Corps under Jean Reynier clashed at Grossberren. Napoleon had hoped to drive the Prussians out of the Sixth coalition by capturing their capital Berlin. As stated above each side has one Corps, the French hold the town and the Prussians are trying to take it.

CA-187 Multi Game Flames of War Matches

by Steve Allen, Flames of War, 4 hrs, Miniatures - Land Location: Table 4, 8 players, WW2, Some Gaming, All Items Supplied, 15 mm

Entry level Flames of War-2 games, 4 players each game.

CA-103 Point du Nord, 1814

by Rick Kimberley, Rebels & Patriots, 4 hrs, Miniatures - Land Location: Table 6, 6 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, 28 mm

The British have landed a force on the Biscay coast to disrupt French supply lines in support of Wellington's invasion across the Pyrenees. To oppose them, local French authorities have put together a scratch force of conscripts and whatever regular troops were in the area. A fictional scenario loosely based on the Battle of North Point, fought the same year in Maryland.

CA-113 Skirmish at Soggy Bottoms

by Jim Lingenfelter, The Pikemans Lament, 4 hrs, Miniatures - Land Location: Table 7, 4 players, 16th/17th/18th Centuries, Newcomers, All Items Supplied, 25 mm

English Civil War-early period. A sleepy, small garrison gets a rude awakening. They have been able to raise the alarm and send for help. Youths who are with an adult are welcome.

CA-181 Stemming the Flow

by Bruce Harborne, North Shore Gamers, Bolt Action, 4 hrs, Miniatures - Land Location: Table 10, 6 players, WW2, Some Gaming, All Items Supplied, 28 mm

Early WWII, invasion of Russia. A Russian force including some conscripts are trying to stop the Wehrmacht war machine!!

Miniatures – Naval

CC-166 A Dark Night in the Channel

by Brian Burger, Coastal Patrol Rules, 4 hrs, Miniatures - Naval Location: Table 12, 6 players, WW2, Kids OK, All Items Supplied, 1/1200

On a dark night in the middle of World War II, the S-boats of the Kriegsmarine stalk the English Channel!

CC-171 Norwegian Convoy Battle

by Ed Beauregard, Steel Fleets, 4 hrs, Miniatures - Naval Location: Table 17, 12 players, WW1, Some Gaming, All Items Supplied, 1/2400

Eager to show their skills and the excellence of their ships, the USN agrees to escort a key Norwegian convoy. Little do they know that the Kaiser has chosen this time, during the height of the 1918 Kaiserschlacht, to crush these convoys and pass a raiding force into the Atlantic to stop American troop convoys.

Miniatures - SF/Fantasy/Pulp

CD-143 Battle for Grimm's Pass

by maurice grela, Warmaster, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 13, 4 players, SF/Fantasy, Some Gaming, All Items Supplied, 15 mm

The Empire have prepared a defence at a strategic pass against a horde of hungry ogres. Mountains, stone walls, and brave men are the only things protecting the fertile valley and its grain harvest awaiting departure.

CD-139 Battletech Grinder

by Shawn Winstanley, Daniel Thomson, Battletech, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 2, 12 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA
Grinder is a casual battle-royale event for all ability levels where players only pilot one mech at a time. The general idea of the Grinder is that players start with a simple, small mech that uses basic weapons and rules. When they die they get a bigger, better mech with slightly more complicated weapons and rules. Players can drop in and leave whenever they would like.

CD-191 Cruiser Engagement

by Alex Balmer, Commander's Manual, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 5, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA
Flying warships battle for the skies in this Victorian era Steampunk, miniatures game. Two Cruiser squadrons clash in a meeting engagement.

CD-146 Dungeons and Dragons lite

by Lawren Nemeth, Onslaught, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 14, 10 players, SF/Fantasy, Some Gaming, All Items Supplied, 28 mm

Dungeons & Dragons: Onslaught is a competitive skirmish game in which each player controls an adventuring party from one of the powerful factions of the Forgotten Realms. Parties delve into dungeons, battle rival adventurers, and confront fearsome monsters on a quest for treasure and glory. The game is modified to allow for more players to participate and will include some rpg elements.

Board Games - History/Economic

CE-127 1830: Railways & Robber Barons (1986)

by Mike Campbell, 18XX, 4 hrs, Board Games - History/Economic Location: Table S1, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Board

Classic 1830 using one of the three versions of 1830

CE-119 Ticket to Ride - Tournament

by M3 Gamers, Ticket to Ride, 4 hrs, Board Games - History/Economic Location: Table 11, 12 players, SF/Fantasy, Tried It, All Items Supplied, Board

Build your railroad across North America, or elsewhere in the world, to connect cities and complete tickets. Tournament format. Multiple games, versions to be determined.

Board Games - SF/Fantasy/Pulp

CF-176 Dune Imperium

by Vancouver Boardgames Group, Standard Rules, 4 hrs, Board Games - SF/Fantasy/Pulp Location: R1, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Board Board Game

CF-118 Giant Pandemic

by M3 Gamers, Pandemic, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 15, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

Your team of experts must prevent the world from succumbing to a viral pandemic. Multiple games during the session.

CF-134 Zombicide

by Cameron Widen, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 16, 6 players, SF/Fantasy, Kids OK, All Items Supplied, 28 mm

Choose your survivor, find weapons, gain experience, and fight massive hordes of zombies in this co-op scenario-based board game.

Role-Playing - SF/Fantasy/Pulp

CG-106 Takeover at Whisper Base

by Peter Holdenby, Star Wars (Age of Rebellion), 4 hrs, Role-Playing - SF/Fantasy/Pulp Location: Table 8, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, 25 mm

Deep in the jungles of Onderon, you and your allies must try to infiltrate the Empire's Whisper Base and turn it into a forward base for the Rebel Alliance. Takeover at Whisper Base teaches the fundamentals of the Star Wars RPG as you play and is an ideal introduction to the game. Character sheets and dice will be provided. Pre-gen characters will be provided

Sat 7:00PM

Miniatures - Land

DA-144 39 Wrzesień

by maurice grela, Bolt action, 4 hrs, Miniatures - Land Location: Table 13, 2 players, WW2, Some Gaming, All Items Supplied, 15 mm

Germany has invaded Poland! Fight through a historical retelling of a non descript boarder town along the Poland and Germany. Play as either the Wehrmacht attempting to burn down the town or as the Polish defenders trying to maintain a defensive line

DA-188 Chariot Races

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

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

DA-108 Craufurd on the Coa,1810

by Rick Kimberley, Rebels & Patriots, 4 hrs, Miniatures - Land Location: Table 6, 6 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, 28 mm

Blithely disregarding Wellington's repeated warnings, General Craufurd has deployed the Light Division in an exposed position in front of Almeida, and Marshal Ney can't believe his luck! Craufurd has the gorge of the Coa at his back, a single bridge his only line of retreat other than trapping his crack troops in Almeida, which Ney is moving to besiege.

DA-110 Remember the Alamo

by Nate Stevenson, Home Brew, 4 hrs, Miniatures - Land Location: Table 16, 6 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, 15 mm

March 6th, 1836. "on that fatal third time, Santa Anna breached the wall..." Take command as one of the attacking Mexican columns under Cos, Morales, Duque or Romero or as the Texian defenders under Travis, Crockett, Bonham or Bowie. A fast play set of rules where the Texians even have a chance at victory. "185 holding back 5,000..."

DA-141 Tigers in the Snow

by Burgess Dillon, Commands & Colors WWII, 4 hrs, Miniatures - Land Location: Table 12, 8 players, WW2, Some Gaming, All Items Supplied, 15 mm

Hot on the heels of their success in Operatsiya Bagraion, Soviet forces struck deep towards the Baltic coast, rapidly severing communications between German Army Group North and what little was left of Army Group Center. By early October 1944, the Soviets were in view of the Baltic Sea, near the port of Memel, definitively cutting off Army Group North from any retreat route through East Prussia. The stage is set, the battle lines are drawn, and you are in command. The rest is history.. We are using an 8 ft x 5 ft map.

Miniatures – Air

DB-195 Late WWI Air Action

by Eric Hotz, Canvas Eagles, 4 hrs, Miniatures - Air Location: Table 1, 10 players, WW1, Some Gaming, All Items Supplied, HO Scale | 1/72

World War I is in its final death throes. Operation Michael has failed, the allies are now on the offensive. The German air force, although outnumbered is still a formidable foe, equipped with new advanced fighters like the Fokker D VII and Siemens Schuckert D III. Be a pilot, use your

available aircraft to shoot down your opponent. Fly the Fokker DR I, D VII, SE5a, Spad XIII or the venerable Sopwith Camel. "Your Country Needs You"

Miniatures – Naval

DC-155 10K Cruiser Challenge

by Mike Massullo, Supremacy at Sea, 4 hrs, Miniatures - Naval Location: Table 17, 8 players, WW2, Newcomers, All Items Supplied, 1/2400

Each player gets 10,000 build points worth of treaty era cruisers, is assigned to one of two sides, and the two sides duke it out. An excellent introductory scenario for Supremacy at Sea naval miniatures rules.

DC-164 Prelude to Tshushima

by Terry Sawchenko, Homebrew, 4 hrs, Miniatures - Naval Location: Table 7, 6 players, Colonial/pre-WW1, Some Gaming, All Items Supplied, Other/NA

Things were not going well for the Czar. Port Arthur was blockaded. A significant part of the Russian Home Seas Fleet has just set off on a long trip around the world to break the siege. Having barely left the fleet has fired on a group of British fishing boats believing them to be Japanese. This game takes history one step further. The Russians have fired on the channel fleet still thinking them Japanese. The second and third divisions now engage the British, the first division being too far forward to participate.

Miniatures - SF/Fantasy/Pulp

DD-140 Battletech Grinder

by Shawn Winstanley, Daniel Thomson, Battletech, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 2, 12 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA
Grinder is a casual battle-royale event for all ability levels where players only pilot one mech at a time. The general idea of the Grinder is that players start with a simple, small mech that uses basic weapons and rules. When they die they get a bigger, better mech with slightly more complicated weapons and rules. Players can drop in and leave whenever they would like.

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by Lawren Nemeth, Onslaught, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 14, 10 players, SF/Fantasy, Some Gaming, All Items Supplied, 28 mm

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DD-194 Kings of War

by Luke Fraser, Kings of War- Fantasy Battles, 4 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 9A and 9B, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, 28 mm

Experience rank & flank fantasy battles, now in a bite-sized format with Kings of War Ambush! With smaller armies and board size, now you can actually have fun games on your way to

building a full, beautiful mass battle army, wow! I'll be running demos and giving away free minis, so come check it out!

Board Games - History/Economic

DE-128 1882: Assiniboia (2019)

by Bill Dixon, 18XX, 4 hrs, Board Games - History/Economic Location: Table S1, 5 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, Board
This is a short 18xx game set in the territorial region of Assiniboia Canada.

DE-124 Hellenica: Story of Greece

by Len Zigante, 4 hrs, Board Games - History/Economic Location: Tables 18 and 19, 7 players, Ancients, Some Gaming, All Items Supplied, Other/NA
Harness 1 of 7 beginning city-states to dominate the world around you & become the preeminent symbol of Greece by completing several secret & public goals. Will you be a warmonger, peaceful philosopher, great priest, or apostate? Will you develop a devotion to the gods or focus on advancement of your people? Can you guide your civ during these turbulent times? (Please review rules prior to game.)

Board Games - SF/Fantasy/Pulp

DF-163 Car Wars

by Klaig Morton, Steve Jackson's Car Wars, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 3, 10 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA
Come and get your "Mad Max" on, Crash and Shoot your way to Victory, in this classic 80's board game.

DF-120 Firefly

by M3 Gamers, Firefly - Boardgame, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 15, 12 players, SF/Fantasy, Some Gaming, All Items Supplied, Board
Find a crew. Find a job. Keep flying. Cross the 'verse to complete jobs and get paid. 2 boards available - beginner and advanced available.

DF-121 Lords of Waterdeep

by M3 Gamers, Lords of Waterdeep - Boardgame, 4 hrs, Board Games - SF/Fantasy/Pulp Location: Table 11, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Board
Deploy agents and hire adventurers to expand your control over the city of Waterdeep.

DF-177 Scythe

by Vancouver Boardgames Group, Standard Rules, 4 hrs, Board Games - SF/Fantasy/Pulp Location: R1, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Board
Board Game

Role-Playing - SF/Fantasy/Pulp

DG-107 Takeover at Whisper Base

by Peter Haldenby, Star Wars (Age of Rebellion), 4 hrs, Role-Playing - SF/Fantasy/Pulp
Location: Table 8, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, 25 mm
Deep in the jungles of Onderon, you and your allies must try to infiltrate the Empire's Whisper Base and turn it into a forward base for the Rebel Alliance. Takeover at Whisper Base teaches the fundamentals of the Star Wars RPG as you play and is an ideal introduction to the game. Character sheets and dice will be provided. Pre-gen characters will be provided

Sun 10:00AM

Miniatures - Land

EA-159 A Mix of Forces 1759

by Peter Mulhern, Age of Reason, 6 hrs, Miniatures - Land Location: Table 6, 6 players, 16/th/17th/18th Centuries, Some Gaming, All Items Supplied, 15 mm
A joint force of British and Prussians under the command of Ferdinand of Brunswick is on the move. Objective, the town of Leubec. Facing them, after just arriving in time is a column of Austrians with a newly minted Saxon brigade. Prussian vs Austrian cavalry. Who will break?

EA-180 A Viking Raid

by Joseph Burnett, Homebrew, 6 hrs, Miniatures - Land Location: Table 7, 4 players, Dark Ages/Medieval/Renaissance, Some Gaming, All Items Supplied, 15 mm
the year was 794AD. A small viking fleet attacked a rich monastery at Jarrow. The Vikings met an unexpectedly stronger resistance than anticipated. The raiders took heavy casualties and fled, eventually beaching at Tynemouth where the remaining crews were killed by the locals. At least that was what history had told. Lets see if history repeats itself or if there are enough Vikings left to partake upon the spoils of war.

EA-168 Bad Day at Black Rock

by Terry Sawchenko, Boot Hill (modified), 6 hrs, Miniatures - Land Location: Table 8, 9 players, 19th Cent (ACW, Franco-Prus), Some Gaming, All Items Supplied, 15 mm
Two years have passed since Al Swaringen laid his hooks into Black Rock. By one way or another he now owns most of the saloons in town. Now he has spread out into illegally obtaining water rights. The ranchers have had enough and have gathered their forces against Al, his hired guns and the corrupt paid for Sheriff. Making matters more complex the governor has sent some federal marshals arriving just in time for the gunfight. Lastly the townspeople realizing what is happening take this opportunity to move against Al to take the town back. Black Rock is now a shooting gallery.

EA-152 Car Wars "Badlands Run"

by Tony Stroppa, Car Wars 3.5, 6 hrs, Miniatures - Land Location: Table 1, 4 players, SF/Fantasy, Newcomers, All Items Supplied, HO Scale | 1/72
It is 2034 AD. Your team of undercover US Marshals is assigned to covertly escort a VIP across the post-apocalypse badlands of Nevada from Salt Lake City, Utah to San Francisco, California across a notorious stretch of desert highway. Be advised you may encounter road bandits, outlaw

cycle gangs, corrupt(or just suspicious) Highway Patrol and local police units, disgruntled wildlife and religious fanatics. "Get your motor running, head out on the highway..."

EA-104 Invasion of England 1940

by Lisa Smedman, Bolt Action, 6 hrs, Miniatures - Land Location: Tables 9A , 9B and 13, 8 players, WW2, Some Gaming, All Items Supplied, 28 mm

Operation Sea Lion has begun, and the Germans are storming ashore on the southeastern coast of England. Players will be matched up in pairs (one British player vs one German player) to fight through the scenario "On the Beaches of Kent" from the Bolt Action Campaign Sea Lion book on four separate tables. We will be creating the planned landings of Operation Sea Lion as accurately as possible, with each game representing one of the four beaches where the Germans planned to land. All four games will be played simultaneously, and the victories tallied up to see whether the German invaders succeed in advancing inland, or whether the British push them back into the sea. Bring your own minis if you have them (early war Germans or Brits); Lisa will be providing details about how many points to spend and which Theaters Selectors to use. We hope to kick off an ongoing "Operation Sea Lion" campaign with this event!

Miniatures – Naval

EC-189 Facing the Spanish

by Steve Allen, Wooden Ships and Iron Men, 6 hrs, Miniatures - Naval Location: Table 4, 6 players, Napoleonic/War of 1812, Some Gaming, All Items Supplied, 1/1200

The British fleets now square off against the Spanish.

EC-172 Jutland in July

by Ed Beauregard, Steel Fleets, 6 hrs, Miniatures - Naval Location: Table 17, 8 players, WW1, Some Gaming, All Items Supplied, 1/2400

With the Danish steamer that historically brought the fleets together on May 31st having been sunk the previous day, it is not until July that another encounter occurs. And although the Battle Cruiser Fleet doesn't have the support of the QE class, they do have a competent commander: Acting Vice Admiral Horace Hood has replaced Beatty while he is off dealing with his crazy wife.

Miniatures - SF/Fantasy/Pulp

ED-179 Assault of Cair Andros

by Daniele Cerin, Warhammer adopted for Middle Earth, 6 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 3, 4 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

As the War of the Ring unfolds and The Witch King marches on Osgiliath, a second army assaults the crucial island of Cair Andros. If Sauron manages to capture this crossing of the Anduin river the forces of Mordor will be able to prevent any reinforcement from Rohan from riding to the aid of Minas Tirith. A garrison of Gondorian soldiers and recruits from the fiefdoms scramble to organize the defenses in the hope of being able to repel the hordes of orcs.

ED-193 Battletech-Solaris

by Alex Balmer, Steve Dickey, Battletech Manual, 6 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 5, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA

Teams of mechs battle for supremacy. Mechs & sheets provided.

ED-160 Warcry Mini Campaign

by Adam Waugh, Games Workshop, 6 hrs, Miniatures - SF/Fantasy/Pulp Location: Table 2, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, 28 mm

Come join this small scale skirmish tournament, in the Warcry/Warhammer Fantasy Universe. Mister Waugh will provide EVERYTHING you need to play and give you a quick 10 minute run down of how to play this easy to learn, but interestingly layered game. You will each be lent a unique warband with their own special powers, and fight across 4 different gaming boards with their own chaotic twists. Fight for glory, Fight for fame, Fight for the Dark Lords of Chaos!!! 2-8 Players Casual setting, with Rules that have been minimally tweaked for newcomers. Three to four matches. Literally just show up and play.

Board Games - History/Economic

EE-129 Fourth Age: Railways in Middle Earth

by Bill Dixon, 18XX, 6 hrs, Board Games - History/Economic Location: Table S1, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

Fourth Age is an 18xx game set in Middle Earth after the War of the Ring. Fourth Age is a private amateur game design using the 1870 game mechanics. This is a play test of a new map. If it ends early, 18LA (Los Angeles) will be available for a quick game.

EE-136 Julius Caesar: Caesar, Pompey, And The Roman Civil War

by Wayne Skipper, Columbia Games, 6 hrs, Board Games - History/Economic Location: Table 18, 2 players, Ancients, Some Gaming, All Items Supplied, Board

Block game genre which incorporates "fog of war" and easy tracking of current strength levels.

Board Games - SF/Fantasy/Pulp

EF-123 3D Settlers of Catan - Various Boardgames

by M3 Gamers, Settlers of Catan, 6 hrs, Board Games - SF/Fantasy/Pulp Location: Table 11, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

Collect and trade resources to build up the island of Catan in this modern classic. Various boardgames also available throughout the session.

EF-178 Players Decide the Event

by Vancouver Boardgames Group, Standard Rules, 6 hrs, Board Games - SF/Fantasy/Pulp Location: R1, 5 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

We have a variety of games that may be played by player requests. Possibly Viticulture, Castles of Burgundy, Ruins of Arnak, Kemet, etc.

EF-122 Talisman

by M3 Gamers, Talisman - Boardgame, 6 hrs, Board Games - SF/Fantasy/Pulp Location: Table 15, 8 players, SF/Fantasy, Some Gaming, All Items Supplied, Board

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

Role-Playing - SF/Fantasy/Pulp

EG-142 Curse of the Serpent God

by Brian McNeilly, HårnMaster / BattleLust, 6 hrs, Role-Playing - SF/Fantasy/Pulp Location: Table 16, 6 players, Dark Ages/ Medieval/Renaissance, Newcomers, All Items Supplied, 28 mm Valhakar Dagaas Zwaiga of Tawheim is concerned about a late delivery from the nearby copper mine, and is sending a group of his trusted warriors and Jarin scouts to investigate. A HårnWorld scenario blending roleplaying and 28mm skirmish rules. Features a 28mm scale model of a Viking village and environs.

EG-162 Forbidden Lands

by Klaig Morton, Free League Games, 6 hrs, Role-Playing - SF/Fantasy/Pulp Location: Table 14, 6 players, SF/Fantasy, Some Gaming, All Items Supplied, Other/NA
An exploration and survival style RPG, with a player driven story line. Come be a Rogue or Raider in a Cursed Land.