

# CanGames 2010 Schedule

Events listed in RED have been cancelled

Events listed in BLUE are recent additions or events that have been moved or modified.

Events listed in GREEN are FULL or otherwise NOT AVAILABLE FOR PRE-REGISTRATION

Looking for a local (or not so local) gaming club? CanGames is a great place to get in touch with your local gaming community. Is your club not listed, or event not associated with your club? Let us know! Events run by members of clubs are indicated by their club's abbreviation:

AGC Alexander Gaming Club

CWC Centretown Warhammer Club

LDO Ludo Outaouais

KBG Kanata Board Gamers

OMG Ottawa Miniatures Gamers

OWO Ottawa Wargamers d'Ottawa

OWC Ottawa Warmachine Club

OGC Overbrook Games Club

LAST UPDATED: May 15, 2010

## FRIDAY AFTERNOON – 2:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B145C	B	Hell of Stalingrad (B8)	Relive the hell of Stalingrad! – <i>Michel Boucher</i> – 4 players – This historical card driven game simulates the massive urban battle that changed the course of WWII. Players are placed directly in the action as they control both large scale formations and individual units through the use of revolutionary game mechanics. The stand-out game of 2009. (ends 6 pm) <b>OWO</b>	Y
B151T	I	RoboRally (W1)	RoboRally Citadel – <i>Mike Britton</i> – 12 players – The classic RoboRally from a few years back brought to you with panache. Be ready for all the spills and chills that make you a Robo champ. (ends 6 pm)	N
B131D	B	Tales of Arabian Nights (Z1)	Tales of Arabian Nights – <i>Jennifer Rothwell</i> – 8 players – You are the hero or heroine in a story of adventure and wonder just like those told by Scheherazade to her spellbound sultan! You will travel the land seeking your own destiny and fortune. It is possible to win even when you become a crippled, disfigured, and shunned donkey. Prizes donated by GM (ends at 6 pm) <b>KBG</b>	N
B149X	B	Wings of War (B8)	Fly WWI planes in a free-for-all dogfight – <i>Michel Boucher</i> – Unlimited players – Simple World War I air combat game. Players are given a plane token which they can use at any time to engage in an aerial dogfight (lasting anywhere from 10 minutes to 30 minutes) with one or more players. Winner will be the pilot with the most kills on Sunday at 6PM. Prize provided by the OWO. (ends 6 pm) <b>OWO</b> <b>CONTINUOUS TOURNAMENT - JOIN ANYTIME – NO PRE-REGISTRATION</b>	Y
Miniatures Games				
Code	Level	Title	Description	Again
M136C	B	Destroy the CP and ESCAPE! (C1)	OGRE Miniatures – <i>Garth Elliott</i> – 4 players – The command post is well guarded. Advanced tanks, armored hovercraft, missiles, and infantry in protective suits – all have one job: defend the CP. YOUR mission is to go in, destroy it, and escape. Alone. The odds are even, because you are an intelligent super-tank. You are an OGRE. (ends 6 pm)	Y
M143C	B	Wolves at the Gate (D1)	Mordheim – <i>Christopher Way</i> – 8 players – 28mm – Your Warband takes cover in the ruins of the East Gatehouse and the buildings that it once protected. The rumours you have heard are true, a massive wolfpack with glowing green eyes are descending on the city again. If you can stay alive they will lead you to a lifetime in riches deep within the ruins of Mordheim! Minis provided if needed! (ends 4pm) <b>CWC</b>	Y
Open Gaming				
Code	Level	Title	Description	Again
GT	B	The Game Trunk (C4)	various games – <i>Kanata Board Gamers, Ottawa Board Gamers &amp; Ludo Outaouais</i> – walk-up – Need another board game fix between Britannia and Axis & Allies? Missed the sign-up for Shogun? Why wait? Why not visit The Game Trunk? Ludo Outaouais, the Ottawa Games Group and the Kanata Board Gamers proudly bring you: The Game Trunk! The club members have put their favourite games up for you to play in an open gaming format! Here is your chance to get taught that game you've only had on your wishlist until now! Check us out on <a href="#">boardgamegeek</a> for more details! (ends 6 pm) <b>KBG LDO</b>	Y

## FRIDAY AFTERNOON – 2:00 p.m.

Role Playing Games				
Code	Level	Title (Table)	Description	Again
R110C	B	For the Memory of Taris (F1)	Star Wars Saga Edition – <i>Daniel Poulin</i> – 7 players – The Taris Humanitarian Operation has not been heard of in weeks. The Jedi Council asks you to investigate. (ends 6 pm)	N
R138C	B	Fox Magic - Escape from the Sea of Trees (F3)	Story Point System – <i>Christopher LaHaise</i> – 8 players – You have come to the Sea of Trees, at the foot of Mount Fuji, to find a missing group of college students. What is the secret of Aokigahara, and can you find the students and escape before they are lost? <b>Fool's Moon Entertainment Inc. presents Fox Magic.</b> Uses d12s. (ends 6 pm)	Y
R140D	B	Lucha Libre Ottawa (F5)	Luchador: Way of the Mask – <i>Christopher Rothwell</i> – 5 players – The archbishop of Mexico City has asked for brave luchadors and luchadoras to travel to Ottawa, Ontario, Canada to fight the corrupt mayor who is oppressing the peasants of this poor city. Seriously, Mexican wrestling role-playing, it's great! (ends 6 pm)	N
R141D	I	Off to Lagos (F2)	Shadowrun 4 <sup>th</sup> ed. – <i>Jean-René Giroux</i> – 6 players – Mr. Johnson hired you to raid a black lab in the Ikeja district of Lagos. It was your typical run, all nice and quiet. You've got the paydata, but why is the alarm blaring now? Time to slot and run. (ends 6 pm)	N

## FRIDAY AFTERNOON – 3:00 p.m.

Miniatures Games				
Code	Level	Title	Description	Again
M146D	B	The Gananoque Raid, 1812 (B2)	Sharp Practise – <i>Tod Creasey</i> – 8 players – 28 mm – Gananoque is the bread basket of the British army in Niagara and Capt. Forsyth of the US Rifles knows it. Standing between him and a town rich in supplies is the Leeds and Grenville militia. (ends 6 pm)	N

## FRIDAY AFTERNOON – 4:00 p.m.

Miniatures Games				
Code	Level	Title	Description	Again
M144C	B	Wolvs at the Gate (D1)	Mordheim – <i>Christopher Way</i> – 8 players – 28mm – Your Warband takes cover in the ruins of the East Gatehouse and the buildings that it once protected. The rumours you have heard are true, a massive wolfpack with glowing green eyes are descending on the city again. If you can stay alive they will lead you to a lifetime in riches deep within the ruins of Mordheim! Minis provided if needed! (ends 6 pm) <b>CWC</b>	Y

## FRIDAY EVENING – 7:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B204D	B	Britrails Training (Y1)	BritRail Training – <i>Tony Newton</i> – 10 players – An opportunity for those who would like to learn BritRaills and EuroRaills style games. (ends 11pm) <b>AGC</b>	Y
B263C	B	Descent: Journeys in the Dark (G2)	Descent – <i>James Sutherland</i> – 4 players – Are you equipped and ready to step onto the Glyph of Transport and cross the dark portal into the world of <i>Descent</i> ? Form a party of heroes and journey into the dungeons of the Overlord to find treasure and fame. Will you succeed? Or will you fall victim to his traps and monsters... (ends 11pm)	N
B233X	B	GOLF (W4)	GOLF – <i>James Lamb</i> – 24 players – 2 day event played Friday night and Saturday afternoon. Rounds 1 and 2 are player eliminations featuring Play9 and GOLO. Rounds 3 and 4 are a semi-final and Final featuring Par Fore the Course and Master Golf Trivia. <b>Registration for this event registers the player for all rounds, if they qualify.</b> (ends 11 pm)	N
B201T	B	Junta (X1)	Junta – <i>Noral Rebin</i> – 14 players- Lie, cheat steal and start a coup. It's good to be the Presidente. (ends 11pm) <b>AGC</b>	Y

Continued on next page

## FRIDAY EVENING – 7:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B256C	B	Munchkin (A6)	Munchkin – <i>Lydia Kelly</i> – 10 players – This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience . . . with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm . . . or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon . . . <b>Prizes from Steve Jackson Games</b> (ends 9 pm)	N
B242C	B	No Retreat! (B8)	The Russian Front: 1941-1944 – <i>Mark Beninger</i> – 4 players – No Retreat! is a two-player wargame that retells the story of the titanic struggle between the invading armies of Nazi Germany versus Communist Russia during WW2 at a player-friendly and manageable level in scope and difficulty. This game provides the proper feel of sweeping manoeuvres, exploitation and encirclements across the vast steppes and forests of Russia. (ends 11 pm) <b>OWO</b>	Y
B202T	I	Rail Road Tycoon (Y3)	Rail Road Tycoon – <i>Norm Newton</i> – 12 players – The beautiful game of rail supremacy in the Eastern US. (ends 11pm) <b>AGC</b>	N
B230D	B	Redneck Life (Z1)	Redneck Life – <i>Jennifer Rothwell</i> – 4 players – Do you say Redneck like it's a bad thing? Through accidents and brawls, players lose teeth during the game. Buy some back if you can... as the player with the most teeth remaining at the end of the game wins! <b>Prizes donated by GM</b> (ends 9 pm) <b>KBG</b>	N
B203T	B	Shogun (W1)	Shogun – <i>Noral Rebin</i> – 15 players – The quest for dominance of Imperial Japan. AKA Samurai Swords. (ends 11pm) <b>AGC</b>	Y
CanGames Traditions				
Code	Level	Title	Description	Again
T201T	B	Chariots (C3)	Homegrown – <i>Daniel Bouchard</i> – 24 players – Always a favourite. Race your chariot, eliminate the competition. All in good fun. (ends 11 pm)	N
Miniatures Games				
Code	Level	Title	Description	Again
M209C	B	Battle of Johannisberg, 30 August 1762 (C1)	Homegrown Warmaster Variant – <i>Nicholas Swales</i> – 12 players – 15mm – After capturing Quebec two years ago, Francois-Gaston, Chevalier de Levis is aiming now to bring defeat & disaster on the perfidious English in Germany. Two French armies have come together & have turned to face the Anglo-German army of Prince Ferdinand of Brunswick. (ends 11pm) <b>OMG</b>	N
M204T	B	Battle of the River Plate (B5)	Smoke on the Horizon – <i>Chris Evans</i> – 4 players – 1/2400 – On December 13, 1939 the first major naval battle of WWII was fought off the coasts of Argentina and Uruguay. The German pocket battleship <i>Graf Spee</i> was tracked down by three British cruisers, and fought a desperate battle in an attempt to break free and escape into the South Atlantic to continue its mission as a commerce raider. (ends 11 pm) <b>OMG</b>	N
M239D	B	Monsterpocalypse demo events (B6)	Monsterpocalypse – <i>Brian Curtis</i> – 2 players (per running) – Curious about Monsterpocalypse? Enjoy Kaijuu films? Want to smash buildings. Come give Monsterpocalypse a try. Demo forces will be supplied but if you have your own monster and force you'd like to learn with, feel free to bring it. Three 1-hour runnings. <b>Prizes provided by GM for all participants</b> (ends 10 pm)	N
M203T	B	Operation Fustian (B3)	Flames of War – <i>Jeff Black &amp; Duncan Martelock</i> – 6 players – 15mm – Recreation of the British airborne assault to seize and hold the Primosole Bridge over the River Simeto on the island of Sicily. (ends 10 pm) <b>OMG</b>	N
M219T	B	Pirate Smash (A4)	Red Shirt Pirate Riles – <i>Michel Smith</i> – 12 players – Come try out Red Shirt Games new game, Pirate Smash. Using our D12 system, you will be the captain of your own ship. Plunder Islands, get some rum, fight off the Pigmies, and sink the competition. (ends 11 pm)	N
M217C	B	STAR WARS : A NEW HOPE Battle of Yavin 4 : Attack on the Death Star (A7)	STAR WARS : A NEW HOPE Battle of Yavin 4 : Attack on the Death Star – <i>Bernhard Holmok</i> – 10 players – Take part in the climactic battle to destroy the Death Star as part of Luke Skywalker's band of rebels or be a part of Darth Vader's Evil Empire and destroy the rebellion. This day shall long be remembered, it has seen the end of Kenobi, it shall soon see the end of the rebellion. Miniatures space combat with players taking command of X wings, Y wings and TIE fighters with Home-grown rules ( and cards as always ). (ends 11 pm)	Y
M224D	B	Warmachine/Hordes Demos (D2)	Warmachine/Hordes – <i>David Croskery</i> – 4 players (per demo) – Offering Demonstrations of the games Warmachine and Hordes using the new Mark II ruleset. Models provided by Ottawa Warmachine Club members. We will be able to accommodate up to 4 players at a time. Demos should take 30-90 minutes each. (ends 11 pm) <b>OWC</b>	Y
M232D	I	White Ghosts, White Death (B2)	Face of Battle – <i>Michael Ball</i> – 4 players – 20 mm – Soviet troops and tanks battle Finnish ski troops in an exciting skirmish battle during the Winter War 1939. Lt.Col Pajari, had a difficult choice to make. The situations on the flanks were unclear at best. The situation in the north was reported as bad, and in the south alarming. His tenacious Finnish defenders must hold Tolvajärvi lake. World War Two skirmish using The Face of Battle rules. (ends 11 pm) <b>OMG</b>	N
M243C	B	Wolves at the Gate (D1)	Mordheim – <i>Christopher Way</i> – 8 players – 28mm – Your Warband takes cover In the ruins of the East Gatehouse and the buildings that it once protected. The rumours you have heard are true, a massive wolfpack with glowing green eyes are descending on the city again. If you can stay alive they will lead you to a lifetime in riches deep within the ruins of Mordheim! Minis provided if needed! (ends 9 pm) <b>CWC</b>	Y

## FRIDAY EVENING – 7:00 p.m.

Miniatures Games				
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M243C	B	Wolves at the Gate (D1)	Mordheim – <i>Christopher Way</i> – 8 players – 28mm – Your Warband takes cover In the ruins of the East Gatehouse and the buildings that it once protected. The rumours you have heard are true, a massive wolfpack with glowing green eyes are descending on the city again. If you can stay alive they will lead you to a lifetime in riches deep within the ruins of Mordheim! Minis provided if needed! (ends 9 pm) <b>CWC</b>	Y
Role Playing Games				
Code	Level	Title (Table)	Description	Again
R211C	B	A Ghost Of A Chance (F3)	The Sin Eaters (White Wolf) – <i>John Swan</i> – 6 players – In the Dead-Engine of Detroit, a number of gruesomely ironic deaths have occurred which baffles the authorities to no end. These unusual deaths have attracted the attention of the Twilight Network and a Krewe of Geists are told to investigate. But when dealing with powers beyond the grave they only stand A Ghost Of A Chance. (ends 11 pm)	N
R250D	I	Assault on the Kingdom of the Impossible (G1)	Pathfinder – <i>Neil Shackleton</i> – 6 players – Journey to the magical land of Jalmeray to confront a local bandit-king. A Pathfinder Society adventure for levels 1 – 5. Pre-gen characters available. (ends 11 pm)	N
R226X	B	Eclipse of Evil 2 (F2)	AD&D – <i>Mark Bottomley</i> – 6 Players – The right sacrifice at the peak of the eclipse could alter the future of the world. Your assignment is to stop it. (ends 11 pm)	Y
R209C	B	For a Fistful of Silk (F1)	Qin: Warring States – <i>Daniel Poulin</i> – 7 players – Your employer has hired you to deliver a wedding dress. How safe can the roads of China be? (ends 11 pm)	N
R232D	B	Haunters of the Moor (G3)	Mhar Fantasy – <i>Greg Older</i> – 6 players – Stories of phantom horsemen who stalk the Moors of Brunumshire have spread through the village of Brandywell and a merchant's cousin has gone missing, his shop torched. What secrets did he have and is he another victim of the Haunters of the Moor. <b>Prize provided by GM/Fool's Moon Entertainment.</b> (ends 11 pm)	N
R216T	B	Keeping the Piece (G4)	Doctor Who: Adventures in Time and Space – <i>John Kahane</i> – 5 players – Jerusalem, 1997. With civil unrest and political tension on the rise in the city, your United Nations Intelligence Taskforce (UNIT) team is all that stands in the way of the area exploding into violence. When an archaeological team uncovers an alien artefact in the city ruins, can your UNIT team determine what is going on, and keep the peace in the city? (ends 11 pm)	N
R221C	B	Livraison gratuite (F5)	RIFTS (Palladium) – <i>Alain Fafard</i> – 8 players – L'information était juteuse, les profits alléchants : arnaquer une vieille usine alimentaire automatisée et revendre les denrées. Aimez-vous le poulet? EN FRANÇAIS (fini à 23h)	N
R245C	B	Operation Michael (S1)	Black Cadillacs – <i>Darcy Burgess</i> – 4 players – Your trench overlooks the shell-torn madness of the Battle of the Somme. Your orders will take you over the top and you will descend on the British like banshees from hell; you may even push them into the sea. All of this on an empty belly. At what cost victory? <b>GM will supply prizes.</b> <a href="http://www.achtung-spiel.com">www.achtung-spiel.com</a> (ends 11 pm)	N
R229D	I	Run Heretics Run (F4)	Dark Heresy – <i>Chris Brady</i> – 5 players – An easy mission she said. Pick up an item, kill all who see you, get back to the Guncutter. Some days the Emperor 'tells' you not to get up out of bed. This was not one of them. (ends 11 pm)	N

## FRIDAY EVENING – 9:00 p.m.

Miniatures Games				
Code	Level	Title	Description	Again
M244C	B	Wolves at the Gate (D1)	Mordheim – <i>Christopher Way</i> – 8 players – 28mm – Your Warband takes cover In the ruins of the East Gatehouse and the buildings that it once protected. The rumours you have heard are true, a massive wolfpack with glowing green eyes are descending on the city again. If you can stay alive they will lead you to a lifetime in riches deep within the ruins of Mordheim! Minis provided if needed! (ends 11 pm) <b>CWC</b>	Y

## FRIDAY EVENING – 9:30 p.m.

Board Games				
Code	Level	Title	Description	Again
B232D	B	Trailer Park Wars (Z1)	Trailer Park Wars – <i>Jennifer Rothwell</i> – 4 players – You have finally landed the job of your dreams: Trailer Park Manager! You must place quality tenants in your trailers, add fancy amenities (cigarette machines), and go about destroying the other trailer park, no matter what it takes. Surface to Trailer Missile? Molotov Beer Can? <b>Prizes donated by GM</b> (ends at 11 pm) <b>KBG</b>	N

## SATURDAY MORNING – 9:00 a.m.

<b>Board Games</b>				
<b>Code</b>	<b>Level</b>	<b>Title</b>	<b>Description</b>	<b>Again</b>
B355C	B	1830: The Game of Railroads and Robber Barons (Y3)	1830 – <i>Michael Shaver</i> – 5 players – Take on the role of one of the railroad pioneers; invest in the best companies and develop the railroads of Eastern North America. Learn one of the first 18xx games. No experience necessary. (ends 1pm)	N
B340C	B	Battle for Moscow (B8)	Operation Typhoon, Sep-Dec 1941 – <i>Mark Beninger</i> – 4 players – September of 1941, the German High Command decided to launch a final, decisive offensive to crown their invasion of Russia, capture Moscow, and break the Red Army once and for all. Codenamed Operation Typhoon, German tanks and infantry pressed relentlessly forward until Moscow was hanging in the balance. But by 5 December, the Germans were halted along the entire front -- exhausted and demoralized, having barely failed to capture their objective as the winter freeze grew ever colder. (ends 1 pm) <b>OWO</b>	Y
B305T	B	Britannia (W1)	Britannia (original) – <i>Norm Newton</i> – 16 players– Rule England with a Velvet Glove or Iron Fist. (ends 1 pm) <b>AGC</b>	N
B339C	B	Conflict of Heroes (B8)	Conflict of Heroes – <i>Larry Sisson</i> – 8 players – A fast paced tactical game of the Battle of the Eastern Front during Operation Barbarossa, the invasion of Russia. Part Eurogame, part strategic wargame. A game of tense interactive play experience. You make all the important command decisions for your armies. (ends 1 pm) <b>OWO</b>	N
B351T	B	Great Canadian Board Game Blitz (B4)	Great Canadian Board Game Blitz – <i>Marc Lanctot</i> – 28 players – The Great Canadian Board Game Blitz (GCBGB) is a circuit of board game tournaments. Play five rounds of board games in eight hours to accumulate points, which determine priority for game selections. Total points determines winners. Prizes: gift certificates and invitation to FanExpo for final in Summer 2010. See <a href="http://www.gcbgb.ca/">http://www.gcbgb.ca/</a> for details. (ends 6 pm)	N
B345C	B	Hell of Stalingrad (B8)	Relive the hell of Stalingrad! – <i>Michel Boucher</i> – 4 players – This historical card driven game simulates the massive urban battle that changed the course of WWII. Players are placed directly in the action as they control both large scale formations and individual units through the use of revolutionary game mechanics. The stand-out game of 2009. (ends 1 pm) <b>OWO</b>	Y
B364T	B	Iron Dragon (X3)	Iron Dragon – <i>Geoffrey Delage</i> – 18 players – The rail building game with a touch of magic and whimsy. Set in the land of dreams. (ends 1 pm)	N
B325T	B	La Crypte de la Citadelle (Z4)	MUTANT CHRONICLES : Siege of the Citadel – <i>Alain Fafard</i> – 5 players– Vous êtes envoyés pour retrouver les membres de votre organisation qui exploiraient une crypte nouvellement découverte sous les ruines de la Citadelle de l'Ombre. (EN FRANÇAIS) (ends 1 pm)	Y
B336D	B	Mr. Madison's War (B8)	War of 1812 – <i>Gilbert Collins</i> – 4 players – The war between the young Untied States and Canada. Play Great Britain or the United States and decide the destiny of two countries. (ends 1 pm) <b>OWO</b>	Y
B335D	B	North Africa Campaign (B8)	North Africa Campaign – <i>John Mundie</i> – 2 players – Comparison of older and newer North Africa Campaign games. Highlighting the best of the genre in this theatre. (ends 1 pm) <b>OWO</b>	Y
B354C	B	Space Alert (Z1)	Space Alert – <i>Steve Sauder</i> – 5 players – It's a cooperative team survival game. Players become crew members of a small spaceship scanning dangerous sectors of galaxy. The missions last just 10 real-time minutes (hyperspace jump, sector scan, hyperspace jump back) and the only task the players have is to protect their ship. (ends 1 pm) <b>KBG</b>	N
B357C	B	Spooks (A6)	Spooks – <i>Logan Kelly</i> – 6 players – You don't have to outrun the monsters . . . if you can outrun your friends. In this fast-moving game, you play your cards by matching numbers and suits. The first player to empty his hand wins . . . and the spooks get everybody else! Each suit (Spiders, Ghosts, Goblins, Skeletons, and Bats) has a special rule, and the top card in each suit has a special power . . . so you don't know who will be first to escape the haunted house until the final card is played. Spooks is a great quick party game . . . kids will enjoy it, too. <b>Prizes from Steve Jackson Games.</b> (ends 10 am)	N
B356T	B	Titan (X1)	Titan – <i>Noral Rebin</i> – 12 players – The struggle for dominance in this grand monster mash. Combat galore as you attempt to become the supreme ruler of the domain. (Ends 1 pm)	N
B349X	B	Wings of War (B8)	Fly WWI planes in a free-for-all dogfight – <i>Michel Boucher</i> – Unlimited players – Simple World War I air combat game. Players are given a plane token which they can use at any time to engage in an aerial dogfight (lasting anywhere from 10 minutes to 30 minutes) with one or more players. Winner will be the pilot with the most kills on Sunday at 6PM. <b>Prize provided by the OWO</b> (ends 1 pm) <b>OWO</b> <b>CONTINUOUS TOURNAMENT - JOIN ANYTIME – NO PRE-REGISTRATION</b>	Y
<b>Children's Games</b>				
<b>Code</b>	<b>Level</b>	<b>Title</b>	<b>Description</b>	<b>Again</b>
C302D	B	Carcassonne (G3)	<i>Doug Blair</i> – 4 players - Lay tiles to develop the lands around the fortified towns of Carcassonne. Place your followers, thieves, farmers, knights and monks, to control and score points for the roads, farms, cities, and cloisters. (ends 11 am)	N
C301D	B	Rookies of TanToonie Act IV (G4)	<i>Patrick Laffey</i> – 6 players - The continuing saga of the Rookies of TanToonie. They are making a name for themselves. Feeling good after taking out an Empire convoy, with a little help from some new friends, they are having a leisure evening when ..... (ends 11 am)	N

## SATURDAY MORNING – 9:00 a.m.

Miniatures Games				
Code	Level	Title	Description	Again
M334T	B	Assault on Brochów (C2)	Troops Weapons and Tactics – <i>Wlad Kinastowski</i> – 6 players – 28 mm – September 17, 1939, Battle of Bzura. The town of Brochów is now the only chance the Poles have of escaping the German encirclement. Near the Kampinos Forest a breakout could provide shelter from the Luftwaffe and allow an orderly withdrawal to Warsaw. (ends 1 pm) <b>OMG</b>	N
M338C	B	Bad Day over Baghdad (B5)	Bandits Modern Air War Rules! – <i>David Redpath</i> – 10 players – Day 1 of the Iran - Iraq War. Iraqi Hunters and their escorts run for home, escaping from pursuing Iranian Phantoms after a pre-emptive strike that was not very surprising, nor effective! (ends 1 pm)	N
M333D	I	Battle of the Scheldt (C1)	Face of Battle – <i>Michael Ball</i> – 6 players – 20 mm – Canadian infantry and tanks and British commandos attempt to capture Walcheren Island. The allies perform amphibious landings using Buffalo assault vehicles and daring attacks against a "strongest concentration of defences the Nazis had ever constructed." World War Two skirmish using The Face of Battle rules. (ends 1 pm) <b>OMG</b>	N
M336C	B	Destroy the CP and ESCAPE! (B3)	OGRE Miniatures – <i>Garth Elliott</i> – 4 players – The command post is well guarded. Advanced tanks, armored hovercraft, missiles, and infantry in protective suits – all have one job: defend the CP. YOUR mission is to go in, destroy it, and escape. Alone. The odds are even, because you are an intelligent super-tank. You are an OGRE. (ends 1 pm)	Y
M328C	B	FlightSchool (B7)	Battletech – Total Warfare – <i>Ryan Dwornik</i> – 16 players – Fusion powered fighters rocket through the air, autocannon roaring and missiles streaking to meet their targets. Lasers flash and fighters weave hoping to avoid their burning touch. An introduction to Aerospace combat in the exciting Battletech universe. <b>Prizes provided by Catalyst Game Labs</b> (ends 1 pm)	N
M320T	B	Injurious Games (A2)	Injurious Games – <i>Frank Emanuel</i> – 8 players – Injurious Games is a fast paced gladiatorial style combat game – with rocket launchers! We will run (twice) a gauntlet style scenario with additional prize support from Red Shirt Games Players. Highest score for gauntlet runners will take home the trophy. Brief review of the rules will be given. (ends 1 pm)	Y
M331D	B	The Grinder (A7)	Battletech – Total Warfare – <i>Dave Leaver</i> – 16 players – A fast and furious introduction to Classic Battletech. Mechs will swirl and die in a dance of lasers and missiles. <b>Prizes provided by Catalyst Game Labs</b> (ends 1 pm)	Y
M341T	I	Warhammer Fantasy Battles Tournament (E2)	Warhammer Fantasy Battles – <i>Bryan Orendorff</i> – 24 players – 28mm – A 2000 point Tournament fought in 3 rounds, with challenging scenarios that reward a flexible army. <b>NB – This is not a Hall of Heroes event. Prizes provided by CanGames.</b> (ends 6pm) <b>CWC</b>	N
M324D	B	Warmachine/Hordes Demos (D2)	Warmachine/Hordes – <i>David Croskery</i> – 4 players (per demo) – Offering Demonstrations of the games Warmachine and Hordes using the new Mark II ruleset. Models provided by Ottawa Warmachine Club members. We will be able to accommodate up to 4 players at a time. Demos should take 30-90 minutes each. (ends 1 pm) <b>OWC</b>	Y
Role Playing Games				
Code	Level	Title (Table)	Description	Again
Y301C	B	Saturday the 14th (F1)	Call of Cthulhu – <i>Daniel Poulin</i> – 7 players – Summer camp. A beautiful lake. Weird stories. What can go wrong? <b>For youth ages 13 –17</b> (ends 1 pm)	N
R318T	B	Survivor's Run (F5)	All Flesh Must Be Eaten (AFMBE) – <i>Sean Migneault</i> – 8 players – The Zombie Apocalypse has begun, can your group of survivors escape from Ottawa or will you all become Zombie Chow? – Horror with some graphic content, mature players preferred. <b>Prize provided by GM</b> (ends 1 pm)	Y
R324X	I	Troll Teppan-yaki Kitchen Caper (F3)	D&D3.0 – <i>Bruce McDiarmid</i> – 6 players – Trolls, doing hard time in prison, now forced into kitchen duty for bad behaviour. So how will they get to their Nana's birthday party? And where will they find a cake?! (ends 1 pm)	Y
R351D	I	Voices in the Void (F4)	Pathfinder – <i>Neil Shackleton</i> – 6 players – Mystery in the basement of the Blackros Museum. A Pathfinder Society adventure for levels 1 – 5. Pre-gen characters available. (ends 1 pm)	N
R354D	B	Welcome to the CDT! (G2)	Battlestations 1.0 – <i>Mark Montreuil</i> – 4 players – The Corps Diplomatique Terestrienne needs a few good beings to undertake a vital mission, using the best skills a diplomat can have: stealth, diplomacy, lock-picking, blaster firing and combat flying. Battlestations is a fast playing hybrid Space Combat/RPG system. (ends 1 pm)	N
R349X	B	Windless City (G1)	D&D4 – <i>Steve Collins</i> – 5 players – Harry the Heel has stolen the sacred Horn of Athref and escaped to Urv the Windless City, cursed and chaotic capital of a dead empire. Sic 'im! Grimy urban adventure for 6 <sup>th</sup> level characters. Pre-gens available, or bring your own (ends 1 pm)	Y

## SATURDAY MORNING – 9:30 a.m.

CanGames Traditions				
Code	Level	Title	Description	Again
T302T	B	Gladiatorials (C5)	Leicester Rules – <i>Daniel Bouchard</i> – 18 players – Another one bites the dust... (ends 3:30 pm)	N

## SATURDAY MORNING – 10:00 a.m.

Board Games				
Code	Level	Title	Description	Again
B358C	B	Fishing for Terrorists (A6)	Fishing For Terrorists – <i>Logan Kelly</i> – 5 players – In this twisted take on Go Fish, you fight against terrorism as the heroic head of a government agency. You must utilize cunning, connections, wire taps and covert ops to hunt down and capture the likes of the Cultists of Invincible Anarchy, the Gun Toting Maniacs and the Militant Satanic Gamers. Don't worry though, you're not alone. Your "friends" are heads of their own agencies, and they're also trying to capture terrorists. Of course, whoever captures the most terrorists will get a Presidential commendation, a significant budget increase and win the game! <b>Prizes from Slug Fest Games</b> (ends 11 am)	N
Role Playing Games				
Code	Level	Title	Description	Again
R302X	I	Fire at Will (F2)	D&D 4 – <i>Roddy Turner</i> – 4 players – You're just an average Joe – or Will to be more accurate. But ever since you woke in this strange place everyone's trying to kill you. And then there's the voices... (ends 12 pm)	Y
Open Gaming				
Code	Level	Title	Description	Again
GT	B	The Game Trunk (C4)	various games – <i>Kanata Board Gamers, Ottawa Board Gamers &amp; Ludo Outaouais</i> – walk-up – Need another board game fix between Britannia and Axis & Allies? Missed the sign-up for Shogun? Why wait? Why not visit The Game Trunk? Ludo Outaouais, the Ottawa Games Group and the Kanata Board Gamers proudly bring you: The Game Trunk! The club members have put their favourite games up for you to play in an open gaming format! Here is your chance to get taught that game you've only had on your wishlist until now! Check us out on <a href="#">boardgamegeek</a> for more details! (ends 1 pm) <b>KBG LDO</b>	Y
Seminar				
<i>Christopher Rothwell</i> presents: How to GM an RPG group. Ends 11 am. (E9)				

## SATURDAY MORNING – 11:00 a.m.

Children's Games				
Code	Level	Title	Description	Again
C303D	B	Caribbean Rally (G4)	<i>Rachelle Dube-Hayes</i> – 6 players – Will you be the first one to arrive and win the 2010 cup? Admiral Longnose promises a more challenging course (read more treacherous). Will you win over pirates, sea monsters and the unpredictable weather? Or, will you join Davy Jones' locker? (ends 1 pm)	N
C304D	B	Ticket to Ride (G3)	<i>Doug Blair</i> – 4 players – Ticket to Ride is a cross country adventure. Players collect cards to claim routes between cities throughout North America. The longer the routes, the more points they earn. Additional points are earned by connecting a series of routes to complete a ticket between cities. Fast paced adventure! (ends 1 pm)	N

## SATURDAY MORNING – 11:15 a.m.

Seminar				
<i>Christopher Rothwell</i> presents: How to GM RPGs at conventions, from local to Origins and GenCon. Ends 12:15 pm. (E9)				

## SATURDAY MORNING – 12:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B359C	B	Munchkin Quest (A6)	Munchkin Quest – <i>Mike Kelly</i> – 6 players – Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to the boardgame. You'll build your dungeon, a room at a time, from 24 heavy, double-sided tiles. Each shows a different room . . . some are good for certain characters, some are bad. Populate it with monster standies and let your munchkins run amok! Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it . . . then another room is added to the dungeon. Battle monsters for power and treasure, or send them after your friends. Reach Level 10, and then get out alive if you can . . . <b>Prizes from Steve Jackson Games</b> (ends 4 pm)	N

## SATURDAY MORNING – 12:45 p.m.

Seminar
<i>Andrew Bernstein of Polymancer Studios</i> presents: <b>Tactics Primer</b> - a multimedia session for wargamers about the rudiments of tactics and terrain. Through examples from the real world and from the world of science fiction, attendees will learn how sound, military tactical principles can lead to victory and make you a better wargamer. Ends 1:45 pm. (E9)

## SATURDAY AFTERNOON – 2:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B406T	B	Axis and Allies (W1)	Axis and Allies – <i>Noral Rebin</i> – 15 players – The classic game of WWII with tournament rules. (ends 6 pm) <b>AGC</b>	N
B407C	B	Carcassone (W4)	Carcassone– <i>Daniel Fleming</i> – 5 players – <b>Carcassonne</b> is a tile-based German-style board game for two to five players. It is named after the medieval fortified town of Carcassonne in southern France, famed for its city walls. (ends 4 pm)	N
B453T	A	Dominion (X4)	Dominion – <i>Mike Britton</i> – 12 players – Writeup... "This winner of the German Game of the Year 2009 is based on a very clever new idea; come see what all the fuss is about, or if you already know, try out some of the expansions!" (Ends at 6 PM)	N
B433T	B	GOLF (Y4)	GOLF – <i>James Lamb</i> – 24 players – 2 day event played Friday night and Saturday afternoon. Rounds 1 and 2 are player eliminations featuring Play9 and GOLO. Rounds 3 and 4 are a semi-final and Final featuring Par Fore the Course and Master Golf Trivia. (ends 11 pm) <b>No Pre-Registration. FINALS</b>	N
B444C	I	Here I Stand (B8)	Europe at the time of the Reformation – <i>Michel Boucher</i> – 6 players – This historical card driven game simulates the massive urban battle that changed the course of WWII. Players are placed directly in the action as they control both large scale formations and individual units through the use of revolutionary game mechanics. The stand-out game of 2009 (ends 6 pm) <b>OWO</b>	N
B434C	B	Memoir'44 (B8)	Memoir'44 – <i>Denis Lavergne</i> – 8 players – By early October 1944, the Soviet army was cutting off Army Group North from any retreat. Despite pleas for an evacuation by sea, Hitler stubbornly refused. Instead, he ordered his troops to entrench, in the hope of using the Courland Pocket as a springboard for a future offensive. (ends 6 pm) <b>OWO</b>	N
B435D	B	North Africa Campaign (B8)	North Africa Campaign – <i>John Mundie</i> – 2 players – Comparison of older and newer North Africa Campaign games. Highlighting the best of the genre in this theatre. (ends 6 pm) <b>OWO</b>	Y
B408T	I	The Napoleonic Wars (X1)	The Napoleonic Wars– <i>Rejean Trembley</i> – 10 players –1805 - 1815, brings you a fast-paced, tension-filled, card-driven wargame using a point-to-point movement system that pushes the envelope in a new direction for this pivotal period of history. (ends 6pm) <b>AGC</b>	N
B409C	B	Planet X-Ploits (Y1)	Planet X-ploits homegrown rules – <i>Gerry Paquett</i> – 4 players – PLANET X-PLOITS is an exploration game where you and your friends get to experience what it's like to be part of an away team a classic Star Trek tradition. No away team experience would be complete without a few casualties. In the case of PLANET X-PLOITS these poor victims are the non-playing crew members known as Red Shirts. Save them if you can, or simply accept the fact that such loses are inevitable. (ends 6pm)	Y
continued on next page				

## SATURDAY AFTERNOON – 2:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B421C	B	Shanghai Trader (X4)	Shanghai Trader – <i>Richard Hebert</i> – 6 players. Shanghai Trader is a game of wheeling and dealing, vice and corruption set in Shanghai. (Ends 6pm)	N
B437X	B	Storm over Stalingrad Tournament (B8)	Storm Over Stalingrad – <i>Jack Stalica</i> – 12 players – “Stalingrad must not be taken” ordered Stalin. Command the defenses of the city and try to hold versus the talented, but stretched thin, German Army. Or will you find a strategy the Germans did not use and seize the city and the day. Additional space available if players supply a copy of the game. Rules will be taught at 1:45. <b>Prizes provided by the GM (ends 6 pm) OWO / OGC</b>	Y
B450T	B	Triathlon (Z1)	Triathlon – <i>Pascal Blais</i> – 16 players – Friendly tournament where contestants play a series of 3 different games, testing various gaming skills. Games will be revealed during the tournament. Tournoi amical où les participants jouent 3 jeux différents, testant différentes habilités ludiques. Les jeux seront révélés durant le tournoi. Organized by/Organisé par <a href="http://www.ludo-outaouais.com">www.ludo-outaouais.com</a> . (Ends 6 pm) <b>LDO</b>	N
B449X	B	Wings of War (B8)	Fly WWI planes in a free-for-all dogfight – <i>Michel Boucher</i> – Unlimited players – Simple World War I air combat game. Players are given a plane token which they can use at any time to engage in an aerial dogfight (lasting anywhere from 10 minutes to 30 minutes) with one or more players. Winner will be the pilot with the most kills on Sunday at 6PM. <b>Prize provided by the OWO (ends 6 pm) OWO CONTINUOUS TOURNAMENT - JOIN ANYTIME – NO PRE-REGISTRATION</b>	Y
Children’s Games				
Code	Level	Title	Description	Again
C406D	B	Dungeon (G3)	<i>Todd Archer</i> – 7 players - Fight monsters, take treasure, and (maybe) steal other players' treasure to win! (ends 4 pm)	N
C405D	B	Mummy Menace in the Museum (G4)	<i>Steven Ross</i> – 5 players - The Wilderness Adventure Kids (Kids) have been invited to the Kokomo Museum of History to present a demonstration on knots, discuss the history of knots, and to challenge the audience to a knot tying competition. The Museum has agreed to put the best knot on display in their world renowned knot exhibit. Unfortunately for the Kids nothing is ever simple. (ends 4 pm)	N
Miniatures Games				
Code	Level	Title	Description	Again
M430C	B	Clip their Wings! (B7)	Battletech – Total Warfare – <i>James Miller</i> – 16 players – Coventry – The Jade Falcons are on the run, can the Lyrans clip their wings forever or will they escape to fly again against the Inner Sphere? <b>Prizes provided by Catalyst Game Labs (ends 6 pm)</b>	N
M447D	B	Company Wars (B5)	Warfare in the Age of Reason – <i>Perry Gray &amp; Eric Ritchie</i> – 8 players – 25 mm – The battle is a fictitious engagement between the armed forces of the British and French East Indian companies and their Indian allies during the Seven Years War. The French have decided to invade British territory in south-eastern India to destroy a British trading post. The British garrison has sallied with its Indian ally to prevent the French from pillaging the area. The company troops may fight well, but the Indians may prefer to watch while sipping chai. (ends 6 pm)	N
M406C	B	Escape from Rura Penthe (D1)	Phaser Lock – <i>Matt Collins</i> – 8 players – Card driven tactical starship combat game based on 'Star Trek' this year set in TMP era. Kirk and McCoy must escape from a Klingon prison planet. 2200 scale, no logs or micromanagement, rules available on request. (ends 6pm)	Y
M407T	I	Flames of War: 600 pt Tournament (C1)	Flames of War – <i>Robert Croft</i> – 12 players – A tournament of 600 pt companys fighting other units of their own period. The periods are late and mid World War II. Players bring thier own armies but are asked to provide unit organizations with any special rules. This is for speedier game play. Gamemaster can provide armies for players. For info contact <a href="mailto:robc75@hotmail.com">robc75@hotmail.com</a> <b>Prize provided by CanGames.</b> (ends 6pm) <b>OMG</b>	N
M412C	I	Heavy Gear Blitz Canadian Championship Tournament (D8)	Heavy Gear Blitz – <i>Robert Dubois</i> – 12 players – 28mm – The Tournament uses the Locked & Loaded Rules or later books for factions & army lists. Each player fields a Priority Level 3 force with a 800TV max, but no Regiments of Note. DP9 will provide 3 different game terrains with preset scenarios & objectives, players will roll for their side & set of objectives. It will take place on Saturday afternoon starting at 2 pm with two round robin games of 2 hours each and prizes awarded after for First, Second and Most Sportsman Player. For more info or if you have any questions about the tournament please got to the Dream Pod 9 Forum at <a href="http://www.dp9forum.com">www.dp9forum.com</a> and checkout the CanGames 2010 post in the Conventions and Demos section. (ends 7 pm) <b>DP9</b>	N
M420T	B	Injurious Games (A2)	Injurious Games – <i>Frank Emanuel</i> – 8 players – Injurious Games is a fast paced gladiatorial style combat game – with rocket launchers! We will run (twice) a gauntlet style scenario with additional prize support from Red Shirt Games Players. Highest score for gauntlet runners will take home the trophy. Brief review of the rules will be given. (ends 6pm)	Y
continued on next page				

## SATURDAY AFTERNOON – 2:00 p.m.

Miniatures Games				
Code	Level	Title	Description	Again
M417C	B	STAR WARS : A NEW HOPE Battle of Yavin 4 : Attack on the Death Star (B3)	STAR WARS : A NEW HOPE Battle of Yavin 4 : Attack on the Death Star – <i>Bernhard Holmok</i> – 10 players – Take part in the climactic battle to destroy the Death Star as part of Luke Skywalker's band of rebels or be a part of Darth Vader's Evil Empire and destroy the rebellion. This day shall long be remembered, it has seen the end of Kenobi, it shall soon see the end of the rebellion. Miniatures space combat with players taking command of X wings, Y wings and TIE fighters with Home-grown rules ( and cards as always ). (ends 6pm)	Y
M415C	B	Stellar Horizon: Humanity's First Steps in Space (B6)	Homegrown – <i>Andrew Rader</i> – 7 players – Stellar Horizon has players lead up to 7 Earth Factions in the exploration, development, and colonization of our solar system between 2030 and 2150. Based on real physics, players will manage their space policy, research, diplomacy, military, & economics, and design robotic and manned spacecraft in a race to terraform a world, build an interstellar colonizer, or dominate the solar system by crushing all opposition. (Think a cross between the Civilization Computer Game series and Master of Orion.) The game is very in-depth and will be run Saturday in two mini-scenarios, and Sunday in an all-day Grand Campaign. (ends 6pm) <b>OMG</b>	Y
M431D	B	The Grinder (A7)	Battletech – Total Warfare – <i>Dave Leaver</i> – 16 players – A fast and furious introduction to Classic Battletech. Mechs will swirl and die in a dance of lasers and missiles. <b>Prizes provided by Catalyst Game Labs.</b> (ends 6 pm)	Y
M425D	B	Warmachine/Hordes Tournament (D2)	Warmachine/Hordes – <i>David Croskery</i> – 4 players (per demo) – Bring your 50pt Warmachine or Hordes army and face off against a multitude of opponents in a special homegrown tournament format! We will be using a modified Steamroller format. (ends 11 pm) <b>OWC</b>	N
M421T	B	Battle of Wilson's Crossroads (A5)	Fire and Fury – <i>Jim Wilson &amp; Mark Turnbull</i> – 6 players – 25 mm – During the American Civil War, the armies of the North and the South clash in a furious meeting engagement at Wilson's Crossroads. (ends 6 pm) <b>OMG</b>	N
Role Playing Games				
Code	Level	Title (Table)	Description	Again
R401C	B	Alieneighbour (F3)	Little Fears Nightmare Edition – <i>Tim Bisailon</i> – 5 players – Could the new family across the street be aliens? Are they preparing for some sort of invasion? (ends 6 pm)	N
R438C	B	Fox Magic - Escape from the Sea of Trees (A1)	Story Point System – <i>Christopher LaHaise</i> – 8 players – You have come to the Sea of Trees, at the foot of Mount Fuji, to find a missing group of college students. What is the secret of Aokigahara, and can you find the students and escape before they are lost? <b>Fool's Moon Entertainment Inc. presents Fox Magic.</b> Uses d12s. (ends 6 pm)	Y
R417T	B	Frontier Justice (F4)	Desolation – <i>John Kahane</i> – 6 players – Life in post-apocalyptic Scondora is harsh. The chief of the Burning Shoulder tribe of orcs, goblins, and kobolds is annoyed that a shipment of expected supplies has not arrived, so he sends you and your fellow tribe mates to find them. Experience life in the world of <i>Desolation</i> from an Oruskan point of view, where you aren't the monsters necessarily. (ends 6 pm)	N
R406C	B	Hong Kong Police to the Rescue (F1)	Feng Shui – <i>Daniel Poulin</i> – 7 players – You are a Hong Kong Police officer. You have travelled to Japan on an investigation. What can go wrong? (ends 6 pm)	N
R414D	B	Ordre 66 : la grande évasion! (G1)	Star Wars Saga Edition – <i>Richard Fafard</i> – 5 players – « Jeunes Padawans, vous ne sortirez jamais vivant de cette station de recherche. Vos piteuses habiletés sont insignifiantes contre le pouvoir du côté obscur. Vous serez... exterminés. ». – Palpatine (fini à 18h)	N
R419C	I	The Secret of the Mound (G2)	D&D(Basic) – <i>Geoff Gander</i> – 6 players – The Callair Hills beckon to settlers of all types, but the rich soils conceal foul deeds from ages past, which are about to disturb the peace. Can the heroes defeat it in time? (ends 6 pm)	N
R425C	I	The Sky-Reach Gambit (F2)	D&D3.5 – <i>Patrick Jackson</i> – 6 players – You've just learned a terrible secret; one which some are willing to kill to protect. As they detonate the tower-like city, your only hope is to flee. Come have a blast with us as you'll quickly find that this is the bomb! (ends 6 pm)	N
R442D	B	Towers of Madness (E9)	Labyrinth Lord – <i>Louis Girard</i> – 8 players – Deep within the Mordovian mountain range, an ancient evil has returned. The treacherous Count Lordax has risen from the grave and fomenting revenge against the descendants of the noble houses who had condemned him to death. Will you fall prey to the Towers Of Madness, or will you be seduced into the Darkness by the Count and his five lecherous wives? <b>Sponsored by Polymancer Studios.</b> (ends 6 pm)	N
R412C	B	Turning The Tables (F5)	Hunter: The Vigil (White Wolf) – <i>John Swan</i> – 6 players – A group of hunters have been found out on their activities in the Vigil. Threatened to be exposed to the police on trumped up charges, they are given a task to kill the owner of Club Enigma in the downtown Toronto. Can they trust their secret to be safe after the task is done? And can they turn the tables on their would-be puppeteer? (ends 6 pm)	N

## SATURDAY AFTERNOON – 2:00 p.m.

Open Gaming				
Code	Level	Title	Description	Again
GT	B	The Game Trunk (C4)	various games – <i>Kanata Board Gamers, Ottawa Board Gamers &amp; Ludo Outaouais</i> – walk-up – Need another board game fix between Britannia and Axis & Allies? Missed the sign-up for Shogun? Why wait? Why not visit The Game Trunk? Ludo Outaouais, the Ottawa Games Group and the Kanata Board Gamers proudly bring you: The Game Trunk! The club members have put their favourite games up for you to play in an open gaming format! Here is your chance to get taught that game you've only had on your wishlist until now! Check us out on <a href="#">boardgamegeek</a> for more details! (ends 6 pm) <b>KBG LDO</b>	Y

## SATURDAY AFTERNOON – 4:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B460C	B	Revolution (A6)	Revolution – <i>Mike Kelly</i> – 8 players – Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory . . . and gather more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support – and where to back away and let your opponents fight – is the key to victory. It's a game of bluff, counter-bluff, and surprise. Bidding tokens have different shapes and colors for easy identification. Colorful cardstock shields keep your bids private, and provide a handy rules reference during the auction. Traditional wooden blocks allow players to see, at a glance, who controls which territories. Revolution! is for three or four players. The rules can be taught in minutes, and a complete game takes less than an hour. Each new game brings new strategies and tactics. <b>Prizes from Steve Jackson Games.</b> (ends 5 pm)	N
Children's Games				
C408D	B	Escape from Bowser's Pyramid (G3)	<i>Eric Paquette</i> – 6 players - Mario and friends have rescued Princess Peach. Can they escape Bowser's Pyramid before it sinks beneath the sand? Dice provided by Grey Ghost Press Inc. (ends 6 pm)	N
C407D	B	Patty Panic (G4)	<i>Mark Bottomley</i> – 6 players - The Krabby Patty formula is at risk yet again. Sponge Bob and friends must save the day. (ends 6 pm)	N

## SATURDAY EVENING – 7:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B529D	B	Basic Dragon Dice Demo Duels (A2)	Demo rules at <a href="#">www.sfr-inc.com</a> Duels – <i>Peter Kvas</i> – 8 players – Can you escape the breaths of these decahedral dragons? Come learn to play or re-familiarize yourself with this rich dice game of the year (1996). Demos and duels geared for beginners. (ends 10 pm)	N
B540C	B	Battle for Moscow (B8)	Operation Typhoon, Sep-Dec 1941 – <i>Mark Beninger</i> – 4 players – September of 1941, the German High Command decided to launch a final, decisive offensive to crown their invasion of Russia, capture Moscow, and break the Red Army once and for all. Codenamed Operation Typhoon, German tanks and infantry pressed relentlessly forward until Moscow was hanging in the balance. But by 5 December, the Germans were halted along the entire front -- exhausted and demoralized, having barely failed to capture their objective as the winter freeze grew ever colder. (ends 11 pm) <b>OWO</b>	Y
B561C	B	FRAG (A6)	FRAG – <i>Lydia Kelly</i> – 6 players – Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again! Frag is a computer game without a computer – a "first-person shooter" on a tabletop. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the blood spatters to restore your own health! If you die, you respawn and come back shooting! <b>Prizes from Steve Jackson Games.</b> (ends 10 pm)	N
B501T	B	Junta (X1)	Junta – <i>Noral Rebin</i> – 14 players- Lie, cheat steal and start a coup. It's good to be the Presidente. (ends 11pm) <b>AGC</b>	Y
B510T	B	Rail Baron (Z1)	Rail Baron – <i>Donna Balkan</i> – 18 players – The Grand Game of Rail Dominance. (ends 11 pm)	N
continued on next page				

## SATURDAY EVENING – 7:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B503T	B	Shogun (W1)	Shogun – <i>Noral Rebin</i> – 15 players – The quest for dominance of Imperial Japan. AKA Samurai Swords. (ends 11pm) <b>AGC</b>	Y
B538C	I	Twilight Struggle (B8)	Twilight Struggle – <i>Randy Pippus</i> – 8 players – A two player card driven game simulating the 45 years dance of intrigue, prestige and occasional flares of proxy warfare between the USSR and the USA. The entire world is a stage on which these two titans fight. (ends 11 pm) <b>OWO</b>	N
B549X	B	Wings of War (B8)	Fly WWI planes in a free-for-all dogfight – <i>Michel Boucher</i> – Unlimited players – Simple World War I air combat game. Players are given a plane token which they can use at any time to engage in an aerial dogfight (lasting anywhere from 10 minutes to 30 minutes) with one or more players. Winner will be the pilot with the most kills on Sunday at 6PM. <b>Prize provided by the OWO. (ends 11 pm) OWO CONTINUOUS TOURNAMENT - JOIN ANYTIME – NO PRE-REGISTRATION.</b>	Y
B511T	B	Zombies (Y3)	Zombies – <i>Daniel Fleming</i> – 12 players – Special rules. A simple game where players are people trapped in a town full of zombies. First to make it to the heliport or kill 25 zombies wins. Cards are used to represent events in the game such as finding weapons or zombies. (ends 9 pm)	N
Miniatures Games				
Code	Level	Title	Description	Again
M511C	I	Battle of Northampton (July 10, 1460) (A4)	DBM – <i>Duncan Martelock/Martin Rowland</i> – 6 players – 25mm – War of the Roses – Fight to control King Henry VI. (ends 11pm) <b>OMG</b>	N
M536C	B	Destroy the CP and ESCAPE! (D3)	OGRE Miniatures – <i>Garth Elliott</i> – 4 players – The command post is well guarded. Advanced tanks, armored hovercraft, missiles, and infantry in protective suits – all have one job: defend the CP. YOUR mission is to go in, destroy it, and escape. Alone. The odds are even, because you are an intelligent super-tank. You are an OGRE. (ends 11 pm)	Y
M513D	I	Heavy Gear Arena Play Test (D9)	Heavy Gear Arena – <i>Robert Dubois</i> – 6 players – 28mm – In this Battle Royal players bring their team of Duelists to the Arena in a free for all battle, winner takes all. Each player fields a team of Duelist based on the rules from the Heavy Gear Arena (Play Test Rules). For 2 to 6 players with each player's team gunning for the top and the support of the crowd. For more info or if you have any questions about the Heavy Gear Arena Play Test please got to the Dream Pod 9 Forum at <a href="http://www.dp9forum.com">www.dp9forum.com</a> and check out the CanGames 2010 post in the Conventions and Demos section. (ends 9 pm) <b>DP9</b>	N
M529C	B	LANCE GRINDER (B7)	Battletech – Total Warfare – <i>James Miller</i> – 8 players – Four on four mech melees, the perfect pick up game format for Battletech. Throwdown in exciting Mech on Mech match ups with your friends or your enemies. <b>Prizes provided by Catalyst Game Labs</b> (ends 11 pm)	N
M522T	B	Monster Mash (B5)	D&D Miniatures (3.5/4 <sup>th</sup> Ed.) – <i>Michel Smith</i> – 24 players – Red Shirt Games variation of the CanGames favorite. Using a combination of 3.5 and 4 <sup>th</sup> edition rules, try to beat out the rest of players to win.	Y
M540T	I	Monsterpocalypse Tournament (A2)	Monsterpocalypse – <i>Brian Curtis</i> – 8 players – A tournament for fans of Monsterpocalypse, Privateer Press' collectible Kaiju Miniatures games. This event will use scenario rules. Bring your favourite Monster, force and buildings. (ends 11 pm)	N
M518C	B	Nantucket Soo (C4)	Western Gunfight – <i>James Lamb</i> – 20 players – A night to escape on a lovely river boat cruise. (ends 11 pm)	N
M501T	1	Rubberboots and the Last Train to Murmansk (C1)	Through the Mud and Blood – <i>Tod Creasey</i> – 8 players – 28mm – As the Bolsheviks push forward Count Igor Reditsky leads his Royalist Cossacks to the Murmask rail line to stop a Bolshevik armoured train from taking his beloved Zse Zu deep into Siberia. But what is hidden in the frozen bog and why does the British Museum care? (ends 11 pm) <b>OMG</b>	N
M515C	B	Stellar Horizon: Humanity's First Steps in Space (B6)	Homegrown – <i>Andrew Rader</i> – 7 players – Stellar Horizon has players lead up to 7 Earth Factions in the exploration, development, and colonization of our solar system between 2030 and 2150. Based on real physics, players will manage their space policy, research, diplomacy, military, & economics, and design robotic and manned spacecraft in a race to terraform a world, build an interstellar colonizer, or dominate the solar system by crushing all opposition. (Think a cross between the Civilization Computer Game series and Master of Orion.) The game is very in-depth and will be run Saturday in two mini-scenarios, and Sunday in an all-day Grand Campaign. (ends 11pm) <b>OMG</b>	Y
M531D	B	The Grinder (A7)	Battletech – Total Warfare – <i>Dave Leaver</i> – 16 players – A fast and furious introduction to Classic Battletech. Mechs will swirl and die in a dance of lasers and missiles. <b>Prizes provided by Catalyst Game Labs.</b> (ends 11 pm)	Y
M508T	B	The Trojan War	Warhammer Ancients – <i>George Wellington</i> – 12 players – 28mm – <b>CANCELLED</b>	N

## SATURDAY EVENING – 7:00 p.m.

Role Playing Games				
Code	Level	Title (Table)	Description	Again
R539D	B	Cloak and Dagger - Behind the Curtain (A1)	Story Point System – <i>Christopher LaHaise</i> – 8 players – Your Agency has sent you to investigate a corporate building that has been shut down - but it still has power. Trapped inside, you now need to escape this elaborate deathtrap and report this new threat to your superiors. Who is the Man Behind the Curtain? <b>A Fool's Moon Entertainment Inc. Playtest</b> (ends 11 pm)	Y
R536T	I	Flight for the Sun (F2)	D&D3 – <i>Duncan Hayes</i> – 6 players – Retrieve a holy icon from the clutches of evil. (ends 11 pm)	N
R534C	I	Futurama: Escape from New New New York (F4)	Red Dwarf – <i>Glenn Crawford</i> – 6 players – Prof Farnsworth has activated his What If machine, hooked it up to the Gamma Ray Player (much better than BLUE ray) and WHAMMO! (ends 11 pm)	N
R537T	I	Journey for the Moon (F5)	D&D3 – <i>Bruce McDiarmid</i> – 6 players – Wrest an unholy icon from the grasp of good. (ends 11 pm)	N
R507C	B	L'Opérette Truquée	Appel de Cthulhu – <i>Daniel Poulin</i> – 7 joueurs – C'est le Second Empire. Il y a une nouvelle opérette a l'Opéra ce soir. Comment pourrait ce être dangereux? (fini à 23h)	N
R522C	B	Quête pour Samurai ... (G1)	RIFTS (Palladium) – <i>Alain Fafard</i> – 8 players – Un mystérieux robot échoué sur le rivage ... une technologie inexplicable ... Quelle est donc cette référence à l'énigmatique SAMURAI ? EN FRANÇAIS (fini à 23h)	N
R544C	B	SouthAm Express (S1)	Black Cadillacs – <i>Darcy Burgess</i> – 4 players – We are the elite of the elite. More metal than man. Killing is our creed, and we are the long, strong arm of justice. Do you have what it takes to be a cyber-grunt in the dark future? Sign up, soldier – your country needs YOU! <b>GM will supply prizes.</b> <a href="http://www.achtung-spiel.com">www.achtung-spiel.com</a> (ends 11 pm)	N
R531D	B	The Cursed Astrolabe (F3)	Mhar Fantasy – <i>Greg Older</i> – 6 players – A mysterious chest washes up at Lanternton and a retired sea captain has a riddle he has solved. But before the secrets of the chest and its magical astrolabe can be solved, something altogether more frightening is unleashed. <b>Prize provided by GM/Fool's Moon Entertainment.</b> (ends 11 pm)	N

## SATURDAY EVENING – 8:00 p.m.

Role Playing Games				
Code	Level	Title (Table)	Description	Again
R528T	NBOB	Avatoon (G4)	TOON – <i>Ian Redditt</i> – 8 players – Do you love the planet and think nature is keen and technology bad? If so, don't play this game. On the other hand if you want to escape from the Na'vi to cry havoc and unleash the weiner dogs of war...sign up for the toon marines! (ends 11 pm)	N

## SATURDAY EVENING – 9:00 p.m.

Miniatures Games				
Code	Level	Title	Description	Again
M523T	B	Monster Mash (B5)	D&D Miniatures (3.5/4 <sup>th</sup> Ed.) – <i>Michel Smith</i> – 24 players – Red Shirt Games variation of the CanGames favorite. Using a combination of 3.5 and 4 <sup>th</sup> edition rules, try to beat out the rest of players to win.	Y

## SUNDAY MORNING – 9:00 a.m.

<b>Board Games</b>				
<b>Code</b>	<b>Level</b>	<b>Title</b>	<b>Description</b>	<b>Again</b>
B627T	I	Advanced Carcassonne	MH CAR – <i>Kevin Kvas</i> – 6 players – This is one large game of Carcassonne with the following six expansions: Rivers I & II, Inns & Cathedrals, Traders & Builders, Abbey & Mayor and Towers. Not for beginners. (ends 1 pm)	N
B647C	B	Battlestar Galactica (B8)	Cylons Threaten Humanity's Last Hope of Survival – <i>Michel Boucher</i> – 6 players – An exciting game of mistrust, intrigue, and the struggle for survival. Each playable character has their own abilities and weaknesses, and all must work together in order for humanity to survive. However, one or more players in the game is secretly a Cylon, and wants the humans to perish. (ends 1 pm) <b>OWO</b>	Y
B660C	B	Conquest of the Empire (Z2)	Conquest of the Empire – <i>Gilbert Collins</i> – 6 players – Strategy game set in Ancient Rome. Present plans are to use the new large board from "Eagle Games" but utilizing the playing pieces from the classic original game from Milton Bradley. (ends 1pm)	N
B612T	B	Diplomacy (W1)	Diplomacy – <i>Ken Murray</i> – 21 players – The Original conquest, diplomacy, and combat game. (ends 1 pm)	N
B613T	B	Grand Imperialism (Y1)	Grand Imperialism – <i>John Henry</i> – 12 players – The classic game of expansion and conquest. Funny hats and all. (ends 1pm) <b>AGC</b>	Y
B626T	B	La Crypte de la Citadelle (Z4)	MUTANT CHRONICLES : Siege of the Citadel – <i>Alain Fafard</i> – 5 players– Vous êtes envoyés pour retrouver les membres de votre organisation qui explorait une crypte nouvellement découverte sous les ruines de la Citadelle de l'Ombre. (EN FRANÇAIS) (ends 1 pm)	Y
B636D	B	Mr. Madison's War (B8)	War of 1812 – <i>Larry Sisson</i> – 4 players – The war between the young Untied States and Canada. Play Great Britain or the United States and decide the destiny of two countries. (ends 1 pm) <b>OWO</b>	Y
B642C	B	No Retreat! (B8)	The Russian Front: 1941-1944 – <i>Mark Beninger</i> – 4 players – No Retreat! is a two-player wargame that retells the story of the titanic struggle between the invading armies of Nazi Germany versus Communist Russia during WW2 at a player-friendly and manageable level in scope and difficulty. This game provides the proper feel of sweeping manoeuvres, exploitation and encirclements across the vast steppes and forests of Russia. (ends 1 pm) <b>OWO</b>	Y
B628T	I	Siena (Y4)	M Papini – <i>Peter Kvas</i> – 5 players – Escape the drudgery of being a peasant to become a banker in medieval Siena? Earning florins must be done, but respect of your citizens is how the game's won. (ends 1 pm)	N
B637X	B	Storm over Stalingrad Tournament (B8)	Storm Over Stalingrad – <i>Jack Stalica</i> – 12 players – "Stalingrad must not be taken" ordered Stalin. Command the defenses of the city and try to hold versus the talented, but stretched thin, German Army. Or will you find a strategy the Germans did not use and seize the city and the day. <b>Prizes provided by the GM. SEMI-FINALS - NO PRE-REGISTRATION.</b> (ends 1 pm) <b>OWO / OGC</b>	Y
B614T	B	Talisman (X1)	Talisman – <i>Corby Gilmore</i> – 18 players – The fantasy game of witches, priests trolls and thieves. (Ends 1 pm) <b>AGC</b>	N
B649X	B	Wings of War (B8)	Fly WWI planes in a free-for-all dogfight – <i>Michel Boucher</i> – Unlimited players – Simple World War I air combat game. Players are given a plane token which they can use at any time to engage in an aerial dogfight (lasting anywhere from 10 minutes to 30 minutes) with one or more players. Winner will be the pilot with the most kills on Sunday at 6PM. <b>Prize provided by the OWO.</b> (ends 1 pm) <b>OWO</b> <b>CONTINUOUS TOURNAMENT - JOIN ANYTIME – NO PRE-REGISTRATION</b>	Y
<b>Miniatures Games</b>				
<b>Code</b>	<b>Level</b>	<b>Title</b>	<b>Description</b>	<b>Again</b>
M616C	B	360TV Lightning Tournament (D8)	Heavy Gear Blitz / Locked and Loaded – <i>Brad Bellows</i> – 8 players – 28mm – Sponsored by DP9. Three 1-hour rounds, Priority Level 1-3, 1-2 Combat Groups. Rules will be taught and pre-generated armies available on a first-come first-served basis. For details, see the Dream Pod 9 website at <a href="http://dp9forum.com">http://dp9forum.com</a> - Conventions and Demos Forum. (ends 1 pm)	N
M642T	I	Astronomicon Ottawa 10 (E2)	Warhammer 40k – <i>Jason Kebic</i> – 24 players – 28mm – 1500 point 40K tournament. This time in Astronomicon style, where a versatile army and quick thinking count for more than sheer killing power. <b>NB – This is not a Hall of Heroes event. Prizes provided by CanGames.</b> (ends 6pm) <b>CWC</b>	N
M635T	B	Battle of Wytyczno (C1)	Troops Weapons and Tactics – <i>Wlad Kinastowski</i> – 6 players – 28 mm – October 1, 1939. The Soviets have been mopping up Polish forces for the better part of two weeks. However, trying to make their way southeast, three days ago the Poles had mauled a rile division. The Soviets, seeking to avenge the bloody nose, approach the village of Wytyczno. (ends 1 pm) <b>OMG</b>	N
M627C	B	Escape, escape, escape (B2)	Battletech – Total Warfare – <i>Kirk Sheppard</i> – 16 players – Can the mercenaries hold off the invaders long enough to allow everyone to ESCAPE, can they hold out long enough to ESCAPE themselves. "Remember bragging rights are forever" - 3D terrain, hex movement. <b>Prizes provided by Catalyst Game Lab.</b> (ends 1 pm)	N
continued on next page				

## SUNDAY MORNING – 9:00 a.m.

<b>Miniatures Games</b>				
Code	Level	Title	Description	Again
M615C	B	Stellar Horizon: Humanity's First Steps in Space (B6)	Homegrown – <i>Andrew Rader</i> – 7 players – Stellar Horizon has players lead up to 7 Earth Factions in the exploration, development, and colonization of our solar system between 2030 and 2150. Based on real physics, players will manage their space policy, research, diplomacy, military, & economics, and design robotic and manned spacecraft in a race to terraform a world, build an interstellar colonizer, or dominate the solar system by crushing all opposition. (Think a cross between the Civilization Computer Game series and Master of Orion.) The game is very in-depth and will be run Saturday in two mini-scenarios, and Sunday in an all-day Grand Campaign. (ends 11pm) <b>OMG</b>	Y
M631D	B	The Grinder (A7)	Battletech – Total Warfare – <i>Dave Leaver</i> – 16 players – A fast and furious introduction to Classic Battletech. Mechs will swirl and die in a dance of lasers and missiles. <b>Prizes provided by Catalyst Game Labs.</b> (ends 1 pm)	Y
M624D	B	Warmachine/Hordes Demos (D2)	Warmachine/Hordes – <i>David Croskery</i> – 4 players (per demo) – Offering Demonstrations of the games Warmachine and Hordes using the new Mark II ruleset. Models provided by Ottawa Warmachine Club members. We will be able to accommodate up to 4 players at a time. Demos should take 30-90 minutes each. (ends 1 pm) <b>OWC</b>	Y
<b>Role Playing Games</b>				
Code	Level	Title (Table)	Description	Again
R604C	B	A Family Affair (F1)	A Song of Ice and Fire – <i>Daniel Poulin</i> – 7 players – In the game of thrones, your family is a newcomer. How can you help? (ends 1 pm)	N
R620D	I	Escape from Wrymspire Keep (F4)	D&D4 – <i>Gordon Adam</i> – 4 players – You and your companions have broken out of captivity, but that way the easy part. Now you must escape without being caught. (ends 1 pm)	N
R646C	B	Inspectres (G1)	Inspectres – <i>Steve Collins</i> – 4 players – Join our team at Inspectres, Inc., the award-winning market leader in paranormal investigation and extermination for the home or office. Embark on a dynamic and challenging career in supernatural solutions today. Attractive stock options, full dental and exorcismal (ends 1 pm)	N
R623C	B	La Crypte de la Citadelle	<b>MUTANT CHRONICLES : Siege of the Citadel – Alain Fafard – 5 players – CANCELLED / ANNULEE</b>	Y
R618T	B	Survivor's Run (G4)	All Flesh Must Be Eaten (AFMBE) – <i>Sean Migneault</i> – 8 players – The Zombie Apocalypse has begun, can your group of survivors escape from Ottawa or will you all become Zombie Chow? – Horror with some graphic content, mature players preferred. <b>Prize provided by GM.</b> (ends 1 pm)	Y
R647C	B	The Clutches of the Shadow (S1)	Kagematsu – <i>Darcy Burgess</i> – 6 players – Japan. 1572. The wars that ravage your country have left your village populated only by women, children and old men. You live under the horrible shadow of an all-consuming threat. You are doomed. Enter Kagematsu, a wayward ronin fleeing a troubled past. Here is a defender for the village, if only he can be swayed from his meandering course! So it is that several young women conspire among themselves to win his affections and steer him to their cause... (ends 1 pm)	N
R652D	I	The Pallid Plague (F5)	Pathfinder – <i>Neil Shackleton</i> – 6 players – A plague strike the fey of Darkmoon Veil. A Pathfinder Society adventure for levels 1 – 7. Pre-gen characters available. (ends 1 pm)	N
R624T	I	Troll Teppan-yaki Kitchen Caper (F3)	D&D3.0 – <i>Bruce McDiarmid</i> – 6 players – Trolls, doing hard time in prison, now forced into kitchen duty for bad behaviour. So how will they get to their Nana's birthday party? And where will they find a cake?! (ends 1 pm)	Y

## SUNDAY MORNING – 10:00 a.m.

<b>Board Games</b>				
Code	Level	Title	Description	Again
B662C	B	Stars are Right (A3)	Stars are Right – <i>Mike Kelly</i> – 6 players – When the stars are right, the Great Old Ones will return. If the stars aren't right, it's up to you to move them around! In The Stars Are Right, you take the role of a cultist, summoning Lovecraftian horrors from beyond time and space. You'll start small, bringing ghosts and ghouls back to our reality. Invoke minor creatures to flip over a tile or push a row, creating the correct patterns to summon more and more powerful ones. Eventually, you'll build a horde of Servitors who can chain flips, pushes, and switches together, rearranging the entire grid to your whims. Change the skies, summon a Great Old One, and win! <b>Prizes from Steve Jackson Games.</b> (ends 12 pm)	N
<b>Role Playing Games</b>				
Code	Level	Title	Description	Again
R602C	I	Fire at Will (F2)	D&D 4 – <i>Roddy Turner</i> – 4 players – You're just an average Joe – or Will to be more accurate. But ever since you woke in this strange place everyone's trying to kill you. And then there's the voices... (ends 12 pm)	N

## SUNDAY MORNING – 10:00 a.m.

Open Gaming				
Code	Level	Title	Description	Again
GT	B	The Game Trunk (C4)	various games – <i>Kanata Board Gamers, Ottawa Board Gamers &amp; Ludo Outaouais</i> – walk-up – Need another board game fix between Britannia and Axis & Allies? Missed the sign-up for Shogun? Why wait? Why not visit The Game Trunk? Ludo Outaouais, the Ottawa Games Group and the Kanata Board Gamers proudly bring you: The Game Trunk! The club members have put their favourite games up for you to play in an open gaming format! Here is your chance to get taught that game you've only had on your wishlist until now! Check us out on <a href="#">boardgamegeek</a> for more details! (ends 1 pm) <b>KBG LDO</b>	Y

## SUNDAY MORNING – 11:00 a.m.

Board Games				
Code	Level	Title	Description	Again
B615C	B	Settlers of Catan (Z1)	Settlers of Catan – <i>Daniel Fleming</i> – 4 players – In <b>Settlers of Catan</b> , players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources to build up their civilizations to get to 10 victory points and win the game. (ends 2m) <b>AGC</b>	N

## SUNDAY AFTERNOON – 12:30 p.m.

Role Playing Games				
Code	Level	Title	Description	Again
R615C	B	The Ruins of Skaro (F2)	Doctor Who: Adventures in Time and Space – <i>John Kahane</i> – 4 players – While en route to Woodstock in 1969, your TARDIS is diverted to the harsh and dead world of Skaro, drained of energy. Facing the natural (and not so natural) hazards that dwell there, you must affect repairs to the TARDIS and survive several traps that have been left behind. Will you be able to repair your TARDIS and determine who or what forced you to the homeworld of the Daleks? (ends 4:30 pm)	N

## SUNDAY AFTERNOON – 2:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B747C	B	Battlestar Galactica (B8)	Cylons Threaten Humanity's Last Hope of Survival – <i>Michel Boucher</i> – 6 players – An exciting game of mistrust, intrigue, and the struggle for survival. Each playable character has their own abilities and weaknesses, and all must work together in order for humanity to survive. However, one or more players in the game is secretly a Cylon, and wants the humans to perish. (ends 6 pm) <b>OWO</b>	Y
B752T	I	Bolide (X4)	<b>Bolide</b> – <i>Mike Britton</i> – 8 players – <b>Bolide</b> presents itself as a revolutionary car racing game since no cards or dice move the cars. Each driver can take total control of his own car by applying a move mechanism based on a second pawn, able to reproduce the real accelerations, decelerations and inertial movements of the cars during the races. (ends at 6 pm)	N
B716C	B	EuroRails (W3)	Eurorails Beginner – <i>Tony Newton</i> – 6 players – The classic crayon rail building game. (ends 6pm) <b>AGC</b>	N
B717T	B	EuroRails (W1)	Eurorails Advanced – <i>Tony Newton</i> – 12 players – The classic crayon rail building game. (ends 6pm) <b>AGC</b>	N
B718T	B	History of the World (X1)	History of the World – <i>Corby Gilmore</i> – 18 players – Rule the span of recorded history. (ends 6 pm) <b>AGC</b>	N
B709C	B	Planet X-Ploits (Y1)	Planet X-ploits homegrown rules – <i>Gerry Paquett</i> – 4 players – PLANET X-PLOITS is an exploration game where you and your friends get to experience what it's like to be part of an away team a classic Star Trek tradition. No away team experience would be complete without a few casualties. In the case of PLANET X-PLOITS these poor victims are the non-playing crew members known as Red Shirts. Save them if you can, or simply accept the fact that such loses are inevitable. (Ends 6pm)	N
B737T	B	Storm over Stalingrad Tournament (B8)	Storm Over Stalingrad – <i>Jack Stalica</i> – 12 players – "Stalingrad must not be taken" ordered Stalin. Command the defenses of the city and try to hold versus the talented, but stretched thin, German Army. Or will you find a strategy the Germans did not use and seize the city and the day. <b>Prizes provided by the GM. FINALS (IF NECESSARY) NO PRE-REGISTRATION.</b> (ends 6 pm) <b>OWO / OGC</b>	Y
B749C	B	Wings of War (B8)	Fly WWI planes in a free-for-all dogfight – <i>Michel Boucher</i> – Unlimited players – Simple World War I air combat game. Players are given a plane token which they can use at any time to engage in an aerial dogfight (lasting anywhere from 10 minutes to 30 minutes) with one or more players. Winner will be the pilot with the most kills on Sunday at 6PM. <b>Prize provided by the OWO.</b> (ends 6 pm) <b>OWO</b> <b>CONTINUOUS TOURNAMENT - JOIN ANYTIME – NO PRE-REGISTRATION</b>	Y

## SUNDAY AFTERNOON – 2:00 p.m.

<b>Miniatures Games</b>				
<b>Code</b>	<b>Level</b>	<b>Title</b>	<b>Description</b>	<b>Again</b>
M710C	B	Beda Fomm, 7 February 1941 (C1)	Flames of War – <i>Nicholas Swales</i> – 8 players – 15mm – Two months ago, British forces began their counter-offensive to drive the Italian Army out of Egypt. It has been such a success that the Italian 10 <sup>th</sup> Army is now evacuating Cyrenaica. However, Combe force has blocked their escape path, and the rest of 7 <sup>th</sup> Armoured and 6 <sup>th</sup> Australian Divisions are closing in. Can you escape the trap, or close it in? (ends 6pm) <b>OMG</b>	N
M737T	B	Blood Bowl 7s (B2)	Blood Bowl 7s – Garth Elliott – 4 players – A fantasy football game involving Humans and Orcs. A quicker and easier variant of Games Workshop's Blood Bowl. (ends 6 pm)	N
M705T	B	Escape from the Island of the Sea Devils (B4)	Doctor Who the Miniatures Game – <i>Brian Hearnden</i> – 8 players – 28mm – UNIT and the Doctor must prevent the Master from escaping from his Island prison with the help of the Sea Devils who also wish to recover two mysterious chests. Can UNIT escape with the Chests instead? Rules at <a href="http://www.drwhominiatures.co.uk">www.drwhominiatures.co.uk</a> . (ends 6 pm) <b>OMG</b>	N
M714C	I	Heavy Gear Blitz - The War for Terra Nova (D9)	Heavy Gear Blitz – <i>Robert Dubois</i> – 6 players – 28mm – In this big battle each player fields a Priority Level 3 force with a maximum of 800TV. They are then teamed up by the GM into two larger armies of 1 to 3 players in each and proceed to start The War for Terra Nova. Team work is the key to victory, where up to 3 combat attacks can be occurring at the same time on different areas of the terrain. For more info or if you have any questions about the Heavy Gear Blitz - The War for Terra Nova Game please got to the Dream Pod 9 Forum at <a href="http://www.dp9forum.com">www.dp9forum.com</a> and checkout the CanGames 2010 post in the Conventions and Demos section. (ends 6 pm) <b>DP9</b>	N
M706C	B	Khan! ... Khan! (D1)	Phaser Lock – <i>Matt Collins</i> – 8 players – Card driven tactical starship combat game based on 'Star Trek' this year set in TMP era. Khan Escapes from Ceti Alpha and teams up with the Romulans. 2200 scale, no logs or micromanagement, rules available on request. (ends 6pm)	Y
M745T	B	Raider's Run (A3)	Smoke on the Horizon – <i>Chris Evans</i> – 6 players – 1/2400 – In December 1939, the German navy attempts to shepherd one of its commerce raiders into the Atlantic. The Royal Navy has other plans. (ends 6 pm) <b>OMG</b>	N
M731D	B	The Grinder (A7)	Battletech – Total Warfare – <i>Dave Leaver</i> – 16 players – A fast and furious introduction to Classic Battletech. Mechs will swirl and die in a dance of lasers and missiles. <b>Prizes provided by Catalyst Game Labs.</b> (ends 6 pm)	Y
M726C	B	The Hunters and the Hunted (B7)	Battletech – Total Warfare – <i>Nick Charland</i> – 16 players – Even as you chase your prey, someone is chasing you, can you figure out before they kill you? Will you figure out who has you in their sights before they gun you down? Many Mechs will enter, only one will leave. <b>Prizes provided by Catalyst Game Labs.</b> (ends 6 pm)	N
M724D	B	Warmachine/Hordes Demos (D2)	Warmachine/Hordes – <i>David Croskery</i> – 4 players (per demo) – Offering Demonstrations of the games Warmachine and Hordes using the new Mark II ruleset. Models provided by Ottawa Warmachine Club members. We will be able to accommodate up to 4 players at a time. Demos should take 30-90 minutes each. (ends 6 pm) <b>OWC</b>	Y
<b>Role Playing Games</b>				
<b>Code</b>	<b>Level</b>	<b>Title (Table)</b>	<b>Description</b>	<b>Again</b>
R703C	B	A Plague in Westmark (F1)	Artesia – <i>Daniel Poulin</i> – 7 players – There are rumours of war in the west. The city is suffering from a plague. Can you do something? (ends 6 pm)	N
R726T	B	Eclipse of Evil 2 (G4)	AD&D – <i>Mark Bottomley</i> – 6 Players – The right sacrifice at the peak of the eclipse could alter the future of the world. Your assignment is to stop it. (ends 6 pm)	Y
R727C	B	Escape from Oberon's court (F5)	Terra Incognita – <i>Eric Paquette</i> – 6 players – The National Archaeological, Geographical, and Submarine (NAGS) Society has received an RFA (Request For Attention) from England. Farmers are reporting that fairies are causing havok in their fields. What has caused the fairies to escape to this world? <b>Dice provided by Grey Ghost Press Inc.</b> (ends 6 pm)	N
R738C	B	Fox Magic - Escape from the Sea of Trees (A1)	Story Point System – <i>Christopher LaHaise</i> – 8 players – You have come to the Sea of Trees, at the foot of Mount Fuji, to find a missing group of college students. What is the secret of Aokigahara, and can you find the students and escape before they are lost? <b>Fool's Moon Entertainment Inc. presents Fox Magic.</b> Uses d12s. (ends 6 pm)	Y
R743C	B	Snapshots of Afghanistan (S1)	Black Cadillacs – <i>Darcy Burgess</i> – 4 players – You and your comrades survived ten years of hell in Afghanistan. Brezhnev sent you in, and Gorbachev is pulling you out. The game will revisit critical junctures of the campaign, and culminate in the bitter attempt to withdraw with your honour and skin intact. <b>GM will supply prizes.</b> <a href="http://www.achtung-spiel.com">www.achtung-spiel.com</a> (ends 6 pm)	N
R753D	I	The Darkest Vengeance (G1)	Pathfinder – <i>Neil Shackleton</i> – 6 players – A brand new scenario. Details to be revealed. A Pathfinder Society adventure for levels 1 – 5. Pre-gen characters available. (ends 1 pm)	N
R713C	B	The Grey Warden's Task (F3)	Dragon Age – <i>John Swan</i> – 6 players – In the aftermath of the War against the darkspawn in Ferelden, the Grey Wardens have sought to extend their ranks. As a test of their skills a company of Grey Warden recruits are send to the Southwestern Hinderlands to investigate rumours of an abomination that commands darkspawn. Will our heroes complete their task or become yet another victim to the terrors of Thedas? (ends 6 pm)	N
continued on next page				

## SUNDAY AFTERNOON – 2:00 p.m.

Role Playing Games				
Code	Level	Title (Table)	Description	Again
R730D	I	Treasure Run! (F4)	Pirates of Spanish Main – <i>Christopher Brady</i> – 5 players – Getting the treasure was the easy part. Now escaping two pirate ships, some natives and something that should have died long ago? Now so much. (ends 6 pm)	N
R749T	B	Windless City (G3)	D&D4 – <i>Steve Collins</i> – 5 players – Harry the Heel has stolen the sacred Horn of Athref and escaped to Urv the Windless City, cursed and chaotic capital of a dead empire. Sic 'im! Grimy urban adventure for 6 <sup>th</sup> level characters. Pre-gens available, or bring your own (ends 1 pm)	Y
Open Gaming				
Code	Level	Title	Description	Again
GT	B	The Game Trunk (C4)	various games – <i>Kanata Board Gamers, Ottawa Board Gamers &amp; Ludo Outaouais</i> – walk-up – Need another board game fix between Brittania and Axis & Allies? Missed the sign-up for Shogun? Why wait? Why not visit The Game Trunk? Ludo Outaouais, the Ottawa Games Group and the Kanata Board Gamers proudly bring you: The Game Trunk! The club members have put their favourite games up for you to play in an open gaming format! Here is your chance to get taught that game you've only had on your wishlist until now! Check us out on <a href="#">boardgamegeek</a> for more details! (ends 6 pm) <b>KBG LDO</b>	Y

## SUNDAY EVENING – 7:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B819C	B	Cosmic Encounters (W1)	Cosmic Encounters – <i>Noral Rebin</i> – 12 players – Has the con been fun but long time to come and kill what you eat. A fun light hearted game of cosmic conquest, candy and chocolate playing pieces. Wind down with a sugar rush. (ends whenever) <b>AGC</b>	N
B822C	B	Kill Doctor Lucky (E4)	Life size Kill Doctor Lucky – <i>Eric Paquette</i> – 8 players – Doctor Lucky invites you to his mansion. Can you kill Doctor Lucky without getting caught by his bodyguards and other guests. (ends 9pm)	Y
B820C	B	Lord Of The Rings (Z1)	Lord Of The Rings – <i>Norm Newton</i> – 10 players – The latest in co-operative gaming. A very challenging game played against the game not the other players. If you have not yet tried this new type of game you are missing out on a new wave in gaming. (ends 10pm) <b>AGC</b>	N
Miniatures Games				
Code	Level	Title	Description	Again
M802T	I	DBA 15mm Open Book Tournament (C1)	DBA – <i>Tod Creasey</i> – 32 players – 15mm – Version 2.2 rules using NASAMW clarifications. Four (4) 45-minute rounds. Some loaner armies will be available for those without their own. Winner gets a painted Early Achaemenid Persian DBA army. <b>Prize provided by CanGames and painted by GM.</b> (ends 11pm) <b>OMG</b>	N
Role Playing Games				
Code	Level	Title (Table)	Description	Again
R839D	B	Cloak and Dagger - Behind the Curtain (A1)	Story Point System – <i>Christopher LaHaise</i> – 8 players – Your Agency has sent you to investigate a corporate building that has been shut down - but it still has power. Trapped inside, you now need to escape this elaborate deathtrap and report this new threat to your superiors. Who is the Man Behind the Curtain? <b>A Fool's Moon Entertainment Inc. Playtest</b> (ends 11 pm)	Y
R835D	I	Escape from Elmin's Tower (F3)	D&D4 – <i>Brian Curtis</i> – 6 players – The Vir-gon'addai squad has done it again. While trying to steal Their potatoes, they were abducted to Faerun and locked in Elminster's tower to await their fate as appetizers for his voracious wife. Can they escape or will they be part of the Spider Queen's buffet? (ends 11 pm)	N
R833D	B	Red Sails (F5)	Mhar Fantasy – <i>Greg Older</i> – 6 players – A mysterious map leads to a ship without a crew and hints to a fabulous treasure. Both are an easy prize, but nothing appears as they seem. The ship bears the red sails of a dreaded Corsair. What unknown fate has befallen is cutthroat crew and will their fate be yours? <b>Prize provided by GM/Fool's Moon Entertainment.</b> (ends 11 pm)	N
R848C	B	Welcome to Slaughterhouse (S1)	Lacuna – <i>Darcy Burgess</i> – 6 players – Welcome, Agent. Slab temperature is nominal, and your heart rate is in the green. Sleep enhancers engaged. Beginning dive into Blue City in 5...4...3...wait, what's that? Get that parameter back in spec! Oh gods, no! Pull them out – fzzzzt! – not meant to be – squeeeee! – oh nooooooooooooo... (ends 11 pm)	N
R808C	B	Wow There's a Sky Out There! (F1)	GURPS FALLOUT – <i>Daniel Poulin</i> – 7 players – You have lived in the Vault all your life. Now you must go out. What do you do? (ends 11 pm)	N

## SUNDAY EVENING – 9:00 p.m.

Board Games				
Code	Level	Title	Description	Again
B823C	B	Kill Doctor Lucky (E4)	Life size Kill Doctor Lucky – <i>Eric Paquette</i> – 8 players – Doctor Lucky invites you to his mansion. Can you kill Doctor Lucky without getting caught by his bodyguards and other guests. (ends 11 pm)	Y