



Greetings and Welcome to TwisterCon 14 March 2017

The 2 Jeff's, John, and Mary are not an Old School Folk singing group, but your staff for this show. We are proud to present the 12th Annual TwisterCon Gaming Convention in Oklahoma City, Oklahoma!

"We have come a long way" is the theme for this year. Looking at the picture...although old H.G. just about had it right the first time, and some of us still end up down on the floor with our toys; we have really grown in our hobby. Every size an era miniatures now are available to us, the buildings are laser etched and cut to perfection instead of using books, sophisticated mats and foam pieces have replace the floor carpet (jumping up on tables), and instead of shooting matchsticks at each other with little metal cannon we roll the dice. What a grand and by comparison economical pastime we have created.

Oh, to heck with that lofty stuff! I just like to see all by buds, have a beer, and see if my dice are hotter this time. LOL

Thanks to Jonathan Keepers, and Jeff Hunt for direct help with this effort. Thanks to my GameMasters whose games make it possible and fun. And big thanks to our Merchants who supply the toys.

Have fun, and remember the referee is ALWAYS right.

Jeff Lawrence

To4all 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, and Mary Keepers.

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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

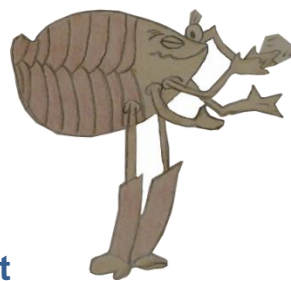
<http://www.gamehqonline.com>

Dungeon Werks

<http://www.dungeonwerksga.com/index.html>

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 XIII (2017) 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: Robin Hood vs DRACULA
GM: Ron Hamilton
Type: Miniatures
Description: Era - Medieval/Fantasy All of the traffic heading to the Holy Land during the Third Crusade lead a certain Transylvanian Count to have a wonderful

horrible idea. The Count seeing little danger (men folk off to the war) and lots of opportunity (unprotected women), the Count decides to take a vacation to see if English food is as bad as they claim. Can Robin Hood toss a monkey wrench into the Count's evil scheme while making off with the Sheriff of Nottingham's tax collections?
Players: 1-4
Rules: Two Hour Wargames Swordplay
Scale: 1/72
Experience: Novice
Sponsor:
Prize:

SI / 002
Title: Last Captain Standing!
GM: Tim Harwood
Type: Miniatures
Description: You are Captain of a 19th Century Sailing Ship. You are in open combat with all ships - Can you prevail and sink more ships than your opponents! A Fun 'demolition derby' using Sails of Glory rules and ships where you will stand alone in an effort to sink the most ships within the time limit. Don't worry - if you get sunk - you return on the horizon and continue your quest!
Up to 6 players per table - two tables with a possible play off of the Captains with the most ships sunk!
Players:6 per table (2 tables)
Rules: Sales of Glory
Scale: 1/1000
Experience: Beginners Welcome
Sponsor: House of Harwood
Prize: Yes – Best Captain

SI / 003
Title: Wingman
GM: George Knapp
Type: Miniatures
Description: The game is called "Wingman." It is a WWI aerial combat game. For 2-6 players. Games take one hour to play. I designed the game so that players could have something to do while waiting for their next game.
Players: 2-6
Rules: George's Special
Scale: 1/72
Experience: Novice
Sponsor:
Prize:

SI / 004
Title: Open Board Gaming
GM: Tim Miller
Type: Board Game
Description: The Oklahoma Tabletop Gaming Club will be hosting open board gaming throughout the convention. Dozens of your favorite board game will be provided.
Players: Any number are welcome
Rules: Per board game
Scale:
Experience:
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

SI / 005
Title: VIKTORY II
GM: Greg Turner

Type: Board Game
Description: VIKTORY II is loosely based on 19th century warfare and supports 2-6 players. Each player employs infantry, cavalry, artillery, and frigates to wage war upon a modular hex map comprised of mountain, forest, plains, grassland, and water hexes. During the game, players explore the map by moving units and building towns and cities. When they encounter other players, fighting begins. Combat is fought through dice rolling based upon the number of different types of units engaged in battle, the terrain being fought upon, and the presence of a town or city.
Players: 2 to 6
Rules: VIKTORY II Rules 2.1
Scale: n/a
Experience: Any
Sponsor: Greg Turner
Prize:

SI / 006
Title: Artemis: Bridge Simulator
GM: Raphael Wilson
Type: Role Playing
Description: Artemis Spaceship Bridge Simulator lets 6 Players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapon Control (and possibly 2 fighter pilots) . Together you operate your ship and defend the sector from evil aliens. Artemis is a social game where several players work together as "Bridge" officers each operating a single Station, one player acts as the Captain and endeavors to command his crew towards final victory....this link shows playing with a TV as main screen

in Game HQ is south OKC... Link to Screen Shot.
Players: 6-8
Rules:
Scale:
Experience: None needed
Sponsor: Raphael Wilson
Prize:

SI / 007
Title: Four Score and Seven Years Ago
GM: Steve Tinsley
Type: Miniatures
Description: Re fight the battle for the Little Round Top using the Regimental fFire and Fury rules system. Scenario will be as presented in the rule book. Can the Federal forces hold on to Little Round Top and preserve the union, or will Confederate troops take the position and reverse history?
Players: 6
Rules: Regimental Fire and Fury
Scale: 15mm
Experience: Familiarity with the game system is desired but not required.
Sponsor:
Prize:

SI / 008
Title: Star Wars Fighter Playtesting
GM: David Burkhalter / Jeff Hunt
Type: Miniatures / Board Game combo
Description: Help beta test a hex based miniatures game using FFG's X-Wing and TIE Fighter miniatures. Command a pilot and his wingman in a clash with enemy

fighters in the Star Wars universe. The game is being designed to give the player a WWI and WWII fighter combat type feel. Different ships will have different maneuverability's thus forcing the player to plan ahead. Player vs Player Tactics is back.
Players: 2-4
Rules: New rules we are developing
Scale: 2" Hex Mat with FFG minis
Experience: None
Sponsor: Portsmouth Miniatures and Games
Prize:

SI / 009
Title: Shadows Over Camelot
GM: Elias Ford
Type: Board Game
Description: Shadows over Camelot is a cooperative game where you and your fellow knights work together to save Camelot from the forces of evil. You can quest for the Holy Grail or Excalibur, search for Lancelot, fight the dragon, the Black Knight, the Picts, and the Saxons, and destroy siege engines attacking Camelot. But wait, there might be a traitor in your midst working for evil and waiting to cripple your efforts. Can you save Camelot or will the forces of evil overrun and destroy it?
Players: 3-8
Rules: Shadows over Camelot
Scale:
Experience: None
Sponsor:
Prize: None

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

SII / 001
Title: Battle of the Rosebud - 1876
GM: Jeff Lawrence
Type: Miniatures
Description: Soldiers in camp began to hear gunfire coming from the bluffs to the north, where the Crow and Shoshoni were positioned. As the intensity of fire increased, two Crows rushed in shouting, "Lakota, Lakota!" By 8:30 am, the Sioux and Cheyenne had hotly engaged Crook's Indian allies on the high ground north of the main body. Heavily outnumbered, the Crow and Shoshoni fell back toward the camp, but their fighting withdrawal gave Crook time to deploy his forces. The battle would last for six hours and consist of disconnected actions, charges and counter-charges by Crook and Crazy Horse, as the two forces spread out over a fluid front three miles wide. The Lakota and Cheyenne were divided into several groups as were the soldiers. The soldiers could fend off assaults by the Indians and force them to retreat but could not catch and destroy them.
Players: 4-8
Rules: Black Powder
Scale: 28mm
Experience: Novice
Sponsor: Bryan's Legacy
Prize:

SII / 002
Title: Bloody Broadships – High Seas
GM: Jeffrey Hunt

Type: Miniatures
Description: Action on the High Seas – British vs combined French and Spanish forces. Using Portsmouth Miniatures new 3D modeled ships. Come captain one of these beautiful and powerful ships to victory.
Players:6 – 12
Rules: Bloody Broadships
Scale: 1:900
Experience: Novice to Expert
Sponsor: Portsmouth Miniatures
Prize: Best Captain

SII / 003
Title: Just a Little Boat Ride...
GM: Jim Hegeman
Type: Miniatures
Description: A large Marine Amphibious assault comprised of at least 15 various landing craft assault a tropical paradise defended by a Japanese force of unknown strength. The Marines, commanded by Col. "Chesty" Puller will be charged with securing several key objectives and will be supported by naval bombardments and air cover. Unfortunately, U.S. intel is scant! Many surprises await both sides.....
Players: At least 6
Rules: Bolt Action 2.0
Scale: 1/56
Experience: Beginner to Advanced
Sponsor: Warlord
Prize: Warlord will donate a WW2 sprue to all participants

SII / 004
Title: Open Board Gaming
GM: Tim Miller
Type: Board Game
Description: The Oklahoma Tabletop Gaming Club will be hosting open board gaming throughout the convention. Dozens of your favorite board game will be provided.
Players: Any number are welcome
Rules: Per board game
Scale:
Experience:
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

SII / 005
Title: Operation Hailstone
GM: Glen Taylor
Type: Miniatures
Description: Operation Hailstone - The raid on Truk, February 16, 1944. Sometimes known as Japan's Pearl Harbor. Teams of USN Players plan and execute the first day's air raids.
Players: 6
Rules: General Quarters 3
Scale: 1/2400 & various
Experience: None
Sponsor:
Prize: None

SII / 006
Title: Brandywine - the original 9-11
GM: Richard Schwartz
Type: Miniatures

Description: September 11, 1777 Washington holds a strong position on Brandywine creek at Chad's Ford in an effort to stop the British march on Philly (did you know it was our capital at the time?). But Washington's nemesis, General Howe, has sent some geek named Cornwallis to cross the creek up stream, and it's a big "Uh Oh" when Washington finds out. Join Washington, Sullivan, and Greene as they try to hold off the inevitable tide of scarlet! If enough players sign up, we will play both Chad's Ford and the flank attack together.
Players: 8-10
Rules: Guns of Liberty
Scale: 15mm
Experience: Any
Sponsor: Richard Schwartz
Prize: The right to say you won!

SII / 007
Title: Prehistoric War Pigs
GM: Douglas Amyx
Type: Miniatures
Description: You are a caveman (aren't we all really). Your goal is to multitask in a fantastic prehistoric setting to build more cave shelters, search for food to recruit more caveman, missing links, or dinosaurs in an attempt to conquer enemy cavemen (your opponents). A table top game with 1/32 scale miniatures of cavemen and dinosaurs is used to determine who will survive. The rules are fairly light and the game plays fast using the rules to Prehistoric War Pigs (i.e. Pigs=Plastic Infantry Guys). If you loved playing with army men in your backyard (confession time), then you'll love this game!
Players: 2-6

Rules: Prehistoric War Pigs
Scale: 1/32
Experience: None needed
Sponsor: Douglas Amyx
Prize: Crushing your opponents

SII / 008
Title: Artemis: Bridge Simulator
GM: Raphael Wilson
Type: Role Playing
Description: Artemis Spaceship Bridge Simulator lets 6 Players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapon Control (and possibly 2 fighter pilots) . Together you operate your ship and defend the sector from evil aliens. Artemis is a social game where several players work together as "Bridge" officers each operating a single Station, one player acts as the Captain and endeavors to command his crew towards final victory....this link shows playing with a TV as main screen in Game HQ is south OKC... Link to Screen Shot .
Players: 6-8
Rules:
Scale:
Experience: None needed
Sponsor: Raphael Wilson
Prize:

SII / 009
Title: A Game of Thrones: Board Game
GM: Gregory Ford
Type: Board Game
Description: Take your place as one of the six great houses, and seek to establish your

dominance over Westeros. Muster armies, conquer territory, form alliances, seize castles and strongholds, all to claim the Iron Throne.
Players: 3-6
Rules: Second Edition
Scale:
Experience: Helpful; not required
Sponsor:
Prize:

SII / 010
Title: Ho-Wee-Kow
GM: Jeff Massey
Type: Miniatures
Description: Or Look At All Those Angry Chinamen.....Colonial Game set during the Seymour Expedition. The battalion has been cut off from the rest of the column. As the Colonial commanders, can you maintain unit integrity, coordinate with other nation's officers, and of course survive. Native Chinese Commanders: Kill the White Devils and their Asian lackeys!
Players: up to 8
Rules: Custom
Scale: 25/28mm
Experience: Novice very Welcome
Sponsor: Jeffery W Massey Law Offices
Prize: Free Legal Consultation LOL

SII / 011
Title: AH DOGFIGHT – WWI AIR COMBAT
GM: Jeff Lawrence
Type: Miniatures
Description: Come fly the deadly sky's over 1918 France. This is a 1/72nd scale version

of the famous Avalon Hill Board game using Die cast fighter planes. The game will be set up throughout the Convention for Players to simply walk up and start flying and shooting. No GM will be necessary, but a "Kill" total board will be there to record the Winners. Takka,takka,taaka!!!!!!
Veeeeeeeeuuuuuu!!!! Crash!!!!!!

Players: 2-4

Rules: Avalon Hill – Dog Fight

Scale: 1/72

Experience: Novice

Sponsor: Bryan's Legacy

Prize: TBD

Session III (Saturday 9am-1pm)

SIII / 001
Title: Bloody Broadsides – High Seas
GM: Jeffrey Hunt
Type: Miniatures
Description: Action on the High Seas – British vs combined French and Spanish forces. Using Portsmouth Miniatures new 3D modeled ships. Come captain one of these beautiful and powerful ships to victory.
Players:6 – 12
Rules: Bloody Broadsides
Scale: 1:900
Experience: Novice to Expert
Sponsor: Portsmouth Miniatures
Prize: Best Captain

SIII / 002
Title: KOMSOMLETS STATE FARM
GM: George Chrestensen
Type: Miniatures
Description: By the fifth day of the Kursk offensive, German mechanized forces had still not obtained operational freedom of movement into the Soviet rear areas. By 10 July, the 2nd S.S Panzer Corps had advanced just 30 miles north of their start line, and were nearing the small town of Prokhorovka. Positioned on the corps right flank, S.S. Leibstandarte took the lead, by now its armor strength reduced to just 77 tanks and assault guns. S.S. Panzergrenadier Regiment 2, supported by tanks of the 1st S.S. Panzer Regiment, advanced straight up the road to Prokhorovka against heavy resistance. Despite constant Soviet tank attacks, the grenadiers had cleared the Komsomolets

State Farm by midday and then began the attack on Hill 241.6, which they secured shortly after nightfall on 10 July.

This is a very large scenario, which is ideal for team play with 3 to 4 players on a side and should take at least 8 hours to complete. It is also what I like to term a “hybrid” scenario that involves both a hasty assault to clear the farm and a meeting engagement between German and Soviet armor.

Can you as the German played clear the farm of Soviet infantry while desperately fighting off two Soviet tank brigades without taking crippling losses? Can the Soviets fend off the armored panzergrenadiers while their tank brigades repulse the tanks of the 1st S.S. Panzer Regiment?

This game will span both morning and afternoon sessions on Saturday. Players may sign up for either or all two sessions. The game will be played on a custom 12ft x 6ft table representing the area around Komsomolets State Farm in the summer of 1943. The Soviet players will have over 100 stands of armor, infantry, and anti-tank guns to stop the German assault. The German players will have over 120 stands of panzers, armored panzergrenadiers, assault guns, and anti-tank guns to overwhelm the Soviet resistance.

Players:6-8

Rules: GHQ Microsquad:The game (It is very easy to learn)

Scale: 25yrds/inch, 1 turn=1 minute real time. 1/285th scale microarmor stands represent individual vehicles, individual weapons and their crews, or squad-sized

units of eight to twelve infantry.
Experience: None Required
Sponsor:
Prize:

SIII / 003
Title: Guilford Courthouse
GM: Cal Kinzer
Type: Miniatures
Description: General Cornwallis' British forces have captured most of Georgia and South Carolina and pushed General Greene's troops into North Carolina. But now, with the arrival of reinforcements from Maryland and Virginia, Greene feels that his army is strong enough to take them on. The result is the Battle of Guilford Courthouse, fought on March 15, 1781, the largest battle of the Southern Campaign. Can the American Continentals and militia prevail? Of will His Majesty's crack Royal troops pull off a hard-fought victory, even though heavily outnumbered? Only you can decide!
Players:6
Rules: Homegrown
Scale: 15mm
Experience: None
Sponsor:
Prize:

SIII / 004
Title: Wingman
GM: George Knapp
Type: Miniatures
Description: The game is called "Wingman." It is a WWI aerial combat game. For 2-6 players. Games take one

hour to play. I designed the game so that players could have something to do while waiting for their next game.
Players: 2-6
Rules: George's Special
Scale: 1/72
Experience: Novice
Sponsor:
Prize:

SIII / 005
Title: Battle of luka, Mississippi
GM: Wayne Carver
Type: Miniatures
Description: Maj. Gen. Ulysses S. Grant brought two armies to confront Price in a double envelopment: Rosecrans's Army of the Mississippi, approaching luka from the southwest, and three divisions of his own Army of the Tennessee under Maj. Gen. Edward O. C. Ord, approaching from the northwest. Although Grant and Ord planned to attack in conjunction with Rosecrans when they heard the sound of battle, an acoustic shadow suppressed the sound and prevented them from realizing that the battle had begun. After an afternoon of fighting, entirely by Rosecrans's men, the Confederates withdrew from luka on a road that had not been blocked by the Union army, marching to rendezvous with Confederate Maj. Gen. Earl Van Dorn, with whom they would soon fight the Second Battle of Corinth against Rosecrans.
Players: 3-5
Rules: Black Powder
Scale: 15mm
Experience: Novice to Experienced

Sponsor:
Prize:

SIII / 006
Title: Battle In Gnome Valley
GM: Michael Miller
Type: Miniatures
Description: Taking the Old Norse runestone near Heavener, OK., as truly being carved by 11th c. Vikings begs for wargame conflict between these intrepid explorers & the fierce natives ("Skraelings" to the Norse) so it's longsword vs warclub when a Dragon boatload of Danes clash with a war band of Caddo Braves in "Gnome Valley" (a possible translation of the runes).
Players: 6
Rules: Bloody Eagle
Scale: 28mm
Experience: None needed
Sponsor:
Prize:

SIII / 007
Title: X-Wing Tournament
GM: Tim Miller
Type: Board Game
Description: The Oklahoma Tabletop Gaming Club will be hosting open board gaming throughout the convention and a Star Wars X-Wing Miniatures Tournament on Saturday at 10 AM with Registration starting at 9:30 AM. Tournament participants must bring all materials needed to field a squad including: Ships, Dice, Tokens and Cards.
Rules can be found here: https://images-cdn.fantasyflightgames.com/ffg_content/x-wing/support/faq/X-Wing-Tournament-

Rules.pdf
Players: Any number are welcome
Rules: https://images-cdn.fantasyflightgames.com/ffg_content/x-wing/support/faq/X-Wing-Tournament-Rules.pdf
Scale:
Experience:
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

SIII / 008
Title: Open Board Gaming
GM: Tim Miller
Type: Board Game
Description: The Oklahoma Tabletop Gaming Club will be hosting open board gaming throughout the convention. Dozens of your favorite board game will be provided.
Players: Any number are welcome
Rules: Per board game
Scale:
Experience:
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

SIII / 009
Title: Gettysburg – the first day
GM: Richard Schwartz
Type: Miniatures
Description: You all know the story, beleaguered union cavalry, outnumbered, out gunned, trying to hold the line until reinforcements arrive, blah blah blah. Come join all your favorite characters as they return for the redo...Buford, Devin, Gamble, Reynolds, Doubleday and, if time permits, the luckless O.O. Howard commanding the infamous XI corps for the union. For the reb,

A.P. Hill, Heth, Pender, Ewell and Rodes have all agreed to come back for another shot at glory...er...glory. C'mon...what have you got to lose? You didn't really want to play a bored...I mean a board game did you? Warning, the fun will cover two gaming sessions with a 30 min break for lunch, so bring your chair cushion!

Players: 8-10

Rules: Johnny Reb II (Modified)

Scale: 15mm

Experience: Any

Sponsor: Richard Schwartz

Prize: Isn't winning enough

SIll / 010

Title: Battle of Oak Woods

GM: Randall Larsen

Type: Miniatures

Description: Muskets and Tomahawks. War of 1812, a force of American regulars and Militia intercept a British supply force of Regulars and Indians headed for Makinac island.

Players: 4

Rules: Muskets and Tomahawks

Scale: 28mm

Experience: Any

Sponsor:

Prize:

SIll / 011

Title: Dr. Who Invasion Earth 2150 AD

GM: Jamie Mathews

Type: Miniatures

Description: Dalek: [over the radio] Surrender now and you will live. Resist and you will be exterminated. Show yourselves in the streets immediately and obey the orders of your

masters, the Daleks! Dortmund: Obey motorized dustbins? We'll see about that! They've bombarded us with meteorites, subjected us to cosmic rays, smashed our cities, and destroyed whole continents of people! Some of us they've turned into living dead. Robomen. The wheel's turning full circle. Our day's coming! The Dr. Who Dalek invasion scenario makes it was to Oklahoma! Players will square off as resistance, Daleks, or Robomen for control of the city. Game plays quickly and as always is open to all ages. Come by and fight for the survival or destruction of the human race.

Players: 2-10

Rules: Dr. Who Miniatures Game

Scale: 28mm

Experience: None Required

Sponsor:

Prize:

SIll / 012

Title: Team Yankee

GM: Daniel Clouse

Type: Miniatures

Description: "The Last Battle of Tank 66" & "The Battle For Hill 214" Introduction to play game followed by United States vs Soviets scenario. Swing by to check out Cold War era miniatures from the West German, British and East German armies too. Ask about the Fulda Gap and NORTHTAG campaigns we have been running and bring your own armies for free-play on the tables. Look for Team Yankee Tornado Alley on Facebook

Players: 4-6

Rules: Team Yankee

Scale: 15mm

Experience: Novice to Expert

Sponsor: Team Yankee Tornado Alley
Prize:

SIII / 013
Title: Barbarians at the Gate
GM: Elias Ford
Type: Board Game
Description: "This is a major engagement near the end of the Last War. Command and control of all armies has broken down. Chaos reigns, as local commanders strive to protect their forces and grab what they can. Warlords and small fiefdoms are springing up throughout the countryside. This scenario represents the movements of five armies fighting over a particularly valuable stretch of countryside, with intact factories and production facilities as the prize." Ogre is a game of future nuclear tank warfare with giant nuclear-powered cybernetic tanks, hovercraft, traditional tanks and armored infantry. The Barbarians at the Gate rules supplement will be used.
Players: 5
Rules: Ogre 6 th Edition
Scale:
Experience: None
Sponsor:
Prize: None

SIII / 013
Title: Flames of War V4
GM: Daniel Clouse
Type: Miniatures
Description: Enjoy Launch Weekend of Version 4 of Battlefront's WWII game. We will have demos of Mid-War and walk-through of Early and Late War. Recommend players bring 750 points of Late/Early War

armies and 40-50 points for Mid-War. This event is a non-competitive, learning opportunity as we all get the first crack at Version 4. Would like to set-up small games among players each session Look for more information in the FaceBook Group: Flames of War Tornado Alley
Players: 6-8
Rules: Flames of War
Scale: 15mm
Experience: Novice
Sponsor: Battlefront
Prize: None

SIII / 014
Title: Cross of Iron
GM: Bruce Henderson
Type: Miniatures
Description: World War 2 bolt action game. Set during the Russo German war 1942-1943.
Players: 2
Rules: Bolt Action
Scale: 1/72 nd
Experience: WW2 Miniatures Experience
Sponsor: Bruce Henderson
Prize: Cash Prize

Session IV (Saturday 2pm-6pm)

SIV / 001
Title: Charge The Bunker, Berlin 1945
GM: Jeff Lawrence
Type: Miniatures
Description: As the Soviet's reach Berlin's Centre near the Reichstag word reaches the troops that Hitler's Bunker is located under the building. An all-out assault is ordered. As the Russians start across the rubble a horrendous hail of fire pours into them from the barricades surrounding the building. It's defenders- Volksturm, Hitler Youth, Grenadiers, Kriegsmarine, and S.S. are not surrendering; they are fighting like Demons. To make matters worse the Tiergarten Zoo Flak Tower guns are shredding the supporting T-34s. Suddenly, Tiger tanks emerge from concealed positions and pummel the attackers. "Where is our air support", screams Capt. Yuri Asminov into his hand set. Then all Hell breaks loose.
Players:2-8
Rules: Bolt Action 2.0
Scale: 28mm
Experience: Novice to Expert
Sponsor: Warlord Games
Prize: TBD

SIV / 002
Title: Wingman
GM: George Knapp
Type: Miniatures
Description: The game is called "Wingman." It is a WWI aerial combat

game. For 2-6 players. Games take one hour to play. I designed the game so that players could have something to do while waiting for their next game.
Players: 2-6
Rules: George's Special
Scale: 1/72
Experience: Novice
Sponsor:
Prize:

SIV / 003
Title: KOMSOMLETS STATE FARM
GM: George Chrestensen
Type: Miniatures
Description: By the fifth day of the Kursk offensive, German mechanized forces had still not obtained operational freedom of movement into the Soviet rear areas. There were several reasons for the lack of a German breakthrough. First was the incredibly dense and deep field fortifications built by the Soviets in anticipation of the Kursk offensive. Second, Soviet counterattacks along the flanks of German penetrations drew off much of the mobile striking power of the Panzer divisions since the attacking German forces lacked regular infantry formations to guard the flanks of the advance.

By 10 July, the 2nd S.S Panzer Corps had advanced just 30 miles north, and were nearing the small town of Prokhorovka. Positioned on the corps right flank, Leibstandarte took the lead, by now its armor strength reduced to just 77 tanks and assault guns. S.S. Panzergrenadier Regiment 2,

supported by tanks of the 1st S.S. Panzer Regiment, advanced straight up the road to Prokhorovka against heavy resistance. Despite constant Soviet tank attacks, the grenadiers had cleared the Komsomolets State Farm by midday and then began the attack on Hill 241.6, which they secured shortly after nightfall on 10 July.

This is a very large scenario, which is ideal for team play with 3 to 4 players on a side and should take at least 8 hours to complete. It is also what I like to term a “hybrid” scenario that involves both a hasty assault to clear the farm and a meeting engagement between German and Soviet armor. Therefore, the base point ratio is 3 to 2 in favor of the German player.

Players: 4-8

Rules: GHQ Microsquad

Scale: 1/285

Experience: Intermediate

Sponsor:

Prize:

SIV / 004

Title: Wargame the Wars of the Roses

GM: Everett Chun

Type: Miniatures

Description: A pretender to the throne has landed on the shores of southern England to challenge the current monarch for the crown. Will it be the White Rose or the Red Rose that prevails?

Rather than a set scenario based on a historical battle, this game features a decision game system where the opposing

commanders decide on their strategy and deployment, creating the conditions for the tactical battle to be fought. Anything can happen, as one side may potentially find itself wrong-footed based on an unexpected reaction of the opposition.

Secondly, this game uniquely uses paper soldiers from British publisher Helion and Company, featuring the beautiful and distinctive artwork by famed illustrator Peter Dennis, well known for illustrating a multitude of Osprey books.

Players: 2-6

Rules: Wargame the Wars of the Roses

Scale: Approx 20mm

Experience: None Required

Sponsor:

Prize:

SIV / 005

Title: X-Wing Tournament

GM: Tim Miller

Type: Board Game

Description: The Oklahoma Tabletop Gaming Club will be hosting open board gaming throughout the convention and a Star Wars X-Wing Miniatures Tournament on Saturday at 10 AM with Registration starting at 9:30 AM. Tournament participants must bring all materials needed to field a squad including: Ships, Dice, Tokens and Cards.

Rules can be found here: https://images-cdn.fantasyflightgames.com/ffg_content/x-wing/support/faq/X-Wing-Tournament-Rules.pdf

Players: Any number are welcome

Rules: https://images-cdn.fantasyflightgames.com/ffg_content/x-wing/support/faq/X-Wing-Tournament-Rules.pdf
Scale:
Experience:
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

SIV / 006
Title: Open Board Gaming
GM: Tim Miller
Type: Board Game
Description: The Oklahoma Tabletop Gaming Club will be hosting open board gaming throughout the convention. Dozens of your favorite board game will be provided.
Players: Any number are welcome
Rules: Per board game
Scale:
Experience:
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

SIV / 007
Title: Gettysburg – the first day
GM: Richard Schwartz
Type: Miniatures
Description: You all know the story, beleaguered union cavalry, outnumbered, out gunned, trying told the line until reinforcements arrive, blah blah blah. Come join all your favorite characters as they return for the redo...Buford, Devin, Gamble, Reynolds, Doubleday and, if time permits, the luckless O.O. Howard commanding the infamous XI corps for the union. For the reb,

A.P. Hill, Heth, Pender, Ewell and Rodes have all agreed to come back for another shot at gory...er...glory. C'mon...what have you got to lose? You didn't really want to play a bored...I mean a board game did you? Warning, the fun will cover two gaming sessions with a 30 min break for lunch, so bring your chair cushion!
Players: 8-10
Rules: Johnny Reb II (modified)
Scale: 15mm
Experience: Any
Sponsor:
Prize: Isn't winning enough?

SIV / 008
Title: Artemis: Bridge Simulator
GM: Raphael Wilson
Type: Role Playing
Description: Artemis Spaceship Bridge Simulator lets 6 Players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapon Control (and possibly 2 fighter pilots) . Together you operate your ship and defend the sector from evil aliens. Artemis is a social game where several players work together as "Bridge" officers each operating a single Station, one player acts as the Captain and endeavors to command his crew towards final victory....this link shows playing with a TV as main screen in Game HQ is south OKC... Link to Screen Shot.
Players: 6-8
Rules:
Scale:

Experience: None needed
Sponsor: Raphael Wilson
Prize:

SIV / 009
Title: Achtung! Cthulhu Skirmish Demo
GM: Steve Hanson
Type: Miniatures
Description: Achtung! Cthulhu Skirmish introduces players to the terrifying conflict fought to stop the sorcerous Nazi cult of the Black Sun from unleashing a tide of Mythos horrors against the Allies. Achtung! Cthulhu Skirmish is powered by Spartan Games' Dystopian Legions 2.0 rules set (re-written by Matthew Hope (Relic Knights, AE-WWII, Wrath of Kings, Sedition Wars) Nick Fallon and John Houlihan.) Set up to run multiple players through a short battle 2 at a time.
Players: 2 per demo; many demos to be run.
Rules: Achtung! Cthulhu Skirmish
Scale: 28mm
Experience: Novice
Sponsor: Modiphius
Prize: None

SIV / 009
Title: Rise of the Resistance
GM: Don Myers
Type: Miniatures
Description: In 1944, the allies had begun to push the Germans out of the Belgium and Norway. The organized retreat soon turned into a route. Local resistance saw an opening to exact revenge upon the Germans as they retreated in disorganized groups, especially the hated SS. The Germans having lost or

abandoned their vehicles and a lot of their equipment must run the gantlet on foot through the streets and back alleys while being hunted by an angry population out for blood. Basic Bolt Action Rules will be used in a fun, fast paced, game where it's not necessary to kill the enemy only escape before it's too late.
Players: 4-6
Rules: Bolt Action
Scale: 28mm
Experience: None
Sponsor:
Prize:

SIV / 010
Title: Battle of Balls Bluff
GM: Andy Rogers
Type: Miniatures
Description: October 1861. Union Army moves across the Potomac river to raid a Rebel camp. After crossing the river they find no camp and they are counterattacked by a growing Confederate force.
Players: 4
Rules: Regimental Fire and Fury
Scale: 28mm
Experience: Any
Sponsor:
Prize:

SIV / 011
Title: Battle of Heraclea
GM: Bob Smith
Type: Miniatures
Description: Can the Romans beat Pyrrhus of Epirus, or will the Red King win a Pyrrhic

victory. In 280 BC the Romans fighting machine face the Greek Phalanx and elephants for the first time. The fights in southern Italy help to establish the reputation of the Roman Legions
Players: 5
Rules: Home Grown
Scale: 15mm
Experience: None required.
Sponsor:
Prize:

SIV / 012
Title: Alien Invasion of Normal, TX
GM: Jamie Mathews
Type: Miniatures
Description: Brain jar aliens have landed in the otherwise sleepy town of Normal, TX. Little realizing that the town is a hot bed of intrigue looking for an excuse to break loose. Intergalactic villain the Banana Tyrant has finally raised enough commotion in the trailer park to attract attention of the Men in Black. Dr. Forrester's in jail but his Frankenstein like creations are determined to spring him. Malcolm the Chainsaw Demon is causing chaos in town. Quick play rules using Sylvain Boudeele's Golgo Island rules, a variant of the War Engine rules. Quick to grasp and easy to play. All ages welcome although some of the tacky pop culture may be lost on the younger generations.
Players: 2-8
Rules: Golgo Island
Scale: 28mm
Experience: None
Sponsor:
Prize:

SIV / 013
Title: Team Yankee
GM: Daniel Clouse
Type: Miniatures
Description: "The Last Battle of Tank 66" & "The Battle For Hill 214" Introduction to play game followed by United States vs Soviets scenario. Swing by to check out Cold War era miniatures from the West German, British and East German armies too. Ask about the Fulda Gap and NORTHTAG campaigns we have been running and bring your own armies for free-play on the tables. Look for Team Yankee Tornado Alley on Facebook
Players: 4-6
Rules: Team Yankee
Scale: 15mm
Experience: Novice to Expert
Sponsor: Team Yankee Tornado Alley
Prize:

SIV / 014
Title: FOW Vietnam Tour of Duty
GM: Edward Enslinger
Type: Miniatures
Description: Flames of War Vietnam Tour of Duty showcases the popular rule set for the SE Asian war era.
Players: 2+
Rules: FOW Vietnam Tour of Duty
Scale: 15mm
Experience: None
Sponsor: Edward Enslinger
Prize: 1957

SIV / 014
Title: Star Wars Fighter Playtesting
GM: David Burkhalter / Jeff Hunt
Type: Miniatures / Board Game combo
Description: Help beta test a hex based miniatures game using FFG's X-Wing and TIE Fighter miniatures. Command a pilot and his wingman in a clash with enemy fighters in the Star Wars universe. The game is being designed to give the player a WWI and WWII fighter combat type feel. Different ships will have different maneuverability's thus forcing the player to plan ahead. Player vs Player Tactics is back.
Players: 2-4
Rules: New rules we are developing
Scale: 2" Hex Mat with FFG minis
Experience: None
Sponsor: Portsmouth Miniatures and Games
Prize:

SIV / 014
Title: FoW 4.0 Demo
GM: Daniel Clouse
Type: Miniatures
Description: Enjoy Launch Weekend of Version 4 of Battlefront's WWII game. We will have demos of Mid-War and walk-through of Early and Late War. Recommend players bring 750 points of Late/Early War armies and 40-50 points for Mid-War. This event is a non-competitive, learning opportunity as we all get the first crack at Version 4. Would like to set-up small games among players each session. Look for more

information in the FaceBook Group: Flames of War Tornado Alley
Players: 6-8
Rules: Flames of War
Scale: 15mm
Experience: Novice
Sponsor:
Prize:

Session V (Saturday 7pm-12am)

SV / 001
Title: Born on the Bayou
GM: Jeff Lawrence
Type: Miniatures
Description: "dey was chasin down a hoodoo dere"....Lafayette, LA 2016 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: 4-10
Rules: Zombicide + Project Z
Scale: 28mm
Experience: Novice to Expert
Sponsor: Bryan's Legacy
Prize: Brains

SV / 002
Title: Guilford Courthouse
GM: Cal Kinzer
Type: Miniatures
Description: General Cornwallis' British forces have captured most of Georgia and South Carolina and pushed General Greene's troops into North Carolina. But now, with the arrival of reinforcements from Maryland and Virginia, Greene feels that his army is strong enough to take them on. The result is the Battle of Guilford Courthouse, fought on March

15, 1781, the largest battle of the Southern Campaign. Can the American Continentals and militia prevail? Or will His Majesty's crack Royal troops pull off a hard fought victory, even though heavily outnumbered? Only you can decide!
Players: 6
Rules: Homegrown
Scale: 15mm
Experience: Novice to Expert
Sponsor:
Prize:

SV / 003
Title: Open Board Gaming
GM: Tim Miller
Type: Board Game
Description: The Oklahoma Tabletop Gaming Club will be hosting open board gaming throughout the convention. Dozens of your favorite board game will be provided.
Players: Any number are welcome
Rules: Per board game
Scale:
Experience:
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

SV / 004
Title: Just A Little Boat Ride...
GM: Jim Hegeman
Type: Miniatures
Description: A large Marine Amphibious assault comprised of at least 15 various landing craft assault a tropical paradise

defended by a Japanese force of unknown strength. The Marines, commanded by Col. "Chesty" Puller will be charged with securing several key objectives and will be supported by naval bombardments and air cover. Unfortunately, U.S. intel is scant! Many surprises await both sides.....
Players: 6+
Rules: Bolt Action 2.0
Scale: 1/56 th – 28mm
Experience: Beginner to Advanced
Sponsor: Warlord Games
Prize: WWII sprue to each participant

SV / 005
Title: Artemis: Bridge Simulator
GM: Raphael Wilson
Type: Role Playing
Description: Artemis Spaceship Bridge Simulator lets 6 Players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapon Control (and possibly 2 fighter pilots) . Together you operate your ship and defend the sector from evil aliens. Artemis is a social game where several players work together as "Bridge" officers each operating a single Station, one player acts as the Captain and endeavors to command his crew towards final victory....this link shows playing with a TV as main screen in Game HQ is south OKC... Link to Screen Shot.
Players: 6-8
Rules:
Scale:
Experience: None needed
Sponsor: Raphael Wilson
Prize:

SV / 006
Title: Battle of Chaeronea
GM: Bob Smith
Type: Miniatures
Description: The Pontic king Mithridates has raised an army of more than 50,000 to fight the outnumber, Roman general Sulla's badly outnumber forces. Can you recreate Sulla's impressive victory, or can you use your superior numbers defeat the Roman legions.
Players: 7
Rules: Home Grown
Scale: 15mm
Experience: None Required
Sponsor: Bob Smith
Prize:

SV / 007
Title: Avalon
GM: Gregory Ford
Type: Board Game
Description: Avalon, from Indie Boards and Games, is their Arthurian reskin of Resistance. Players take on the role of knights of the Round Table, choosing which of their members to send on quests. Unfortunately, there are traitors in their midst, and the good knights must ferret out the evil-doers to succeed in their quests.
Players: 5-10
Rules: Avalon
Scale:
Experience: None
Sponsor:
Prize: