



TWISTERCON March 25-26, 2016

“Last Stands, and Against the Odds”

A number of you have suggested a theme for this year's Convention, so I went out and “borrowed” one from our friends @ Wargames Illustrated.

And Now Deep Thoughts....

Though it is true that many of the Scenarios we create are taken from History's most desperate Battles, there is always a dice throw's chance that the underdog will prevail; and at least live to fight another day. And as Gamer's we have the luxury of splendid hind sight; so we are not doomed to repeat the Command failures of Stalingrad, Dein Bin Phu, The Alamo, Thermopylae, and Little Big Horn. Then for sure our expertly painted soldiers do not bleed or die; so our emotions are limited to getting irritated by the Opponent fudging his measurements, and very uncooperative dice rolls.

So why do we recreate these Long Odds contests? Could it be that we like to cheer for the underdog, and "tinker" with History. Well this weekend you will be able to see many examples, and judge for yourself why we play Last Stands.

Have fun, and remember the referee is ALWAYS right.

Jeff Lawrence

To all attendees: Have a great time at our convention and we hope to see you again next year.

To ensure everyone has a good and safe time while at the convention, some rules need to be laid out and followed.

No Solicitation: There will be no unauthorized flea markets, nor will there be any selling in the public areas of the hotel. All selling of products or services is restricted to the dealer's AREA. Selling of retail goods must be done as a vendor by purchasing a table in our vendor area. Individuals wishing to sell their non-retail items may do so reserving a flea market table for Saturday evening.

As the Reed Center is also a Sheraton property, we have agreed to not compete with their restaurant and bar. The low entry fee and no charge for Game referees is a reflection of the hall discount we receive because of this policy. Please refrain from ordering Pizza delivered, or bringing in large quantities of food to consume on premises. We are providing pretty much non-stop coffee and water set-ups; however, you can still carry in your Big-Gulp with no problem. See Mary at registration for local dining/drinking

options, and there are MANY to choose from.

GameMasters have the final say in their games or tournaments. The convention organizers will not involve themselves in rule disputes. However, game referees are required to treat all participants with respect, courtesy, and fairness.

Participants are expected to be courteous and respectful to other gamers, game masters and the convention staff. If you object to something that occurs within a game you are playing in, please state your case succinctly and let the game referee issue a ruling. Then live by it. And remember that younger gamers (and their parents) will be present, so please have a care what you say and do around them.

Convention Badges must be worn by all convention participants on the convention floor at ALL TIMES. No exceptions. TwisterCon staff, GameMasters, and Game Participants are included.

No Smoking is allowed in the convention area, lobby, or hallways of the hotel.

No uniforms allowed during TwisterCon, except for active-duty military personnel and on-duty law

enforcement officers. Hats and costumes ARE allowed. However, Convention Staff reserves the right to request the removal of any apparel deemed offensive.

No weapons allowed except for law-enforcement and security personnel.

Prizes and Awards will be distributed by (some) GameMasters in a fair and impartial manner. In tournaments, the criteria for distributing prizes and awards will be explained before the event begins. In demonstration games, the GameMasters may award prizes randomly, or based by some objective criteria (such as the best display of tactics, worst die rolls, etc.) GameMasters should NOT keep any prizes or awards for themselves. However, the convention staff may distribute special prizes or awards to game hosts based on subjective criteria.

STAFF:

Jeff Lawrence, Jeff Massey, Jeff Hunt, Jonathan Keepers, Mary Keepers, Mary Mosley Scott, Mike Stover, Jeff Key, and Jim Hegeman.

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EVENTS SCHEDULED TIMES

Session I Friday	2pm – 6pm
Session II Friday	7pm – 11pm
Session III Saturday	9am – 1pm
Session IV Saturday	2pm – 6pm
Flea Market	6pm – 8pm
Session V Saturday	7pm – 12 midnight

VENDORS



Portsmouth
Miniatures and Games

Jeff Hunt Dallas, TX

<http://www.portsmouthminiatures.com>

Bryan's Legacy

Jeff Lawrence Dallas, TX

<http://www.bryanslegacy.com>

Games HQ Online

<http://www.gamehqonline.com>

Top Deck Games

<http://www.topdeck.us/index.html>

Game Station

www.gamestation.net

Kernels & Kandies

<http://www.kernelsandkandies.com/>

Richard Houston

Dealing Models and Metal for everyone!



Flea Market

A Flea Market will be open on Saturday from 6pm till 8pm.

Rules for Flea Dealers: Go to the registration desk after 2pm on Saturday, and rent 6' tables for \$5.00/ea. You will receive a table ID number. Around 5:30pm we will setup tables with table ID numbers. Starting at 6pm you may begin stocking your table(s) and begin selling immediately. Please finish all transactions in the convention hall by 8pm so gaming can restart on time. Please bring your own cash for making change.



TwisterCon XII (2016) Scheduled Events

[Session I](#) [Friday 2pm – 6pm](#)

[Session II](#) [Friday 7pm – 11pm](#)

[Session III](#) [Saturday 9am – 1pm](#)

[Session IV](#) [Saturday 2pm – 6pm](#)

[Session V](#) [Saturday 7pm – 12pm](#)

Session I (Friday 2pm-6pm

Registration Starts)

SI / 001
Title: Bloody Broadships: Napoleonic Naval
GM: Jeffrey Hunt
Type: Miniatures
Description: Jeffrey Hunt presents his new rules for Napoleonic Naval gaming – “Bloody Broadships”. Just as before the British and the French will take to the seas trying to out punch and out maneuver each other for dominance of the seas. Come captain on of these huge 1:900 scale Ships of the Line. These new rules are very easy to play, and will be very familiar for those of you who have played in my games before. Everyone is welcome from Novice beginners to Crafty old timers.
Players: Up to 12
Rules: Bloody Broadships
Scale: 1:900
Experience: Novice
Sponsor: Portsmouth Miniatures and Games
Prize: Prize for best Captain

SI / 002
Title: The Little Big Horn – 1876
GM: Jeff Lawrence
Type: Miniatures
Description: "Meanwhile, the siege at Custer Hill had taken its toll. It was a grim siege--not the swirling, glorious finale of history. About sixty men had remained behind when E Company rushed from the hill. Of these, some twenty more subsequently fled toward Deep Ravine--leaving about forty, including the general, to die on Last Stand Hill. Their deaths, and this hill, have more than anything else immortalized the Custer battle--the "Last

Stand" of frontier lore. The last fighting of the Custer battle, however, did not take place on Last Stand Hill. Instead, the struggle ended in and around the tangled brush of Deep Ravine. Flying Hawk, American Horse, and Young Two Moons said exactly that, echoing Respects Nothing, who reported, "[The soldiers] at Custer Hill were all killed before those were down along the ravine". In all, the fighting had lasted about ninety minutes--around an hour of subdued exchanges as cautious warriors infiltrated, followed by the dissolution of tactical stability--when "the battle became furious" as Foolish Elk described it." Well General Custer, can you do better??
Players: 10
Rules: Black Powder
Scale: 28mm
Experience: Novice
Sponsor: Bryan's Legacy
Prize: Miniatures

SI / 003
Title: Mansions of Madness
GM: William Hadjison
Type: Board Game
Description: Game will consist of 1 keeper and up to 4 players who explore an old creepy mansion in true Lovecraftian style.
Players: 5
Rules: Mansions of Madness
Scale: n/a
Experience: Novice to Expert
Sponsor:
Prize:

SI / 004
Title: Battle for Berlin, April 1945

GM: Steve Tinsley
Type: Miniatures
Description: The final gasp of the Third Reich as the Red Army closes in on central Berlin. Desperate German defenders try to hold on as long as possible and defend the Reichstag, the Brandenburg Gate, and the Reich Chancellery as the unstoppable Red Army closes in from 3 sides. The setup is based on WWII era maps of central Berlin.
<p>The game is in 15mm using the Flames of War system. 6 conscripts... errr players familiar with Flames of War will duke it out in the last major clash in the European theatre. Will the Germans be able to hold off the Soviets long enough to cause Stalin to lose face with the western allies, or will the Red Army just simply roll over the final defense of the Reich? Previous playing suggests it will be a close call, so an exciting game should be had by all.</p>
6 players needed with an option for a 7th player. Familiarity with the basics of Flames of War required and please bring a tape measure if possible.
Players: 4-6
Rules: Flames of War
Scale: 15mm
Experience: Basic knowledge of FOW
Sponsor:
Prize:

SI / 005
Title: Team Yankee
GM: Daniel Clouse
Type: Miniatures
Description: The war that might have been. Cold War Europe in 1985. Americans vs the Soviet Union in 15 mm. M-is, T-72s, Hinds,

A-10s
Players: 2-4
Rules: Team Yankee
Scale: 15mm
Experience: Novice to Expert
Sponsor:
Prize: Maybe a Raffle

SI / 006
Title: Open Board Gaming
GM: Nicholas Bosler
Type: Board Game
Description: Join the Oklahoma Tabletop Gaming club for open board gaming! Between games? Looking to try out something new? Come on over and check us out.
We will also be raffling off a few board games for those who come join us!
Players: Varies
Rules:
Scale:
Experience:
Sponsor:
Prize:

SI / 007
Title: A Gunfight
GM: Jeff Key
Type: Miniatures
Description: Come back to the movie set of "The Quick and the Dead". Choose from 30x 28mm Historical and Movie gunmen/women, lay an evil eye on your opponent, draw and pull the trigger. When the smoke clears hopefully he will be "gut shot"; not you. This is a quick and easy adaptation of Angelfire's "Fill Yor Hands" rule set, with rounds lasting 5-10 minutes. This

means players can come and go from the table as the GM keeps the win/ loss stats till the end of the session. At that point a winner is declared who gets to keep his miniature or \$\$\$\$ if it was a gang vs. gang contest. Sorry, there is no such thing as "second place" in a gunfight. Novice players become experts after one round, so come "Fill Yor Hands"!!!!

Players: 20

Rules: Fill Yor Hands

Scale: 28mm

Experience: Novice to Expert

Sponsor: Bryan's Legacy

Prize: Overall winner takes home their miniature.

SI / 008

Title: Come-N-Go: Judge Dredd

GM: Karl Pajak

Type: Miniatures

Description: Earth is now a dystopian radiated wasteland. A world where humanity clings to life by the his fingertips. We have gathered in cities known as Mega Cities, our last refuge in a dying world. Outside the Mega Cities lay the Cursed Earth, a radioactive wasteland of death. You are a judge in Mega City One. Mega City One stretches from the remains of Boston to D.C., a dense population of 800 million people. Where life is ruled by the gang and the gun. 'Eat recycled food', 'Be happy enjoy what you have.' and 'Be kind to your fellow citizen' are slogans pumped through the speakers of the city. A city where the darkness of chaos and destruction are only held back by the Judges. The Judges were created out of the last vestiges of the old world, to bring law and order to the new world. They are the Judge, Jury, and Execution/Executor of the Laws of the city. You are a Judge in this city and it is your sworn duty to uphold all the laws, at any

cost. It is not within you to misjudge people, and your sentences are always fair and swift. Your duties have not been glamorous. Sure you've heard of the fabled Judge Dredd, but you've never met him. Your orders are handed out by The Hall Of Justice. And today you've been assigned to Sector 23, a sector "Against the Wall". The saying came from both it's location, and the fact that it's on its last legs. These sectors, these Mega Blocks rarely see Judges, and when they do, those who are in charge... who think they are in charge, make it their business to see you don't stay long. It's going to be one hell of an awful day.

Judge Dredd, published by Warlord Games:
<http://store.warlordgames.com/collections/judge-dredd/>

This is a Come-N-Go game (term coined by Texicon) where you can come learn how to play this great Post Apocalypse world, play as long as you like in this ongoing full game, and then leave when you've had your fill. You can literally come play go and come back to play some more.

Players: 1-4

Rules: Come-N-Go

Scale: 1/28th

Experience: Demo

Sponsor: Karl Pajak

Prize:

SI / 009

Title: Wizard Kings

GM: Ron Hamilton

Type: Board Game

Description: Come play Wizard Kings from Columbia games. This game can be played with 1 to 6 players, no experience needed. A

game where each player controls a race battling for supremacy in a fantasy setting. Raise armies, build castles, cast spells, and rule the world. Columbia Games elegant wooden-block system gives you fog of war, army building, and step-reduction with no muss or fuss. Scenario will depend on number of players and experience levels.
Players: 1 to 6
Rules: Wizard Kings
Scale: NA
Experience: Any
Sponsor:
Prize:

Session II (Friday 7pm – 11pm Hall closes at midnight)

SII / 001
Title: Return to Casablanca – 1941
GM: Charles Choate
Type: Miniatures
Description: In the early years of World War II, December 1941, the Moroccan coastal city of Casablanca attracts people from all over the world, particularly Nazi-occupied Europe. Many are transients trying to get out of Europe; a few are just trying to make a buck. Most of them -- gamblers and refugees, Nazis, resistance fighters, and plain old crooks -- find their way to Rick's Café Américain, a swank nightclub owned by American expatriate Rick Blaine. The Gestapo is on the way to Rick's Place with most of the Moroccan police. It's 3am and the bar is closed, but being the good host Rick has allowed a few patrons to stay for one last call.
Players: 6-8
Rules: PULP by Bob Murcheson
Scale: 28mm

Experience: Novice
Sponsor:
Prize:

SII / 002
Title: Defense of Rorke's Drift
GM: Chris Whatley
Type: Miniatures
Description: On the afternoon of January 22nd 1879 22,000 Zulu warriors slaughtered a British/Anglo invasion column marching through Zulu territory at the Battle of Isandlwana. Approximately 15 miles away, B Company of the 24 Foot was detailed to guard the ammunition trains and hospital facility at the mission station Rorke's Drift. They were close enough to hear the volleys of their of their dying comrades. Sensing trouble, Lt. John Chard ordered the mission station fortified. As the defenses were being finished the Zulu Ulundi Corps estimated at 4,000 strong surrounded the station and prepared to charge the red devil. Surrounded and sitting on a stockpile of 25,000 rounds of ammunition, there was only one thing left for Chard to do ... "fix BAYONETS!!!!!!"
Players: 8
Rules: Sword and the Flame 25 th Anniv
Scale: 25mm
Experience: Rookie to Mid
Sponsor: Chris Whatley
Prize: Fun

SII / 003
Title: "Vlad Revisited 1869"
GM: Bruce Smith
Type: Miniatures
Description: In the United Provinces of Wallachia in 1869 it is rumored a group of Cultists lead by Abraham "Bram" Stoker are attempting to resurrect the spirit of Vlad the

Impaler from the "Altar of Evil" located in one of his destroyed castles. The Cultists want to control and unleash his wrath of evil to once again kill without hesitation.

Prince of the Romanians Alexandru Ioan Cuza is sending troops to remove any trespassers and guard this cursed castle and protect it from any wrongdoers.

Papal Mercenaries under the command of Benedictine Monk Albrecht Seiz of Ettal Abbey in Bavaria are sent to purify the Altar of Evil located in the castle so it can't be used for anything evil.

Leader of the Ottoman Empire "Abdülaziz" hears of the resurrection and secretly sends troops to destroy the "Altar of Evil" so Vlad the Impaler can never harm the Ottoman Empire again.

Do you dare participate in this war game with the chance of defeat or do you overcome fear to become victor and reach your objective!!! Beware there may unexpected surprises in this game.

This game is meant for gamers wanting to have a good time. Some very light role playing may be involved.

Players: 4

Rules: Super Modified TSATF

Scale: 25mm

Experience: None Required

Sponsor:

Prize:

SII / 004

Title: ~~Mutant Epoch~~

GM: **Cancelled**

SII / 005

Title: Open Board Gaming

GM: Nicholas Bosler

Type: Board Game

Description: Join the Oklahoma Tabletop Gaming club for open board gaming! Between games? Looking to try out something new? Come on over and check us out.

We will also be raffling off a few board games for those who come join us!

Players: Varies

Rules:

Scale:

Experience:

Sponsor:

Prize:

SII / 006

Title: Beyond the Gates of Antares

GM: Tony Radford

Type: Miniatures

In the Seventh Age of humankind the ancient Gates of Antares link or isolate worlds across countless galaxies. The evolved panhuman races wage unending war to control the tech of the Gates and the undiscovered systems beyond. Come try Rick Priestley's (Warhammer 40K) newest game.

<http://www.warlordgames.com/gates-of-antares/>

Players: 2-6

Rules: Beyond the Gates of Antares

Scale: 1/28

Experience: Novice

Sponsor: Warlord Games
Prize:

SII / 007
Title: Battle of Fuentes de Onoro
GM: Bob Smith
Type: Miniatures
Description: The Duke of Wellington has a good position, but he is badly outnumbered. Can he stop the French attack.
Players: 6
Rules: Home
Scale: 15mm
Experience: None
Sponsor: Bob Smith
Prize: None

SII / 008
Title: Team Yankee
GM: Bryan Menor
Type: Miniatures
Description: The WWII that might have been. Cold War Europe in 1985. Americans vs the Soviet Union in 15 mm. M-1s, T-72s, Hinds, A-10s
Players: 2-4
Rules: Team Yankee
Scale: 15mm
Experience: Novice to Expert
Sponsor:
Prize: Possible raffle

SII / 009
Title: Blooding at Jenkins Ford
GM: Chris Cluckey
Type: Miniatures
Description: French and Indian War. This scenario represents one of the many small skirmishes that erupted in the forests of North America as colonial defenses, bolstered by English Regiments, sprung up

after the defeat of General Braddock at the Battle of the Monongahela. French and Indians dispute British and Colonial control of a key river ford on the frontier. One of these two game sessions may feature the Fistful of Lead Rules, hosted by the author, Jaye Wiley.
Players: 4 to 8
Rules: This Very Ground
Scale: 54mm
Experience: No experience needed
Sponsor:
Prize:

SII / 010
Title: Check Your Six! – Little Chief
GM: Gregory Dryanski
Type: Miniatures
Description: US 8th Air Force fighters vs. The German Luftwaffe during the "Big Week" campaign of February, 1944.
Players: 6
Rules: Check Your Six!
Scale: 1/285 th
Experience: Novice to Experienced
Sponsor:
Prize:

SII / 011
Title: Come-N-Go: Judge Dredd
GM: Karl Pajak
Type: Miniatures
Description: (See SI / 008 for full description)
Players: 1-4
Rules: Judge Dredd
Scale: 1/28 th
Experience: None
Sponsor: Karl Pajak
Prize:

Session III (Saturday 9am-1pm)

SIII / 001
Title: Relieve the Siege
GM: Tim Harwood
Type: Miniatures
Description: On 16 May 1811, the small town of Albuera was the setting for one of the Peninsular War's most bloody and desperate battles. A combined Spanish, British and Portuguese force of more than 30,000 men, under the command of Lord Beresford, stubbornly blocked the march of the French Field Marshal Soult, who was trying to reach the fortress of Badajoz, 12 miles north. Beresford, who defended himself with his bare hands against a Polish lancer, was victorious, but at the cost of 6,000 Allied deaths and 7,000 French in just four hours... Four hours.... just as you'll have to claw your way to victory.
Players: 4-6
Rules: Lasalle + Scenario rules
Scale: 6mm
Experience: Prior Napoleonic helpful
Sponsor:
Prize:

SIII / 002
Title: Red Sun Showdown
GM: Michael Miller
Type: Miniatures
Description: A scenario based on the climactic battle in the movie "Red Sun" between the stars & a Comanche war party. The 1971 Western, set in the 1870's, was aimed at an international audience; it features Toshiro Mifune, Charles Bronson, Ursula Andress & Alain Delon. Their characters have conflicting goals & murderous intentions for each other, but they

must cooperate to defeat the Indians & survive for the final faceoff.
Players: 2-6
Rules: THW's "Six Gun Sound"
Scale: 28mm
Experience: None Needed
Sponsor:
Prize:

SIII / 003
Title: McPherson's Ridge – Morning
GM: Cal Kinzer
Type: Miniatures
Description: This scenario covers the morning phase of the first day of the Battle of Gettysburg beginning around 10:30 a.m. Buford's cavalry has been withdrawn and sent to secure the flanks of the Union Army. It has been replaced by Wadsworth's 1st Division of the I Corps, led by Gen. Reynolds himself. Included among the Federal troops is the famed Iron Brigade. They, along with Cutler's Brigade, must fight to hold McPherson's Ridge against the superior numbers of the four brigades of Heth's Confederate division. As the battle progresses, more reinforcements arrive for both sides. The game will last eight turns, and the results will have a small effect on the afternoon phase to be played later.
Players: 4-6
Rules: Modified Regimental Fire and Fury
Scale: 15mm
Experience: Helpful but not required
Sponsor: Tulsa Historical Gamers
Prize:

SIII / 004
Title: Regimental Fire and Fury
GM: Randall Larsen

Type: Miniatures
Description: Elysium Calvary Skirmish (or 'Whoever saw a dead cavalryman?') September 1864
Jeb Stuarts raiders are making their way back to the confederacy, burdened with wagonloads of much needed liberated supplies and hotly pursued by Phil Sheridan's newly organized Union Calvary. A confederate brigade rides out to fight a delaying action against a union. The union brigades are bigger, better armed, and better horsed, but the confederates are veterans and ably led. The rebels also have a little surprise the yanks might not expect.
Players: 4-6
Rules: Regimental Fire and Fury
Scale: 28mm
Experience: Some preferred, but beginners welcome
Sponsor:
Prize:

SIII / 005
Title: Battle for Berlin, April 1945
GM: Steve Tinsley
Type: Miniatures
Description: The final gasp of the Third Reich as the Red Army closes in on central Berlin. Desperate German defenders try to hold on as long as possible and defend the Reichstag, the Brandenburg Gate, and the Reich Chancellery as the unstoppable Red Army closes in from 3 sides. The setup is based on WWII era maps of central Berlin.
The game is in 15mm using the Flames of War system. 6 conscripts... errrr players familiar with Flames of War will duke it out in

the last major clash in the European theatre. Will the Germans be able to hold off the Soviets long enough to cause Stalin to lose face with the western allies, or will the Red Army just simply roll over the final defense of the Reich? Previous playing suggests it will be a close call, so an exciting game should be had by all.
6 players needed with an option for a 7th player. Familiarity with the basics of Flames of War required and please bring a tape measure if possible.
Players: 4-6
Rules: Flames of War
Scale: 15mm
Experience: Basic knowledge of FOW
Sponsor:
Prize:

SIII / 006
Title: A Simple Extraction
GM: Steve Hanson
Type: Role Playing
Description: It's just a simple extraction mission, or is it? From the mind of Paolo Parente comes the world of Dust. Another Earth. A different 1947. The Second World War has raged for nearly a decade and its grip has spread to every continent on the planet. War has advanced swiftly and strangely in the Dust universe through the application of Alien VK technology — a limitless source of energy in its simplest form, and an unthinkable weapon in the wrong hands. Tanks have evolved into powerful combat walkers and rocket troops take to the skies. The latest laser cannons, phasers, and Tesla weapons rule the battlefield.
Players: 6-8

Rules: Dust Adventures
Scale: n/a
Experience: Any
Sponsor: Modiphius
Prize: None at this time

Experience:
Sponsor:
Prize:

SIII / 007
Title: Ho, Ho, Ho Chi Minh....
GM: Ed Enslinger
Type: Miniatures
Description: A Flames of War "Tour of Duty" Vietnam game for 4 players. The US 101st Airmobile in a "Clear and Secure" mission in the storied A Shau Valley.
Players: 4-6
Rules: Flames of War Tour of Duty
Scale: 15mm
Experience: Some but will take newbies
Sponsor:
Prize:

SIII / 009
Title: Scaling Pointe du Hoc
GM: Don Myers
Type: Miniatures
Description: Scaling the Cliffs of Pointe du Hoc Pointe du Hoc is a promontory with a 100ft. cliff overlooking the English Channel on the coast of Normandy in northern France. During World War II it was the highest point between Utah Beach to the west and Omaha Beach to the east. The German army fortified the area with concrete casemates and gun pits. On D-Day the United States Army Ranger Assault Group assaulted and captured Pointe du Hoc after scaling the cliffs.
Players: 2
Rules: Modified Bolt Action
Scale: 28mm
Experience: None
Sponsor: We Can Quit at Any Time League
Prize: None

SIII / 008
Title: X Wing Championship
GM: Nicholas Bosler
Type: Tournament
Description: The Oklahoma Tabletop Gaming Club will be hosting our club championship at TwisterCon this year! 100pts, 75min round, with 4 rounds per FF Tournament Rules. Come join us and win some fantastic prizes!
Check out www.OKTGC.org for more information.
Registration begins at 9, with the first round starting at 9:30.
Players: 16
Rules: X-Wing Tournament by Fantasy Flight
Scale:

SIII / 010
Title: Team Yankee
GM: Daniel Clouse
Type: Miniatures
Description: The WWII that might have been. Cold War Europe in 1985. Americans vs the Soviet Union in 15 mm. M-1s, T-72s, Hinds, A-10s
Players: 2-4
Rules: Team Yankee

Scale: 15mm
Experience: Novice to Expert
Sponsor:
Prize: Possible Raffle

SIII / 011
Title: Blooding at Jenkins Ford
GM: Chris Cluckey
Type: Miniatures
Description: French and Indian War. This scenario represents one of the many small skirmishes that erupted in the forests of North America as colonial defenses, bolstered by English Regiments, sprung up after the defeat of General Braddock at the Battle of the Monongahela. French and Indians dispute British and Colonial control of a key river ford on the frontier. One of these two game sessions may feature the Fistful of Lead Rules, hosted by the author, Jaye Wiley.
Players: 4 to 8
Rules: This Very Ground
Scale: 54mm
Experience: No experience needed
Sponsor:
Prize:

SIII / 012
Title: Darkness of the Crypt
GM: Karl Pajak
Type: Board Game
Description: Thunderstone is the deck-building fantasy game. Build your deck of heroes and defeat monsters to secure the Thunderstone!
You wake to a new world. yet even in the peaceful land of Tala, Doom's corruption has spawned anew. Cast out of your own world,

his power rises on countless others where Thunderstones have slumbered. Now, armed with shards of the shattered Heart of Doom, you race to awake this world to the eternal evil that once menaced your own.
Easy to learn, all rules taught at the table.
Players: 1-4
Rules: Thunderstone Advance
Scale: NA
Experience: None
Sponsor: Karl Pajak
Prize:

SIII / 013
Title: Magic the Gathering
GM: Russell Hansen
Type: Collectable Card Game
Description: Training sessions for beginners. Magic the Gathering game is taught and explained for all of us with questions. Come learn what all the excitement is about.
Players: 4
Rules: Magic the Gathering
Scale: NA
Experience: Novice
Sponsor: Russell Hansen
Prize:

Session IV (Saturday 2pm-6pm)

SIV / 001
Title: Fight For The Lion
GM: Jeff Lawrence
Type: Miniatures
Description: "And now there arose a fierce struggle between the Persians and the Lacedaemonians over the body of Leonidas, in which the Greeks four times drove back

the enemy, and at last by their great bravery succeeded in bearing off the body. This combat was scarcely ended when the Persians with Ephialtes approached; and the Greeks, informed that they drew nigh, made a change in the manner of their fighting. Drawing back into the narrowest part of the pass, and retreating even behind the cross wall, they posted themselves upon a hillock, where they stood all drawn up together in one close body, except only the Thebans. Here they defended themselves to the last, such as still had swords using them, and the others resisting with their hands and teeth; till the barbarians, who in part had pulled down the wall and attacked them in front, in part had gone round and now encircled them upon every side, overwhelmed and buried the remnant which was left beneath showers of missile weapons." Heroditus

Players: 8

Rules: Hail Caesar

Scale: 28mm

Experience: Novice

Sponsor: Bryan's Legacy

Prize: TBA

SIV / 002

Title: McPherson's Ridge – Afternoon

GM: Cal Kinzer

Type: Miniatures

Description: In the actual battle, there was a lull from 12:30 until 2:30. This scenario picks up at that point including the substantial reinforcements for both sides that arrived during that time. By this point, the Confederates hold or are close to holding McPherson's Ridge and must proceed from there to try to take Seminary Ridge. This is a much larger game than the morning one, and goes on for 12 turns until the 5:30 game turn. The results of the morning game will have a minimal effect on the make-up of the forces. I

have modified the FnF rules so that both games will go much faster and a decisive result for each can be attained during the allotted gaming time.

Players: 6-8

Rules: Modified Regimental Fire and Fury

Scale: 15mm

Experience: Helpful but not required

Sponsor: Tulsa Historical Gamers

Prize:

SIV / 003

Title: The Battle of Lepanto

GM: Everett Chun

Type: Miniatures

Description: Fought in 1571, Lepanto was the largest naval battle of the Renaissance era, the last great clash of oared galleys as the future lay in the more maneuverable sailing ships that could deliver mighty broadsides of cannon fire. The coalition that made up the Christian Holy League included bitter political and economic rivals, but for a short time they set aside their differences sufficiently to stand together against the looming threat of the aggressively expanding Turkish Ottoman Empire. Historically, the Turks suffered a heavy defeat, but for our reflight, which side will shoot, ram, and board their way to victory?

Players: 2-6

Rules: Mediterranean Melee

Scale: 20mm

Experience: Not Required

Sponsor:

Prize: I will try to bring some books

SIV / 004

Title: "Vlad Revisited 1869"

GM: Bruce Smith

Type:
Description: <Moved to SII / 003 Friday 7pm>
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

SIV / 005
Title: Battle of Chantilly, VA
GM: Wayne Carver
Type: Miniatures
Description: September 1, 1862 After being thoroughly demoralized by Jackson's Army of Northern Virginia, Pope's Union forces found themselves in dire peril once again. Scouts from JEB Stuart's cavalry revealed an opportunity to flank Pope's army and cut off their retreat to Washington. Lee dispatched Jackson to complete the destruction of Pope's army. The table is set to deliver a massive blow to the Union war effort until Mother Nature intervened. This was the "last stand" for the Rebel forces to deliver the blow needed to force the Union into submission. Will history repeat or will the South Rise Again?
Players: 4-8
Rules: Fire & Fury Regimental
Scale: 15mm
Experience: Any and All
Sponsor:
Prize:

SIV / 006
Title: Open Board Gaming
GM: Nicholas Bosler
Type: Board Game

Description: Join the Oklahoma Tabletop Gaming club for open board gaming! Between games? Looking to try out something new? Come on over and check us out.
We will also be raffling off a few board games for those who come join us!
Players: Varies
Rules:
Scale:
Experience:
Sponsor:
Prize:

SIV / 007
Title: Terminator-Genisys Demos
GM: Tony Radford
Type: Miniatures
Description: In the ravaged wasteland left after the nuclear holocaust of Judgment Day the Human Resistance led by the legendary John Connor; is locked in a desperate conflict against Skynet's pitiless machines. Who will ultimately survive in The War Against the Machines?
Players: 2-6
Rules: Terminator-Genisys
Scale: 1/28
Experience:
Sponsor:
Prize:

SIV / 008
Title: Team Yankee
GM: Bryan Menor
Type: Miniatures
Description: The WWII that might have been. Cold War Europe in 1985. Americans vs the Soviet

Union in 15 mm. M-1s, T-72s, Hinds, A-10s
Players: 2-4
Rules: Team Yankee
Scale: 15mm
Experience: Novice to Expert
Sponsor:
Prize: Possible raffle

SIV / 009
Title: Desert Mounted Corps Attacks
GM: James Johnson
Type: Miniatures
Description: As the rising sun revealed the Turkish held town of Beersheba, the Australian and New Zealanders of the Desert Mounted Corps got their first look at the objective of the days battle. Before the town could be attacked, a low hill or Tel had to be secured as it dominated the Eastern approaches, but first the Wadi Saba had to be crossed. This game will be a large multi-player scenario featuring the Australian and ANZAC Mounted Divisions attack on Tel Al Saba and Beersheba during the 3rd Battle of Gaza.
Players: 2-8
Rules: Price of Glory
Scale: 20mm
Experience: None
Sponsor:
Prize:

SIV / 010
Title: Scaling Pointe du Hoc
GM: Don Myers
Type: Miniatures
Description: Scaling the Cliffs of Pointe du Hoc Pointe du Hoc is a promontory with a 100ft. cliff overlooking the English Channel

on the coast of Normandy in northern France. During World War II it was the highest point between Utah Beach to the west and Omaha Beach to the east. The German army fortified the area with concrete casemates and gun pits. On D-Day the United States Army Ranger Assault Group assaulted and captured Pointe du Hoc after scaling the cliffs.
Players: 2-4
Rules: Modified Bolt Action
Scale: 28mm
Experience: Novice to Expert
Sponsor: We Can Quit At Any Time League
Prize:

SIV / 011
Title: Chawinda, 1965
GM: Andy Rogers
Type: Miniatures
Description: In Sept 1965 Pakistan attacked India, to settle old scores and bring Muslims out from under Indian control. Using mostly western equipment, both sides attacked and counter-attacked for most of the month. The battles around Chawinda represent the ebb and flow. Units are companies; Centurion, Sherman and Patton tanks, infantry, recon, recoilless rifles, half-tracks, towed and SP artillery.
Players: 6-8
Rules: Highly-modified Panzer Blitz
Scale: 20mm
Experience: Experience useful; not required
Sponsor:
Prize:

SIV / 012
Title: Come-N-Go: Zombie Daze
GM: Karl Pajak

Type: Miniatures

Description: Come-N-Go (coined by Texicon) events are ongoing full games that allow you to join in the game and play for as long as you like. You can literally come and go as you wish

In *Zombie Daze*, by Frontline Games, you play a survivor in a world filled with the living dead. It's been four years since the world fell down the rabbit hole, where life now only means surviving at any cost. Where the dead walk the streets and the only government is your own moral code. Humanity isn't doing well, and the hope that the shambling dead would eventually rot away and be gone has ended. In these, the final days of mankind, you struggle to survive. It's true you've heard of colonies that have sprung up in the rotted earth. But so far they've all turned out to be just that, stories. The only stories that have turned out to be true are the stories of the Fabled Five. A group led by the notorious Marcus. He's immune to the plague. Marcus has been leading the group for several years now, and along the way he has gathered four others to him that are also immune to the plague, the Fabled Five. When you found, or rather were found, by the Fabled Five you couldn't believe your luck. Perhaps they are the only way out of this hellish nightmare, the only way home.

Your group discovered the location of a cache of ammo. The only problem is it's in Farmerville, where the dead are led by the monstrosity known as Verg. A super human Zombie that evolved into a powerful leader of the mindless undead. Can you get in, steal the ammo and get out alive? Or will Farmerville claim your life and make you one of its own?

Zombie Daze is a fast paced miniatures game. It's easy to learn. Rules taught at the table, all miniatures provided.

Players: 1-8

Rules: *Zombie Daze*

Scale: 1/28th

Experience: Beginner

Sponsor: Karl Pajak

Prize:

[Session V](#) (Saturday 7pm-12pm)

SV / 001

Title: Born on the Bayou-Redux

GM: Jaime Lamb

Type: Miniatures

Description: "dey was chasin down a hoodoo dere"....Lafayette, LA 2014-They are everywhere, consuming what is left of the humans. Ammunition, fuel, and hope is almost gone. Either we can fight it out here in town; or flee across the causeway to the swamp...and safety? Tag Team Game Masters Jaime Lamb and Jeff Lawrence will treat you to the Mother of ALL *Zombie* games. Be prepared for some light roleplay, and lots of fighting. BTW... Baron Salmadi and Marie LeVeau ARE in the house

Players: 10

Rules: Modified *Zombicide*

Scale: 28mm

Experience: Novice

Sponsor: Bryan's Legacy

Prize: Brains

SV / 002

Title: Battle of Pharsalus

GM: Bob Smith

Type: Miniatures
Description: Caesar is in a much weaker position than Pompey. He is isolated in a hostile country with only 22,000 men and short of provisions, while on the other side of the river he was faced by Pompey with an army about twice as large in number.
Players: 5
Rules: Home
Scale: 15mm
Experience: None
Sponsor: Bob Smith
Prize: None

Description: The WWII that might have been. Cold War Europe in 1985. Americans vs the Soviet Union in 15 mm. M-1s, T-72s, Hinds, A-10s
Players: 2-4
Rules: Team Yankee
Scale: 15mm
Experience: Novice to Expert
Sponsor:
Prize: Possible Raffle

SV / 003
Title: Bloody BroadSides: Napoleonic Naval
GM: Jeffrey Hunt
Type: Miniatures
Description: Jeffrey Hunt presents his new rules for Napoleonic Naval gaming – “Bloody BroadSides”. Just as before the British and the French will take to the seas trying to out punch and out maneuver each other for dominance of the seas. Come captain on of these huge 1:900 scale Ships of the Line. These new rules are very easy to play, and will be very familiar for those of you who have played in my games before. Everyone is welcome from Novice beginners to Crafty old timers.
Players: Up to 12
Rules: Bloody BroadSides
Scale: 1:900
Experience: Novice
Sponsor: Portsmouth Miniatures and Games
Prize: Prize for best Captain

SV / 005
Title: Come-N-Go: Judge Dredd
GM: Karl Pajak
Type: Miniatures
Description: (See SI / 008 for full description)
Players: 1-4
Rules: Judge Dredd
Scale: 1/28 th
Experience: None
Sponsor: Karl Pajak
Prize:

Thank you for attending our Convention!

**We hope you had a very good time.
Please direct any comments and suggestions to Jeff Lawrence at jlw2424@gmail.com**

SV / 004
Title: Team Yankee
GM: Bryan Menor
Type: Miniatures



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Part#	Description	Price		Part#	Description	Price
M001	Single Decker Kit	7		P005	Struck Single Decker	23
M002	Small Dbl Decker Kit	11		P006	Struck Small Dbl Decker	29
M003	Large Dbl Decker Kit	12		P007	Struck Large Dbl Decker	30
M004	Triple Decker Kit	15		P008	Struck Triple Decker	35
	All Kits include Ship Hull, Masts, Sails, and instructions.				-----Games-----	
A001	Wooden Bases 5-Pack	5		MR01	PMG Ancients (rules for Ancients)	10
A002	6' x 4' Felt Mat with 2" hexes	30		MR02	Bloody BroadSides Rules (Rules for Napoleonic Naval Miniatures)	20
FP01	Flag & Pennant 5-Pack Sets British, French, Spanish, American, Dutch, Danish, Swedish, Russian, Turkish, Portuguese, and Pirate	3 / ea		BG01	Chung Ling Soo Murder Mystery (Board game set in London 1900AD)	25
P001	Painted Single Decker	23		CG01	Heart Attack (Card Game) aka "Escape from the Old Folks Home"	20
P002	Painted Small Dbl Decker	29		CG02	PUCK! (Card Game) Hockey	20
P003	Painted Large Dbl Decker	30				
P004	Painted Triple Decker	35			Artwork 12" x 15"	45
					Artwork 16" x 20"	65
					Artwork 27" x 39"	95