

RFA168 - Fox Magic: Kuromori Hill	Advanced Story Point System	Your den of kitsune have been petitioned to rescue a pair of children from the house on Kuromori Hill which has a reputation of being very haunted. You have until sunrise. Can you rescue them, or will their fates be torn from them?	Kit LaHaise	F5	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFA161 - Shadowdark Dungeon crawl	Shadowdark	Come and experience a quick and easy to learn game as you encounter creepy monsters in a dangerous dungeon. Only those brave enough will walk away with all the treasure.	Marty Johnston	F2	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFA158 - Shadows of the Aurora	Powered by the Apocalypse	Strange lights appear in the skies and shadows move with unnatural gait. Join a secret government taskforce to investigate and contain possible extraterrestrial presences. Playtest an upcoming RPG of investigation and action, inspired by XCOM, X-Files, and Delta Green.	Alan Tsang	F2	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFA157 - One Armed Scissor	The Wildsea	A clank of chains. A turning of pages. The sigh of the wind through the branches above. Had we found it, after all this time? So close to where we'd sailed for a hundred years, a secret of the ages revealed by the churn of distant roots. The Hanging Manor, collapsing and glorious.	Octavia Jean	G4	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
BFA144 - Distilled	Distilled	Distilled is a thematic, medium-weight euro game where you inherit a distillery and compete to become a master distiller. Craft spirits using real-world-inspired mechanics like resource management, recipe fulfillment, and tableau building.	Caroline Baskerville	Y3	14:00:00	18:00:00	Board Game	1 - Friday Afternoon
MFA128 - Old West Showdown	Dead Mans Hand Redux	Trouble is bubbling up in town once again, join the forces of the law to put it down, or raise hell with the bad guys.	Mike Abbott	D2	14:00:00	16:00:00	Miniatures Game	1 - Friday Afternoon
BFA118-Learn to Play - Vampire: The Eternal Strug	Vampire: The Eternal Struggle CCG	Rule the World of Darkness by manipulating vampiric minions against your foes. Learn to play the second card game designed by Richard Garfield.	S. Macdonald	X1	14:00:00	18:00:00	Board Game	1 - Friday Afternoon
MFA079 - War of the Worlds!	Homebrew	The Martian invaders are on the march, they seem unstoppable with their heat-ray and black smoke. What horrors do they hold for us in their alien hearts?! Can the brave thin red line stop the Martian menace, or will Earth be lost to the Martians?! Play as Martians or Humans.	Ezra Beaudot	C2	14:00:00	18:00:00	Miniatures Game	1 - Friday Afternoon
BFA139-Elder Scrolls Betrayal of the Second Era		Join a 3-part board game campaign set in Tamriel! Play a heroic adventurer saving Nirn from a great threat. One 4-5 hour quest runs each day (Fri-Sun). Returning players encouraged, but new adventurers can join if spots open.	Roger Leavoy	X3	14:00:00	16:00:00	Board Game	1 - Friday Afternoon
RFA093 - Dirtbags! A cinematic, sci-fi shooter RPG	Dirtbags!	Dirtbags! is a sci-fi shooter TTRPG where players take on the role of convicts in a corporate-run dystopian world, coerced into the Military Foundation's Rehabilitation Incentive Program (R.I.P.) with the promise of freedom and reintegration. Hosted by the game's creator!	Jean Luc Lariviere-Lacombe	E4	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFA053 - Missing Replicants	Blade Runner	Replicants are vanishing. What is happening? Investigate.	Daniel Poulin	F1	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
BFA039-Camille's Market Game		Join us for a light game of Camille's Market! No need to know how to play, the rules are simple and we'll play multiple rounds. Open to all ages and board game experience.	Camille	Y1	14:00:00	18:00:00	Board Game	1 - Friday Afternoon
BFA041-Pocket Battles	Z Man Games	A war game that fits in your pocket! Tiles represent troops and troops make up units in your own custom made army. Play as or fight against Romans, Celts, Persians, Macedonians, The Union, The Confederates, Orcs, or Elves. It is up to you!	Christopher Prest	Y1	14:00:00	18:00:00	Board Game	1 - Friday Afternoon
RFA020 - The West End of the Empire	Star Wars RPG (West End Games)	It is the dawn of the Rebellion and while the war is heating up, one person is wanting to get out of the metaphorical kitchen. He has offered a thousand credits to the best crew that could take him past the West End of the Galaxy, but why is he going through all this trouble?	Nicholas Tsoukalis	G2	14:00:00	6:00:00	Roleplaying Game	1 - Friday Afternoon
RFA026 - Chariot of the Gods	Alien	The job was routine, the pay fair, until you're rerouted to answer a distress call from a ship that disappeared 80 years ago. A derelict carrying something twisted and alien. What the crew brought back was bad enough—what they were turning into was a nightmare.	Paul Thomson	F3	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFE175 - World's End Masque and Ball	ELEMENTAL	Some say the world is ending—famine, plague, and a lunar eclipse foretold to birth a world-devouring evil. For a group of decadent aristocrats, the solution: lock themselves in a castle, throw a masquerade, indulge, and dabble in black magic.	Steve Collins	F2	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening

RFE169 - Fox Magic: Fox Dreams of a New Year	Advanced Story Point System	It's the New Year, and you wake up a long time ago, before your shrine was even made. What's going on, and how do you ensure your shrine is constructed and destiny secured?	Kit LaHaise	F5	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
BFE166 - Shadows of Brimstone	Dungeon crawlers	Shadows of Brimstone is a fast-paced, Cooperative, dungeon-crawl boardgame set in the Old West, and mixed with Unspeakable Horror! Many expansions, heroes and baddies!	JCgames	X4	19:00:00	23:00:00	Board Game	2 - Friday Evening
RFE160 -To Live and Die in St. Petersburg	Fiasco	Its 1866 in St. Petersburg, Russia. The weather is cold, the vodka is plentiful, students are poor, pawnbrokers are greedy, axes are sharp, and talking bears live alongside humans. Will you rise about the common masses and achieve greatness? Probably nyet.	Michael Voytinsky	G4	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE130 - Class Trip Z	AFMBE (Modified)	Graduation is finally upon us and to celebrate, the class is taking a trip to Paris, France! Naturally, a Zombie outbreak had to occur on the trip... Zut Alors! Multi-player fantasy combat.	Sean Migneault	F6	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
MFE111 - Champions of Adventure	Champions of Adventure		Dan Piché	E3	21:00:00	23:00:00	Miniatures Game	2 - Friday Evening
MFE110 - Champions of Adventure	Champions of Adventure	Multi-player fantasy combat	Dan Piché	E3	19:00:00	21:00:00	Miniatures Game	2 - Friday Evening
BFE082-Railroad Tycoon (Railroads of the World)	Your a Railroad Tycoon. Buiding your Rail Empire. Easy and	The basic concept of the game is that players are railway executives, who borrow money to finance the building of their personal network of train tracks across a sprawling map, which they use to deliver goods to various cities, and thus increase their income and earn points.	Norm Newton	Y2	19:00:00	23:00:00	Board Game	2 - Friday Evening
RFE089 - Flight of the Tarentulla (Classic Traveller)	Traveller (Classic Traveller, 1981)	The war rages on, and for you, the crew of the dromedary Tarentulla, your role is critical, to refuel friendly warships and keep up the war effort. Now your host sits hanging above the gas giant, Vesvis. Silent, alone, as your bowsers fill with amber gold.	Ezra	G1	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
MFE099 - Chariots	Chariots	Race your chariot. Eliminate the competition. All in good fun. This 3-day tournament features three heats (Fri & Sat) with finals on Sunday. Win a heat to qualify—top scores advance. Finals and possibly a consolation round will determine winners. Prizes awarded to top finalists and the consolation champ!	Shelagh Clancy	C1-C3	19:00:00	23:00:00	Cangames Favorite	2 - Friday Evening
BFE135-Terraforming Mars Tournament	Terraforming Mars	Rumours abound that a truck transporting valuable lostech was disabled in a section of an abandoned city. It's likely that there is more than one item and was split up. To the finder goes the spoils! Everything is supplied, no Battletech: Alpha strike experience required.	Roger Leavoy	z1-z2	19:00:00	23:00:00	Board Game	2 - Friday Evening
MFE074 - Lostech Hunt	Battletech: Alpha Strike	Warning: This game is not for the faint of heart—expect extreme violence, spam, and fresh fruit, plus plenty of silliness. The Ministry of Silly Walks will try to minimize these risks, but with rising rabbit attacks, we can't guarantee safety. Sincerely, Brigadier Alistair Smith Higgins	Shawn Unger	B1-B2	19:00:00	23:00:00	Miniatures Game	2 - Friday Evening
RFE067 - The Sword In The Spam!	Monty Python's Cocurricular Mediaeval Reenactment Prog	A gathering of friends at the neighbourhood inn to partake of the Celestial Cask event and catch-up with both the living and the dead. Gamemasters: Duncan Hayes/Bruce McDiarmid	Keith Savage	E1	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE065 - Cards and Spirits at the Stumble Inn	ADD 5e plus mods	A body shows up mangled but drained of blood. Can you do find out what happened before the Second Inquisition shows up?	Bruce McDiarmid	Special: E4 & E6	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE052 - Not a Vampire	Vampire Masquerage 5th	Scientist Ronald Andersson invites the players to his Seattle home during Easter to showcase his new prototype laser. But when they arrive, Andersson is missing—with no signs of foul play. Now, it's up to the characters to solve the mystery.	Daniel Poulin	F1	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE056 - The Missing Scientist	The Troubleshooters RPG	Evil High Priest is a worker-placement game where players, as priests of a Lovecraftian entity, compete to be chosen as High Priest when their Great Old One awakens. The event runs three times, with the highest adjusted score winning a prize (~\$50 value).	John M. Kahane	G2	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
BSA046 - Evil High Priest Boardgame	Evil High Priest	Eons-old secrets lie beneath the forbidden Ghost Ice, shunned by local tribes since the time of the Elders. Known as taboo land, it kills all who tread its frigid expanse. Now shattered, it reveals hints of deeper mysteries. A DCC classic!	Glenn Crawford	Y1	14:00:00	18:00:00	Board Game	2 - Friday Evening
RFE024 - Frozen in Time - DCC level 1 adventure	Dungeon Crawl Classics DCC (Level 1)	Once we were more than a crew; we were a family. When you previous mission fell apart, we broke apart and went out separate ways, After years of heartbreak and separation, the captain must bring the crew back together for one last mission to save the universe.	Max Brennan	F3	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE002 - Once More Into the Void	Once More Into the Void, Firebrands Framework	Lord Lothar went Viking and never returned to Therenby. Falke saw his ship vanish into the fog near the island's north. Now, a crew of treasure-hunting warriors who knew him is tasked with bringing him back-alive or dead.	Jason Pitre	G3	19:30:00	11:00:00	[]	2 - Friday Evening
RFE005 - Lothar the Lost	Castles and Crusades	Root is an asymmetric war game for 2-4 players battling for control of a vast wilderness. Each faction has unique abilities and victory conditions. The Marquise de Cat rules the forest, while the Alliance resists, Vagabonds roam, and the Eyrre seeks to reclaim lost glory.	The Kingsley	F6	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
BFE032 - Root	Root		Noral Rebin	X1	19:00:00	21:00:00	Board Game	2 - Friday Evening

BFE033 - Spirit Island	Spirit Island	Spirit Island is a complex co-op game where players, as powerful spirits, defend their island from invading colonizers. Each spirit wields unique elemental powers, fighting alongside the native islanders to push back the encroaching empires and protect their home.	Noral Rebin	W1	19:00:00	21:00:00	Board Game	2 - Friday Evening
BFE045 - Veiled Fates	Veiled Fates	Play as a divine being with a secret demigod lineage in the realm of humankind. Complete quests with fellow demigods, using positional play and influencing fate to ensure victory. Balance misdirection and mischief to win.	Rita Asangarani	E2	19:00:00	23:00:00	Board Game	2 - Friday Evening
MFE010 - Gordians Drive East: Rome invades Pers	Art de la Guerre	243 AD and the Roman army has driven deep into Sassanid Persia to meet the new King Shapur and conquer them once and for all. Will the legacy of Crassus be erased?	Tod Creasey	C1	19:00:00	23:00:00	Miniatures Game	2 - Friday Evening
MSM216 - The Naval Battle of 'Actium' 31 BC	Home grown but adapted from "War Galley"	Can you, as 'Lord Antony', break your fleet out in the Aegean Sea including 'Cleopatra's' treasure ship? Can 'Octavian' block and destroy and maybe even capture the treasure ship? Find out in this exciting game of Ancient Naval Combat with miniatures.	Gilbert Collins	C7	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
RSM172 - Lonely Timbers	Lonely Timbers	Lonely Timbers is a game about the men who worked in the logging camps of northern Quebec at the turn of the 20th century. It's a game about danger, sacrifice, pride, and brotherhood.	Jason Pitre	E4	10:00:00	14:00:00	Roleplaying Game	3 - Saturday Morning
RSM170 - Widdershins: What Dreams May Come	Chance System	A young girl is having nightmares -- but they shouldn't be hers. Can you protect her before Dark Things come from them? And what happens when the Queen of Nightmares shows up?	Kit LaHaise	E6	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
MSM207 - Revolution: The Battle of Famars	Revolution: The Wargame	Tundraworks presents the Battle of Famars (1793), a scenario using Revolution: the Wargame that covers the main attack of the battle from the village of Saultain against entrenchments on the East bank of the Rhonelle.	Tundraworks	C6	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
RSM152 - Cypher System - OPERATION NIGHTWALL	Cypher System	Spring 2017. Labrador. You're nearing the end of your two-year posting at a secret Royal Canadian Air Force base "CFB Border Beacon" in the isolated cold wastelands of the far north. Nothing happens here until something suddenly did. Test # 24114 "Operation: NIGHTWALL.	G.P. Blue	G2	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM146 - Spirit Wardens: Blades in the Dark	Playtest Forged in the Dark	500 years before Blades in the Dark. The old sorceries are failing, and the city drowns in Restless Dead. You are the first Spirit Wardens: Sovereign ghost hunters behind supernatural masks. Which evil will you stand against, and what actions will you justify to save one city?	Sidney Icarus	G4	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM147 - Die Lethal Hard!	Never Stop Blowing Up	Victor Gohlen, notorious cocaine drug lord, has kidnapped the mayor's daughter to prevent the narcotics squad from letting him bring in two tons of cocaine into the city. Of course, this won't stop the squad.	Christopher Rothwell	E5	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM143 - The Watchers	ELEMENTAL	Recover six crystal shards from magically protected chambers to wield arcane weapons of elemental power in epic battle. An old-school dungeon crawl leveraging custom videos to depict various dungeon environments in stunning detail. Pregens provided plus a prize for every player.	J. Wayne Boulton	G1	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
BSE136 - Terraforming Mars	Terraforming Mars Tournament	This 3-day tournament features three heats (Fri & Sat) with finals on Sunday. Win a heat to qualify—top scores advance. Finals and possibly a consolation round will determine winners. Prizes awarded to top finalists and the consolation champ!	Roger Leavoy	X1	9:00:00	13:00:00	Board Game	3 - Saturday Morning
MSM126 - Rivet Wars	Rivet Wars	WWI meets Steampunk meets Minions ...	Glen Simpson	E3	10:00:00	12:00:00	Miniatures Game	3 - Saturday Morning
BSM115 - Railroads of the World: Great Britain	Railroads of the World: Great Britain	Railways of Great Britain is an exciting expansion for the Railways of the World system, featuring a map of 19th-century Great Britain. It requires the base game pieces (track, city tiles, money, trains, etc.) to play.	John Henry	Y2	9:00:00	13:00:00	Board Game	3 - Saturday Morning
RSM087 - Escape to Karlino	Twilight: 2000 (1e)	Six months after aiding the Polish 1st Free Legion, your squad is still trying to reach the Canadian base in Karlino. Can you finally get home? Part 3 of a trilogy from CanGames 2023—no prior play needed, but returning players may find closure.	Garth Elliott	3472	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
MSM097 - Alpha Strike Battle Royale	Alpha Strike - BattleTech	Time to make kick some a** and make some hard currency! Players will command their mercenary battlemechs against each other in this winner-take-all battle royale! This event will be a light-hearted clash to kick off the Alpha Strike games this weekend.	Paul Nemeth	C1-C2	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning

MSM096 - Capital City Warmachine Bash	Warmachine	Join us for a 4-round 100 points Prime Steamroller 2025. Players must bring 1 list and can bring a second. 60 minute clocks for each player will be used. Once you've bought your ticket, you can register on Longshanks to enter your lists: https://www.longshanks.org/event/23961/ A Risk style combat system	Marc-André Leblanc	B4-B6	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
BSM083 - Britannia	A Risk style combat - A historical Strategic board-wargame	A historical Strategic board-wargame that broadly depicts the millennia-long struggle for control of England, Scotland, and Wales. - or A 1000 years of Bloody British History.	Norm Newton	Z1-Z4	9:00:00	13:00:00	Board Game	3 - Saturday Morning
MSM112 - Supply Run	The Walking Dead	28 mm zombie skirmish: Rumour has it the old Kwik-E-Mart still has meds on its shelves. Place is overrun, but maybe we can still grab them before the horde gets there. Maybe.	Chris Evans	D2	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
RSM080 - Gone Boy Gone!	DnD 5e with mods	The adventuring family awakens on a typical morning on their modest estate. But where has that rambunctious 6-year-old gotten to? He cannot have gone too far!	Bruce McDiarmid	F4	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
BSE076 - Fractured Sky	Fractured Sky	Fractured Sky is a game of deduction, sneaky strategy, and resource management set on a fantastical island. Using airships, players lead their kingdom in the hunt for shards of fractured falling stars, which may grant wishes to those that can amass the most of them.	Rita Asangarani	Y1	11:00:00	13:00:00	Board Game	3 - Saturday Morning
MSM215 - Battle of Atlanta: The attack on XVI Co	Home grown	On 22 July 1864 Confederate General John B Hood launched an attack on the Union Army of the Tennessee east of Atlanta. Hardee's Corps conducted a flank march to attack the Union rear, but ran into elements of XVI Corps. Can the outnumbered federals hold on?	Ben Taylor	D4	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
MSM060 - Mobile Frame Zero: Rapid Attack - Der	Micro Construct Tactics Nova	Come learn the game of little lego giant robots! Battle for dominance with your friends over a lego battlefield! Demo games will run roughly an hour or less, with new demo games available to passersby after the initially booked demo game is finished.	Bryan Rombough	D1	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
RSM042 - The People in the Forest	Paleomythic	Strange individuals have been seen in the forest. Help defend the People.	Daniel Poulin	F1	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM017 - Droids in the Senate	Snakes on a Plane + Everyone is John	Mace Windu has had it with these Mother F-ing Droids in this Mother F-ing Senate! What's worse? He's now afflicted with a Force condition where the midichlorians have voices of their own that may try to take over his actions!	Nicholas Tsoukalis	F5	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM021 - Narfi's Song	Lucidity	Lucidity is a world where Earth and Gaia collided - science meets magic, and gods and monsters walk among mortals. Only a few can see the truth. Rising alt-music star Narfi is one of them. But he has a secret, one that must be revealed before it's too late.	Mark Haskins	F2	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
MSM014 - SAGA Tournament	SAGA	Saga Tournament: 6 point armies; Any army from Age of Crusades or Age of Chivalry 3 rounds 2 hrs per round. Schedule Game 1: 10-12 Game 2: 1-3 Game 3: 3-5 Players must bring their own armies.	Mike Abbott	D3-D5	9:00:00	17:00:00	Miniatures Game	3 - Saturday Morning
RSM016 - Cassandra on the Treacherous Trail	Hollow Earth Expedition	After surviving the dragon's deadly wrath, Cassandra and her relentless companions creep through a dark passage, scrambling over rubble and slimy residue from the dragon's breath. Can they finally escape the mountain to safety?	Roddy Turner	E2	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM013 - The Wild, The Beautiful, & The Da	Cadillacs & Dinosaurs The Roleplaying Game	Cadillacs and Dinosaurs (1990) by GDW is a pulp-action RPG based on Xenozoic Tales by Mark Schultz. Players explore a post-apocalyptic world where dinosaurs roam and high-octane adventure thrives. It blends lost world exploration, 1950s aesthetics, and fast-paced survival.	Tim Bisallon	G3	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM004 - Goblin Gobbler	Castles and Crusades	Goblins have slain Sam the Spear, mayor of Sounding Grove. Once quiet, they're now causing trouble again! no need to ask why! The solution? Send adventurers to handle them. They're just goblins; how dangerous could they be?	The Kingsley	F6	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
BSM042-Fractured Sky	Fractured Sky	Fractured Sky is a game of deduction, sneaky strategy, and resource management set on a fantastical island. Using airships, players lead their kingdom in the hunt for shards of fractured falling stars, which may grant wishes to those that can amass the most of them.	Rita Asangarani	Y1	9:00:00	11:00:00	Board Game	3 - Saturday Morning
MSA222- Panthers at Debrecen	The Face of Battle WW2 Skirmish Wargaming	In 1944, men of the Sixth Army were fighting for their very existence. The Germans relied on key villages and crossroads to slow the Russians. At Debrecen, soldiers of the 23rd Panzer Division were determined to hold their ground. Can a small group prevent a Soviet breakthrough?	Michael Ball	C5	14:00:00	19:00:00	Miniatures Game	4 - Saturday Afternoon
BSA218 - L.E.T.A.L. TCG new game Trial Session	Trading Card Game + Tactic	L.E.T.A.L TCG is a strategic deck-building game designed for 2v2 mode, perfect for both competitive and casual play. Games last 45-60 minutes (25-30 for 2 players). Fully designed, printed, and published in Canada! letaltcg.com	David Maltais	D4	16:00:00	18:00:00	Board Game	4 - Saturday Afternoon
MSA217 - L.E.T.A.L. TCG new game trial session	Trading Card Game + Tactic	L.E.T.A.L TCG is a strategic deck-building game designed for 2v2 mode, perfect for both competitive and casual play. Games last 45-60 minutes (25-30 for 2 players). Fully designed, printed, and published in Canada! letaltcg.com	David Maltais	D4	14:00:00	19:00:00	Board Game	4 - Saturday Afternoon

RSE171 - Troubleseekers: Raw Deal	Blackjack	Dame Fortuna has chosen you to battle the Oligarchs -- the rich and powerful who have stolen luck from those less fortunate. Your job is to even the scales. A former Troubleseeker's gone rogue, and it's on you to take them down -- but what if their cause is just?	Kit LaHaise	G3	19:00:00	23:00:00	Roleplaying Game	4 - Saturday Afternoon
MSA051 - Stargrunt II: Operation Uplifter (Sponsor)	Stargrunt II	Eurasian Solar Union Naval Intelligence learned of a new sensor system being used by the Federal Stats Europa. The capture of this device is a top priority. Naval Scouts will orbital drop near the facility and seize the device, after which they will be extracted by air cavalry.	Jordan Vandergragt	D3	14:00:00	18:00:00	Miniatures Game	4 - Saturday Afternoon
BSA167 - Blood on the Clocktower	Trouble Brewing	Blood on the Clocktower is a social deduction game that plays in about an hour. Doing the Trouble Brewing scenario. People who have never played before are welcome.	Jari Kivinen	D6	14:00:00	19:00:00	Board Game	4 - Saturday Afternoon
MSA212 - Proxy28 - New Game Demo	Proxy28	A miniature-agnostic skirmish game ready for playtesting! As three suns align, deities summon champions to battle in the Cosmic Crypt. Warriors clash in the Cemeterion's crimson desert for a chance to unmake a god and reshape the universe. Will you claim the stars or join the honoured dead?	Jesse Graham	C4	14:00:00	16:00:00	Miniatures Game	4 - Saturday Afternoon
BSA154 - History of The World	Avalon Hill First Edition	The History of the World from 3000 BCE to 1914 CE. Points based winner. Divide points by units received.	Sidney Icarus	z1-z2	14:00:00	16:00:00	Board Game	4 - Saturday Afternoon
RSA148 - The Feast Incarnadine	D&D SE 2024	Duke Kade Darvan and Lady Shiiala Silverblade are certain they will be assassinated during their wedding feast. It's up to you to stop the assassination.	Christopher Rothwell	E2	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
BSA137 - Terraforming Mars	Terraforming Mars	This 3-day tournament features three heats (Fri & Sat) with finals on Sunday. Win a heat to qualify—top scores advance. Finals and possibly a consolation round will determine winners. Prizes awarded to top finalists and the consolation champ!	Roger Leavoy	Y2	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
RSA131 - Class Trip Z	AFMBE (Modified)	Graduation is finally upon us and to celebrate, the class is taking a trip to Paris, France! Naturally, a Zombie outbreak had to occur on the trip... Zut Alors!	Sean Migneault	F6	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA122 - Outgunned	Outgunned by Two Little Mice	Outgunned is a cinematic action rpg inspired by the classics of the genre, from Die Hard to True Lies, passing through James Bond, Atomic Blonde, Kingsman, Ocean's Eleven, Hot Fuzz, and John Wick.	Patrick Gleason	E5	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
MSA109 - Injurius Games	Injurius Games	Multi-player sci-fi skirmish combat.	Glen Simpson	E3	16:00:00	18:00:00	Miniatures Game	4 - Saturday Afternoon
MSA113 - Heavy Seas	Smoke on the Horizon	1:2400 WWII naval: British and Italian naval units vie for control of vital supply routes, with grit, steel, and even the weather as weapons.	Chris Evans	D2	14:00:00	19:00:00	Miniatures Game	4 - Saturday Afternoon
MSA108 - Injurius Games	Injurius Games	Multi-player sci-fi skirmish combat.	Glen Simpson	E3	14:00:00	16:00:00	Miniatures Game	4 - Saturday Afternoon
LSA101 - Sock Puppets	Sock Puppets	This event will be GM'd by Kyle Bentley. Sock Puppets is a TTRPG about a failing children's television series. We'll make real puppets and use them to ruin a perfectly good puppet show. Each player will create a troubled puppeteer, then play through the disaster show in real time. Note: not a game for kids!	Kurt Refling	G2	14:00:00	16:00:00	LARP	4 - Saturday Afternoon
RSA102 - Faewater	Faewater	A group of mortals, desperate or foolish, have gathered to seek the deep fae. Faewater is a dark fantasy game about underwater fairies and the mortals they prey on. We'll play as both the mortals and the fae.	Kurt Refling	G2	16:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
BSA116 - RoboRally Cubed!	RoboRally	The annual race is back! Race your way through a cubic obstacle course! Survive and end first to win the ultimate trophy!	Eric Paquette	E5	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
BSA117 - Firefly: Adventures - Special Campaign	Firefly: Adventures - Co-Op Board Game	Jobs aren't easy—Goons always get in the way! Talk, tech, or fight your way through trouble. Returning teams can pick up where they left off in this special campaign. Photos will be taken to track progress!	Dave Ramnarine	Y2	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
RSA088 - Ignis Fatuus	BESM d20	The BESM d20 Anime Role-Playing Game (also known as the BESM d20 Anime Role-Players Handbook) is a hybrid RPG system that combines the anime-inspired themes of Big Eyes, Small Mouth (BESM) with the d20 System mechanics from Dungeons & Dragons 3rd Edition.	Tim Bisallon	G2	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA092 - Dirtbags! A cinematic, sci-fi shooter RPG	Dirtbags!	Dirtbags! is a sci-fi shooter TTRPG where players take on the role of convicts in a corporate-run dystopian world, coerced into the Military Foundation's Rehabilitation Incentive Program (R.I.P.) with the promise of freedom and reintegration. Hosted by the game's creator!	Jean Luc Lariviere-Lacombe	E4	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA090 - IT'S! Monty Python RPG	Monty Python Cocurricular RPG	Using the new exciting Monty Python RPG, join a quest to discover the Annals of History (snicker)and (shuffles some papers, rolls some dice) save the day!	Glenn Crawford	G1	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon

MSA077 - CanGames Sprint	Car Wars 5th Edition	Car Wars is a vehicle combat simulation game set in an post-apocalyptic future. The CanGames Sprint uses the 5th edition rules, which is the most adaptable version to use with miniatures (such as Hot Wheels or Matchbox cars). Can you survive the CanGames Sprint?	Garth Elliott	B1-B2	14:00:00	21:00:00	Miniatures Game	4 - Saturday Afternoon
RSA068 - Attack Force Z	Pulp Fiction & High Adventure	Be among the first to game-test the upcoming RPG, Pulp Fiction & High Adventure! A universal system for settings from crime dramas to space adventures. In this session, Attack Force Z hunts a missing person, clashing with the villainous Doctor X.	Keith Savage	F4	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA122 - Outgunned	Outgunned	John Wick, Nobody, Die Hard, Atomic Blonde, Salt! Action Heroes getting it done! In Outgunned, you will be an action hero showing everyone how to get it done.	Patrick Gleason	G4	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
MSA059 - Mobile Frame Zero: Rapid Attack - Dem	Micro Construct Tactics Nova	Come learn the game of little lego giant robots! Battle for dominance with your friends over a lego battlefield! Demo games will run roughly an hour or less, with new demo games available to passersby after the initially booked demo game is finished.	Bryan Rombough	D1	14:00:00	18:00:00	Miniatures Game	4 - Saturday Afternoon
RSA050 - Wizards and Knights	Pendragon 6th ed	Sir Eober stands accused of murder most foul. He says a young woman saw what happened. Can you find her in time to save him from dishonor?	Daniel Poulin	F1	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA055 - Bloodhounds of Bermondsey	Rivers of London: The Roleplaying Game	A meeting with one of London's worst supergrassers leads your investigators into a nightmare. Racing to the rescue, you'll follow a trail through South London's strangest places. This case file is for the Rivers of London urban fantasy RPG.	John M. Kahane	G3	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RDA018 - Forced Flights of Destined Fantasy	Star Wars RPG (Fantasy Flight Games)	5 Years after the fall of the First Order, Force Sensitives began to come together to the planet of Ahch-To. For what reason and why such an untraceable planet to gather fledgling Jedi is something they would have to discover...	Nicholas Tsoukalis	G4	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA025 - As Above, So Below	OpenD6	Finvarra, king of the Aos sí, master of horses, and ruler of the dead. He hosts the BEST parties. Your Angelic/Demonic bosses want to be invited to his latest bash. It's up to you divine/hellish agents to secure them invites.	Christopher Challice	F3	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA027 - Magnum PEI: The case of the missing de	2d6	A tall blonde walks in one to make a bishop kick a hole in stained glass. From 30 feet, she oozed class. From 10, she looked made for 30. She wants you to find her daughter-off the books. Your gut twists like your mother-in-law's cooking, but rent's due. Life's risky on mystical PEI.	Paul Thomson	F2	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA001 - Revolutionaries Need Snacks	Castles and Crusades	In Warpsbury, oligarchs buy power while rebels fight for democracy but you only care about who pays. Your fixer hires you to find missing rebels and a food warehouse. Just a few questions, some brawls, and the docks to handle. How dangerous could it be? Easy money! (For 4-6 lvl 4 PCs)	The Kingsley	F5	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
BSA030 - Axis and Allies	Axis and Allies Original	This WWII grand-scale game supports up to 5 players on two teams: Axis (Germany, Japan) and Allies (USA, UK, USSR). Featuring a world map and plastic miniatures, players control infantry, tanks, ships, and more. Teamwork, strategy, and tech development shape the war's outcome.	Noral Rebin	x1-x3	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
BSA031 - Titan	Titan	This classic Fantasy Monster Slug-a-thon has a devoted following due to its deep strategy. Players command legions on the masterboard, recruiting creatures and battling on specialized battleboards. Titans grow stronger with points, but if yours falls, you're out. Last Titan standing wins!	Noral Rebin	W1	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
BSA219 - L.E.T.A.L. TCG new game Trial Session	Trading Card Game + Tactic	L.E.T.A.L. TCG is a strategic deck-building game designed for 2v2 mode, perfect for both competitive and casual play. Games last 45-60 minutes (25-30 for 2 players). Fully designed, printed, and published in Canada! letaltcg.com	David Maltais	D4	19:00:00	21:00:00	Board Game	5 - Saturday Evening
RSE173 - RPG Design Workshop	To be designed!	In this workshop, you will design and playtest a roleplaying game from scratch as a group. No experience required!	Jason Pitre	D6	20:00:00	11:00:00	Seminar	5 - Saturday Evening
BSE159 - WWII - Tactical Board War Game - "Conf Academy Games		From 2007, A Tactical Board War Game that is easy to learn and has great table appeal. It plays from 2-8 with a special Cangames scenario that was a Convention mainstay 15 years ago. If you're curious sign up to see what it was all about.	Larry Sisson	Y3	19:00:00	23:00:00	Board Game	5 - Saturday Evening
MSM214 - TundraWorks Presents: the Battle of Yenangyaung		TundraWorks will be displaying its pre-alpha game concept for low-scale ww2 engagements with a fictional scenario that takes place as part the Battle of Yenangyaung, Burma 1942.	TundraWorks	Unassigned	19:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
MSE210 - Battle of the North Cape Dec 1943	Homegrown WW2 Naval	The Battle of the North Cape, Dec 26, 1943: The Scharnhorst leaves her Norwegian lair to intercept a British convoy heading for Murmansk, unaware the British are waiting. Can the Scharnhorst strike, or will the British spring the trap? Change history in this strategic game!	Bernhard Holmok	B2	19:00:00	23:00:00	Miniatures Game	5 - Saturday Evening

BSE140 - Elder Scrolls Betrayal of the Second Era	Elder Scrolls Betrayal of the Second Era	Join a 3-part campaign board game set in Tamriel! Play as a heroic adventurer saving Nirn across Friday, Saturday, and Sunday. Each 4-5 hour session is a unique quest. Consistent players are ideal, but new adventurers can fill in if spots open.	Roger Leavoy	Y1	19:00:00	23:00:00	Board Game	5 - Saturday Evening
RSE133 - The Curse of the Undead	DND 5E	Rumors of an undead curse spread as lands rot and the dead rise. Silverleaf Forest is now the Dying Forest, where the fallen turn undead. With ghosts seen near Wintervale, will you share their fate? Town wizard Meric Nightstone vanished at the border - has the curse claimed him too?	Grant Hamilton	G1	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
MSE129 - Proxy28 - New Game Demo	Proxy28	A miniature-agnostic skirmish game ready for playtesting! As three suns align, deities summon champions to battle in the Cosmic Crypt. Warriors clash in the Cemeterian's crimson desert for a chance to unmake a god and reshape the universe. Will you claim the stars or join the honored dead?	Jesse Graham	C2	19:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
MSE107 - Rivet Wars	Rivet Wars	WWI meets steampunk meets minions ...	Glen Simpson	E3	21:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
MSE106 - Rivet Wars	Rivet Wars	WWI meets steampunk meets minions ...	Glen Simpson	E3	19:00:00	21:00:00	Miniatures Game	5 - Saturday Evening
RSE086 - Here Be Dragons	Alien RPG	You're a planetary mining crew sent by the Union of Progressive Peoples to survey a desolate world. The local scorpion-like creatures seem harmless—but rumors say otherwise. It should be a quick mission... unless the rumors are true.	Garth Elliott	G4	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
LSE119 - The Roswell Incident [Murder Mystery]	Murder Myster	It's June 1947 and strange things are happening near the town of Roswell, New Mexico. A military plane crash, strange flashing lights, FBI agents and a murder! This is a social game where players chat with one another as they complete objectives and deduce mysteries.	David Gourevitch	Basement (S)	19:00:00	23:00:00	LARP	5 - Saturday Evening
MSM098 - Graduation Exercise: El Diablo	Alpha Strike - BattleTech	It's the final exercise before graduation at Orloff Military Academy. Your commander is killed in a headhunter attack, and command falls to you. Survive with 25% of your forces intact to graduate; bring 50% home for honors. Good luck, cadet!	Paul Nemeth	D1	19:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
BSE084 - Rail Baron	Rail Baron	Rail Baron is like Monopoly, but with rail lines instead of properties. New players will learn and play for the Cangames trophy and certificates, while experienced players compete for special prizes. Up to 6 tables of 4 players each can join!	Larry Savage	Z1-Z4	19:00:00	23:00:00	Board Game	5 - Saturday Evening
MSE075 - Star Wars: Recover the data!	Xenos Rampant	A ship carrying critical intel crash landed on the planet. Who will find the intel first: Imperial troops, rebels, rogue clones, or the pirate droids? Everything supplied, no experience necessary.	Shawn Unger	B1-B2	19:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
RSE069 - The Things That Lurk In The Shadows	Black Void	When Babylon was Earth's greatest city, humans were torn from their homeworld by Void-torrents and scattered across the stars. Survivors struggled for decades, but a few managed to thrive and journey to Llyhn, the cosmos' epicenter.	Keith Savage	E2	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE066 - Cards and Spirits at the Stumble Inn	ADD 5e	A gathering of friends at the neighbourhood inn to partake of the Celestial Cask event and catch-up with both the living and the dead. Gamemasters: Duncan Hayes/Bruce McDiarmid	Bruce McDiarmid	Special: E4 & E6	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE064 - Infinity Watch? Guardians of the Galaxy	FASERIP	After the death of Thanos the Guardians of the Galaxy rally to decide what to do with the infinity Stones. Can they come up with a plan before Dark said and/or the New God's steal the stones for themselves.	Stephen Simpson	Special: F4 & F5	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE049 - Snowbound Nightmare	Shiver RPG	Your group of newly minted snowmakers working at Frosty Peaks Ski resort are on their first night shift. What could go wrong?	Daniel Poulin	F1	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE019 - Jedi of the Coast	Star Wars RPG (Wizards of the Coast)	During the climax of the Clone Wars, Scarif became one of the few strongholds that CIS had left standing. The Jedi Council sent some of their own to secure Scarif, but they hadn't seen them since. And so, they hired a mercenary band to find the Jedi.	Nicholas Tsoukalis	3486	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE022 - Gamma World: Albuquerque Starport	Gamma World 2nd Edition	As your group crosses the scorching desert, you spot an ancient metallic tower rising from the dunes. With night predators soon to emerge, you head for the tower's broken wall, seeking shelter in the only refuge within this barren land.	Jocelyn "Josh" Guillemette	F2	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
BSE057 - Evil High Priest Boardgame	Evil High Priest	Evil High Priest is a worker-placement game where players, as priests of a Lovecraftian entity, compete to be chosen as High Priest when their Great Old One awakens. The event runs three times, with the highest adjusted score winning a prize (~\$50 value).	Glenn Crawford	Y4	19:00:00	23:00:00	Board Game	5 - Saturday Evening
RSE011 - Dark Heresy 40K TTRPG One Shot - "The Dark Heresy 1.0 (2008)	"The Dark Heresy 1.0 (2008)	In the 41st Millennium, join your fellow Acolytes on your first mission to defend the Calixis sector from unknown evils in this Dark Heresy 1.0 one-shot! Explore the "Titanicus," a 3ft-long, 4-level Imperial Frigate heading to the Halo Stars. Costumes encouraged!	Graeme Young	E1	14:00:00	18:00:00	Roleplaying Game	5 - Saturday Evening
RSE012 - Gloom Divers - DCC level 1 Adventure	Dungeon Crawl Classics DCC - Level 1	30 years ago, a blazing green comet sank a grand city, burying its riches in ash. Soon after, strange horrors emerged from the crater. Though travel to the sunken city is forbidden, the allure of ancient knowledge and power still draws the foolish.	Max Brennan	F3	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE003 - Slippery Little Kobold	Castles and Crusades	A noble hires you as a neutral messenger to deliver a small chest, but things go sideways fast. A simple job turns into a wild chase through city streets and the countryside after the fastest, sneakiest kobold you've ever seen!	The Kingsley	F6	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening

BSE035 - Junta	Junta	In Junta, Players control families in Republica de los Bananas, navigating politics, bribes, and coups. Each turn has 7-9 rounds: role assignments, budget votes, assassinations, and bank access. The game ends when funds run out, and the player with the most pesos in their Swiss account wins.	Noral Rebin	W1	19:00:00	23:00:00	Board Game	5 - Saturday Evening
BSE036 - Shogun	Shogun/Samurai Swords	Set in feudal Japan, players lead warring factions, vying for dominance to become Shogun. Command provincial forces and mobile armies led by daimyos, capturing territories through conquest or eliminating rivals. Originally Shogun, later renamed Samurai Swords.	Noral Rebin	x1-x3	19:00:00	23:00:00	Board Game	5 - Saturday Evening
MSE007 - Rubberboots and a Bad Moon Over Cai	Silver Bayonet	Deep the in the Valley of the Kings a French expedition has uncovered a mysterious temple complex. What is the meaning of this tomb and why do so many people care about a dusty sarcophagus?	Tod Creasey	C1	19:00:00	22:00:00	Miniatures Game	5 - Saturday Evening
MDM223 - Heavy Gear Blitz Badland Brawl	Heavy Gear Blitz 3.1	Come join us for a game of Badland Brawl: A Great opportunity to learn Heavy Gear Blitz and play with others in a madcap battle royal. Pre-made forces are available but feel free to bring your own models.	Pascal Leduc	B4	9:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
MDM221 - Conquest of the Empire - MB Edition	Original rules but modified 'Catapult' rule	The original version of this beautiful looking game from Milton Bradley. Complete with Cohorts, Cavalry, Quinquiremes, Cities, fortifications and catapult miniatures. For the latter, we will have a new house rule to balance that problem. A fun and light game.	Gilbert Collins	D3	9:00:00	1:00:00	Miniatures Game	6 - Sunday Morning
BDM176 - Railways of the World	Railways of the World North America editions	You are delivering passengers and goods. Build the best routes and railway tracks. Make a network of rails and get the best routes. Invest into better locomotives and deliver goods faster and farther	John Groot	W1	9:00:00	13:00:00	Board Game	6 - Sunday Morning
BDM164 - Martian Rails	Mayfair Games (Crayon Rail)	Use your crayon to link up cities & towns on a mythical version of Mars, with canals & deserts. The game runs 3-4 hours, with players winning by connecting 4 out of 5 major cities and amassing \$250 million.	Duncan McGregor	X1	9:00:00	13:00:00	Board Game	6 - Sunday Morning
BDM155 - Talisman	Talisman	Talisman is an adventure board game set in a high-fantasy world. Players choose from 14 characters, including heroes, wizards, villains, and more, to travel, gather gear, and seek the Crown of Command. A quest full of strategy and exploration!	Corby Gilmore	Z2 & Z3	9:00:00	13:00:00	Board Game	6 - Sunday Morning
RDM156 - Ash & Steel	Avatar Legends	In the Hundred Year War, the companions are tasked with providing security for Onomu, a Fire Nation defector who is offering war plans stolen from Fire Lord Ozai's palace to Long Feng in exchange for asylum in Ba Sing Se. However, a hero's job is never easy, and a few obstacles stand in their way	Octavia Jean	G4	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM153 - Traps and Treachery in the Wizard's Lair	Old-School Essentials (B/X compatible)	A chaotic wizard and his goblin minions have plagued Greenhaven for years. The town's elders have tasked you with stopping him and restoring peace. But his dungeon is full of traps and tricks, challenging even the bravest adventurers!	Garth Elliott	F5	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM145 - Spirit Wardens: Blades in the Dark Prec	Playtest Forged in the Dark	500 years before Blades in the Dark. The old sorceries are failing, and the city drowns in Restless Dead. You are the first Spirit Wardens: Sovereign ghost hunters behind supernatural masks. Which evil will you stand against, and what actions will you justify to save one city?	Sidney Icarus	G1	14:00:00	18:00:00	Roleplaying Game	6 - Sunday Morning
MDM211 - Rommel's Romp - Arras 1940 - the 85th	Take Aim Designs	Arras, France, May 21, 1940: Rommel's 7th Panzer Division leads the Germans west toward Dunkirk. The British and French aim to cut the German supply line and halt the advance. Can you change history and save the West? A roleplaying operational wargame of mayhem and heroism.	David Redpath	C7	9:00:00		Miniatures Game	6 - Sunday Morning
BDM141 - Elder Scrolls Betrayal of the Second Era	Elder Scrolls Betrayal of the Second Era	Join a 3-part campaign board game set in Tamriel! Play as a heroic adventurer saving Nirn across Friday, Saturday, and Sunday. Each 4-5 hour session is a unique quest. Consistent players are ideal, but new adventurers can fill in if spots open.	Roger Leavoy	Z1	9:00:00	13:00:00	Board Game	6 - Sunday Morning
MDM073 - Battle of Fontenoy	Might & Reason	Relive the pivotal 1745 Battle of Fontenoy in this epic wargame! Play as British-led Pragmatic forces or Maurice de Saxe's French army. Can the French turn the tide of history? Prizes by Tundraworks. Back for year two after last year's big success!	Jordan Vandergragt	C3	9:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
MDM127 - Rivet Wars	Rivet Wars	WWI meets Steampunk meets Minions	Glen Simpson	E3	10:00:00	12:00:00	Miniatures Game	6 - Sunday Morning
RDM124 - Fall of Magic	Fall of Magic	A roleplaying game about magic, friendship, and travel. Journey across a handmade canvas scroll that slowly unrolls to reveal a landscape of fantastic locations, perilous roads, and strange hosts.	Jason Pitre	G2	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM121 - The Hourglass Sings - A Majora's Mask-Inspired Storytelling Game		The Hourglass Sings is a love letter to the dark, mysterious, magical stories of early 3D Zelda games. It's a GM-less game about healing, trauma, transformation, and hope, in spite of everything. All of us will share 3 roles: The Hero, The Town & The Dark.	Kurt Refling	E6	11:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning

RSM120 - Star Chapters - A Magical Girl TTRPG	Star Chapters	Star Chapters is a tabletop roleplaying game about one ordinary girl with special, magical powers. Inspired by anime like Cardcaptor Sakura and Sailor Moon, Star Chapters is designed to tell lighthearted stories about magic and friendship. 2h	Kurt Refling	E6	9:00:00	11:00:00	Roleplaying Game	6 - Sunday Morning
RDM094 - Tomb of Horrors [1e]	Advanced Dungeons and Dragons First Edition	Enter Acererak's Tomb of Horrors, one of the most lethal dungeon crawls ever created! Run using its original first-edition ruleset, players will be provided characters, and rules will be explained. How deep can you delve? Please do not register if you've played the module before.	David Gourevitch	F6	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM091 - Dirtbags! A cinematic, sci-fi shooter RP	Dirtbags! A cinematic, sci-fi shooter RPG	Dirtbags! is a sci-fi shooter TTRPG where players take on the role of convicts in a corporate-run dystopian world, coerced into the Military Foundation's Rehabilitation Incentive Program (R.I.P.) with the promise of freedom and reintegration. Hosted by the game's creator!	Jean Luc Lariviere-Lacombe	E4	14:00:00	18:00:00	Roleplaying Game	6 - Sunday Morning
RDM081 - Gone Boy Gone	DnD 5e with mods	The adventuring family awakens on a typical morning on their modest estate. But where has that rambunctious 6-year-old gotten to? He cannot have gone too far!	Bruce McDiarmid	F4	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
MDM072 - Black Thursday: April 12, 1951	Blood Red Skies: MIG Alley	Straight winged Jets of the the USAF and USN try to defend the B-29s as they are attacked by swept wing MIG 15s. Fast -moving, no math air combat using the Blood Red Skies System	Duncan Allen	C1	9:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
MDM061 - Mobile Frame Zero: Rapid Attack - De	Micro Construct Tactics Nova	Come learn the game of little lego giant robots! Battle for dominance with your friends over a lego battlefield! Demo games will run roughly an hour or less, with new demo games available to passersby after the initially booked demo game is finished.	Bryan Rombough	D1	9:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
RDM048 - Korean Wasteland	Neon City Overdrive	Korea, near future, land of opportunity. A large Chinese corporation asks you to investigate stuff missing from its warehouse in the old North Korea.	Daniel Poulin	F1	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
MDM029 - Battle of Glastonbury June 12th 1643	Pike and Shotte	An English Civil War rearguard action fought by a heavily outnumbered Parliamentarian force. The Royalists must break through and capture the road.	Martin Rowland	D1	9:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
RDM015 - Cassandra on the Treacherous Trail	Hollow Earth Expedition	After surviving the dragon's wrath, Cassandra and her determined companions creep into the dark, echoing passage, scrambling over rocky rubble and slimy residue from the dragon's breath. Can they find a way out of the mountain to safety?	Roddy Turner	E1	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RSM028 - Never Stop Blowing Up	Based on Kids on Bikes	Straight from Dimension 20, NSBU is an explosive, high-octane, action-packed thrill-ride ripped from the most ridiculous 80s action movies. Are you a bad enough dude to save the Prime Minister? Ruleset available free at store.dropout.tv	Kevin Farnworth	F3	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
MDM008 - Staged Withdrawal	Force on Force	You thought getting IN was hard? Command says we've gotta get moving before we lose the light, and it seems the locals aren't going to let us go peacefully into the night. Mount up! [20 mm Force on Force; modern battle in an ambiguous middle east setting]	Chris Evans	D2	9:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
RDA174 - Outbreak	ELEMENTAL	The zombie apocalypse arrived this morning and the world is filled with the quick and the undead. You booked it out of town on a bus, but now find yourselves stranded in the middle of nowhere. Night is falling. Maybe you can find refuge in that creepy old house?	Steve Collins	E6	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
BDA163 - EuroRails	Mayfair Games (Crayon Rail)	Pick up and deliver goods throughout Europe on your crayon rail train line. The board is a map of Europe, divided into dots in an hexagonal arrangement. Players use crayons to draw rail lines. The goal of the game is to generate a set amount of money and link most major cities.	Duncan McGregor	X3	19:00:00	23:00:00	Board Game	7 - Sunday Afternoon
RDA151 - High Plains Samurai 2nd Edition (Playe	Custom	High Plains Samurai 2e is an action-packed storytelling game set in a post-apocalyptic world of gunslingers, gangsters, samurai, and steampunk. The Salvation is the only train worth robbing—will you steal it or protect it?	Todd Crapper	E4	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA149 - A Wedding at Ravenloft	D&D 5E 2024	Johann Picht, a werewolf lord, has fled his wedding to Lady Rebekka Backendorf at Castle Ravenloft, insulting Count Strahd von Zarovich. As one of Strahd's loyal vampires, it's your task to bring Johann back, willingly or not.	Christopher Rothwell	G1	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
BDA138 - Terraforming Mars Final	Terraforming Mars	This 3-day tournament features three heats (Fri & Sat) with finals on Sunday. Win a heat to qualify—top scores advance. Finals and possibly a consolation round will determine winners. Prizes awarded to top finalists and the consolation champ!	Roger Leavoy	X1	14:00:00	16:00:00	Board Game	7 - Sunday Afternoon
RDA132 - Class Trip Z	AFMBE (Modified)	Graduation is finally upon us and to celebrate, the class is taking a trip to Paris, France! Naturally, a Zombie outbreak had to occur on the trip... Zut Alors!	Sean Migneault	F6	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon

RDA123 - Outgunned	Outgunned by Two Little Mice	Outgunned is a cinematic action rpg inspired by the classics of the genre, from Die Hard to True Lies, passing through James Bond, Atomic Blonde, Kingsman, Ocean's Eleven, Hot Fuzz, and John Wick.	Patrick Gleason	G3	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
MDA105 - Monster Mash	Dungeons & Dragons Miniatures Rules, with mods.	D&D monster gladiatorial. Last monster standing wins.	Dan Piché	Rideau Curling C	16:00:00	18:00:00	Miniatures Game	7 - Sunday Afternoon
MDA104 - Monster Mash	Dungeons & Dragons Miniatures Rules, with mods.	D&D monster gladiatorial. Last monster standing wins.	Rita Asangarani	Rideau Curling C	14:00:00	16:00:00	Miniatures Game	7 - Sunday Afternoon
RDA085 - The Dangers of Trading in the Belt	The Expanse RPG	You and your crew are now "legit" traders in the Belt, seeking a job that'll get you home to Ganymede—before Earth and Mars drag the whole system into war. Space may be vast, but trouble always finds you. For more information, visit https://minimaxgames.ca/CanGames/ExpanseRPG/	Garth Elliott	F5	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
BDA142 - Life-size Ugg-tect	Ugg-tect	In Ugg-Tect players work in teams to construct fabulous structures out of materials lying around them. All the players are cavemen, however, so you have only rough blocks with which to build and you can communicate only through primitive gestures and sounds. Ugungul!	Marcel LeClair	B5	14:00:00	16:00:00	Board Game	7 - Sunday Afternoon
MDA073 - Doctor Who the Visitation	Pulp Alley	The Terilyptils have landed in 1666 London, and are planning to release an enhanced bubonic plague virus to wipe out humanity. Can the Fifth Doctor and his allies foil Alien's plans? Each player will control 3 to 4 28mm scale figures using the Pulp Alley rules system.	Brian Hearnden	C2	14:00:00	18:00:00	Miniatures Game	7 - Sunday Afternoon
RDA071 - It was an easy job except for the cyber	CBR +PNK (blades forged in the dark)	You are one of the best. The final run should be easy. Recover a stolen package for your client. But sometimes a piece of cake turns out to be baked Alaska.	Paul Thomson	G2	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA070 - Towers Of Korad	John Carter Of Mars	Ancient manuscripts reveal something buried in the ruins of the lost city of Korad. A band of adventurers ventures to find the relic, but they must contend with the Green Martian Tharks who now occupy the city to uncover what lies beneath the Towers of Korad.	Keith Savage	F4	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
MDA062 - Mobile Frame Zero: Rapid Attack - The	Micro Construct Tactics Nova	The outskirts of Enniot City, Bousst, SC 0245: Forces of the Solar Union, Free Colonies and Ijad battle over vital resources on this distant colony world. Players may bring their own companies and stations, or they will be provided. New players welcome, rules will be explained.	Bryan Rombough	D1	14:00:00	18:00:00	Miniatures Game	7 - Sunday Afternoon
RDA047 - A Day on the Frontier	Alien RPG	A ruined outpost, people keep dying; what is going on? Nine alien civilizations come together to form a new galactic order. They bring differing perspectives and technologies. An involving game of diplomacy and economy.	Daniel Poulin	F1	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
BDA044-Sidereal Confluence: Trading and Negoti	Sidereal Confluence	London is at the heart of the "Swinging Sixties" - mods on scooters, miniskirts, and British music ruling the airwaves! The Fabulous Fantastics are set for a historic global broadcast, but journalist Diana Steele suspects something's amiss. That's when she calls you and your team...	S. Macdonald	E1	14:00:00	18:00:00	Board Game	7 - Sunday Afternoon
RDA054 - Fabulous!	The Troubleshooters RPG	World War I (SPI, 1975) is an army-level simulation of land combat in Europe (1914-1918) with abstract naval influence. The game spans five years in semi-annual turns, featuring one scenario and a "free deployment" option. Includes 100 single-sided counters.	John M. Kahane	F2	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
BDA040-World War I: 1914-1918	Hexa and counter wargame.	Finvarra, king of the Aos sí, master of horses, and ruler of the dead. He hosts the BEST parties. Your Angelic/Demonic bosses want to be invited to his latest bash. It's up to you divine/hellish agents to secure them invites.	Christopher Prest	Y1	14:00:00	18:00:00	Board Game	7 - Sunday Afternoon
RDA023 - As Above, So Below	OpenD6	Evil High Priest is a worker-placement game where players, as priests of a Lovecraftian entity, compete to be chosen as High Priest when their Great Old One awakens. The event runs three times, with the highest adjusted score winning a prize (~\$50 value).	Christopher Challice	F3	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
BDA058 - Evil High Priest Boardgame	Evil High Priest	Merchants & Marauders lets you thrive as a merchant or pirate in the Caribbean's Golden Age. Trade, hunt rumors, complete missions, or plunder your way to fortune. Customize your ship, hire crew, and wield deadly ammo. Will you achieve glory and wealth-or sink to a watery grave?	Glenn Crawford	Y4	14:00:00	18:00:00	Board Game	7 - Sunday Afternoon
BDA037-Merchants & Marauders	Merchants & Marauders	It's 1812 and the ragtag remnants of Napoleon's army must cross one last bridge to safety. But what of the Cossacks and the famous Troll that guards it?	Noral Rebin	X1	14:00:00	18:00:00	Board Game	7 - Sunday Afternoon
MDA009 - Rubberboots and the Last Bridge over	Silver Bayonet	Manufacturers compete to design, develop, build and sell aircraft to the German military during WWI, while staying abreast of Allied aircraft, battles, aces, espionage, sabotage and inflation.	Tod Creasey	C1	14:00:00	18:00:00	Miniatures Game	7 - Sunday Afternoon
BDE177 - Wings for the Baron	Victory Point Games Edition	Warhammer Fantasy Role play: Not all adventures are glorious; some happen in the mud and blood of twisted alleys in dim, dark uncaring tenements. Their reward is no more than survival and perhaps a small fragment of your humanity.	Erin Weir	Y3	19:00:00	23:00:00	Board Game	8 - Sunday Evening
RDE162 - Little F. O. U. C. C. E. R. S.	Warhammer fantasy battle		Jeffrey King	G2	19:00:00	23:00:00	Roleplaying Game	8 - Sunday Evening

MDE213 - Proxy28 - New Game Demo	Proxy28	A miniature-agnostic skirmish game ready for playtesting! As three suns align, deities summon champions to battle in the Cosmic Crypt. Warriors clash in the Cemetary's crimson desert for a chance to unmake a god and reshape the universe. Will you claim the stars or join the honoured dead?	Jesse Graham	B4	19:00:00	23:00:00	Miniatures Game	8 - Sunday Evening
RDE150 - Bacchanalia at Bandenbane	Barbarians of Lemuria Modified	The 333rd anniversary of the defeat of necromancer Bandenshroud is near, and the city is ready to celebrate. What could go wrong? This lighthearted, humorous game, in the style of Paranoia, features easy character deaths—but no one is ever truly out!	Christopher Rothwell	Special: F4 & F5	19:00:00		Roleplaying Game	8 - Sunday Evening
BDE134 - Rail Baron		Rail Baron is an easy-to-learn game where players buy railways, deliver cargo, and earn payouts. Up to 16 players (4 per game). This tournament features a variant with the Reading Railway, adding a new route from Washington to New York. Rules taught!	John Henry	Z1-Z4	7:00:00	23:00:00	Board Game	8 - Sunday Evening
BDE114 - Life-sized Kill Doctor Lucky	Kill Doctor Lucky	You are cordially invited to an evening at the mansion of the lovable eccentric that you hate so much, Doctor Lucky. Can you kill Doctor Lucky without getting caught by his bodyguard and other guests?	Eric Paquette	D1	21:00:00	23:00:00	Cangames Favorite	8 - Sunday Evening
LDE103 - Sock Puppets	Sock Puppets	Sock Puppets is a TTRPG about a failing children's television series. We'll make real puppets and use them to ruin a perfectly good puppet show. Each player will create a troubled puppeteer, then play through the disaster show in real time. Note: not a game for kids.	Kurt Refling	E6	19:00:00	21:00:00	LARP	8 - Sunday Evening
RDE095 - Heir Aberrant Playtest	Heir Aberrant [Homebrew]	Heir Aberrant is a GM-less RPG about a foolish, gullible king and his silver-tongued self-serving advisors. If improv is one of your favourite parts about RPGs, you'll enjoy! This is the first public playtest of the game.	David Gourevitch	F6	19:00:00	21:00:00	Roleplaying Game	8 - Sunday Evening
BDE100 - Life-sized Kill Doctor Lucky	Kill Doctor Lucky	You are cordially invited to an evening at the mansion of the lovable eccentric that you hate so much, Doctor Lucky. Can you kill Doctor Lucky without getting caught by his bodyguard and other guests?	Eric Paquette	D1	19:00:00	23:00:00	Cangames Favorite	8 - Sunday Evening
RDE043 - Hell from the Sky	Stalker RPG	A Satellite fell in the Russian Exclusion Zone. Recover it before everybody else. Simple, da?	Daniel Poulin	F1	19:00:00	23:00:00	Roleplaying Game	8 - Sunday Evening
BDE034-Cosmic Encounter	Cosmic Encounter base	Each edition of this game shares core mechanics but varies in features and expansions. This version, from 1977, lets players control alien races, spreading across five foreign worlds with unique powers. Victory is achieved by occupying five planets, solo or shared.	Noral Rebin	X1	19:00:00	20:30:00	Board Game	8 - Sunday Evening
MDE013 - ADLG Age of the Vikings 100 point tour	ADLG	Art de la Guerre 100 point tournament. 3 rounds, 1 hour per round.	Tod Creasey	D3-D5	19:00:00	23:00:00	Miniatures Game	8 - Sunday Evening
Event Title	Game System	Event Description	Game Master	Table	Start Time	End Time	Game Category	Time Slot