

## Greetings and Welcome to TwisterCon 16 March 2018

Jeff, Jeff, John and Mary, for better or worse, are your staff for this show. We are proud to present the 15<sup>th</sup> Annual TwisterCon Gaming Convention in Oklahoma City, Oklahoma!

Theme – The World at War

There are many instances in War when opposing Countries armies fight on multiple Continents. The two World Wars of the 20<sup>th</sup> Century certainly fit this description. However the conquests/actions of Alexander, Xerxes, Cortes, Napoleon, Imperial Great Britain, Al-Qaida, plus the US and UN peacekeepers might also be termed as World Wars too. These Generals marched, sailed, and later flew to faraway lands to wage War. These are but just a few examples.

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

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Session I Friday	1:30pm – 5:30pm
Session II Friday	7pm – 11:30pm
Session III Saturday	8:30am – 12:30pm
Session IV Saturday	2pm – 6pm
Flea Market	6pm – 8pm
Session V Saturday	7:30pm – 12 midnight

## VENDORS

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### 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

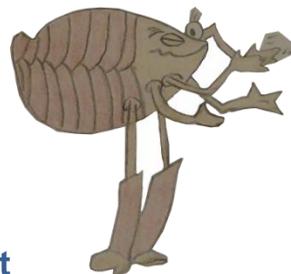
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<http://www.dungeonwerksga.com/index.html>

### Richard Houston

Dealing Models and Metal for everyone!

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## Flea Market

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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 1:30pm – 5:30pm](#)

[Session II](#) [Friday 7pm – 11:30pm](#)

[Session III](#) [Saturday 8:30am–12:30pm](#)

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

[Session V](#) [Saturday 7:30pm – 12pm](#)

**[Session I](#)** (Friday 1:30pm-5:30pm  
Registration Starts)

SI / 001
Title: Open Board Gaming
GM: Tim Miller
Type: Board Gaming
Description: The Oklahoma Tabletop Gaming Club will be hosting open board and tabletop gaming throughout the convention (All Sessions). Stop by our table during a lull in

the action to pick up a quick game of Splendor, Ticket to Ride or over 100 other board games in our library!
Players: 10 tables are available
Rules: Varies Per Game
Scale: n/a
Experience: As needed
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

SI / 002
Title: Showdown at Flamme's Folly
GM: Larry Freeman & Kevin Long
Type: Miniatures
Description: The Darkness has escaped the mines and has begun ravaging the countryside! You and others have answered the call from the Governor for the most skilled hunters to send all of those foul creatures back to Hell where they belong! And yet, when you arrive at Flamme's Folly, you notice the Scaffold gang brazenly waiting for you by the town entrance. With a humorless laugh, they turn their back on the party and slither from view into the ruins. "Come and meet your death" a dark, gravelly voice trails off. Loosening the straps on your holsters and after tugging your hat tighter over your eyes, the ringing of your spurs echo as you accept their challenge.
Rules: Shadows of Brimstone board game without the tiles
Notes: Players choose one of the iconic western characters from the game (i.e., Lawman, Gunslinger, Cowboy, etc) to play the game. All figures, game aids, etc will be

provided.
Players: 4-8
Rules: Shadows of Brimstone 3D
Scale: 28mm
Experience: No experience necessary
Sponsor:
Prize:

subtleties.
Players: 2-6
Rules: Napoleon at War
Scale: 15mm
Experience: New
Sponsor:
Prize:

<b>SI / 003</b>
Title: Warlord Games Demos
GM: Jon Russell
Type: Miniatures
Description: The Warlord Games US Raiders Demo Team returns to teach new and "used" Players fine systems from Warlord Games UK including- Bolt Action 2.0, Konflikt 47, Test of Honor, Dr. Who, and maybe even Project Z. Play an hour or the whole 4 hour Session. All Sessions will be active starting 1:30pm Friday.
Players: 1-6
Rules: Whatever is playing
Scale: 28mm
Experience: No experience necessary
Sponsor: Warlord Games
Prize: Yes

<b>SI / 005</b>
Title: Drop Zone PH – Alex
GM: Justo Perez
Type: Miniatures
Description: 3089AD, mercenary troops land on hostile drop zone "PH-Alex." OMMS (orbital merchant mother ship) orders are to defend and secure mining & heavy sentinel equipment until recovery crew arrives for teardown and evac; CO-Jones required for survival; avoid AZZ landing!
Players:
Rules: FWC super tweak
Scale: 6mm
Experience: none
Sponsor:
Prize:

<b>SI / 004</b>
Title: Napoleon at War V2 – Demo
GM: Scott Hendrickson
Type: Miniatures
Description: Step up and see if there is a Marshal's baton in your knapsack. TwisterCon will be one of the first, if not the first looks at Napoleon at War Version 2 in the US. Come enjoy a Napoleonic game with simple mechanics, and great tactical

<b>SI / 006</b>
Title: Shootout at Dry Gulch
GM: Matt Stallings & Guillermo Mendez-Kestler
Type: Miniatures
Description: Dry Gulch is a hustling, bustling new town in the Wild West. However, with a new town come the good, the bad, and the ugly. This town is growing fast because locals have found gold right outside of town.

You will play as one of the seven factions in the town such as the Law Dogs, Outlaws, Banditos, etc. In your role you may protect the town, grow the town to prosperity by acquiring victory points, or bring the town to its knees. This game is a skirmish with a role playing aspect. It's a game for all ages and experiences. Do you have what it takes, Partner?

Players: 7

Rules: Designed for Dry Gulch

Scale: 28mm

Experience: Any

Sponsor:

Prize:

SI / 007

Title: Kokoda 1942

GM: Jim Hegeman

Type: Miniatures

Description: An inexperienced Aussie force finds itself outnumbered by Imperial Japanese force at night, while defending a primitive airstrip and small village. Several Special Rules will be utilized in this game.

Players: 4-6

Rules: Bolt Action (New Guinea)

Scale: 28mm

Experience: Intermediate

Sponsor: Warlord Games

Prize: There will be prizes

SI / 008

Title: Cthulhu Wars

GM: Charles Hunt

Type: Board Game

Description: Cthulhu Wars is an asymmetric strategy board game based on the Cthulhu Mythos created by H.P. Lovecraft. The stars are right and the Great Old Ones have returned to reassert their dominion over the Earth. Players attempt to guide their chosen faction, with its associated Great Old One(s), monsters, high priest and cultists, to victory. This game will use the core game plus additional factions and other expansions. The Omega Edition rules are available for download from Petersen Games.

Players: 3-6

Rules: Cthulhu Wars Omega Edition

Scale: 28mm

Experience: Novice

Sponsor: The Church of Starry Wisdom

Prize: Bragging Rights

SI / 009

Title: Star Wars Fighter

GM: David Burkhalter

Type: Board Game/Miniatures

Description: 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 WWII fighter combat experience. Different ships will have different maneuverability and toughness forcing the player to plan ahead. Player vs player tactics are back.

Players: 2-4

Rules: New Rules

Scale: 2" Hex Mat

Experience: None

Sponsor: Portsmouth Miniatures and Games

Prize:



**Session II** (Friday 7pm – 11:30pm Hall closes at midnight)

<b>SII / 001</b>
Title: Return to Rick's Place
GM: Jeff Lawrence
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 American, a swank nightclub owned by American expatriate Rick Blaine. Though we learn later that Rick once harbored enough idealism to put himself at risk to fight fascism, he's now embittered and cynical, professing to be neutral and detached: "I stick my neck out for nobody." Well he did stick his neck out by killing a German officer to aid a Czech freedom fighter's escape to Spain. The Gestapo is on the way to Rick's Place with most of the Moroccan police who WERE under the command of Captain Louis Renault (Rick's accomplice). 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: 4-6
Rules: Pulp by Bob Murch
Scale: 28mm
Experience: Novice
Sponsor: Bryan's Legacy
Prize:

<b>SII / 002</b>
Title: Bloody Broadships – High Seas
GM: Jeffrey Hunt
Type: Miniatures/Board Game
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

<b>SII / 003</b>
Title: Open Board Gaming
GM: Tim Miller
Type: Board Gaming
Description: The Oklahoma Tabletop Gaming Club will be hosting open board and tabletop gaming throughout the convention (All Sessions). Stop by our table during a lull in the action to pick up a quick game of Splendor, Ticket to Ride or over 100 other board games in our library!
Players: 10 tables are available
Rules: Varies Per Game
Scale: n/a
Experience: As needed
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

<b>SII / 004</b>
Title: Bushman's Pass
GM: Calvin Kinzer
Type: Miniatures
Description: As he rode along the narrow track leading into Bushman's Pass, Lord Chelmsford thought to himself, "This would be a perfect place in which to catch a Zulu impi and destroy it." He briefly considered stopping there and waiting for the enemy to appear. But, looking back at the slowly-moving column of supply wagons, escorted by red-coated infantry laboriously trudging along in the hot, South African sun, he decided against it and resolved to push on to his goal, the relief of the siege of Eshowe. Unfortunately, the Zulus had other plans, and had also realized the advantages of attacking while their enemy was in the choke point of the narrow, rocky pass. The result is a hard-fought battle pitting Zulu courage and numbers against British stolidity and firepower.
Players: 6-8
Rules: Orders & Actions (Homegrown)
Scale: 15mm
Experience: None Required
Sponsor: Tulsa Area Historical Gamers
Prize:

<b>SII / 005</b>
Title: Warlord Games Demos
GM: Jon Russell
Type: Miniatures
Description: The Warlord Games US Raiders Demo Team returns to teach new and "used" Players fine systems from Warlord Games UK including- Bolt Action 2.0, Konflikt 47, Test of Honor, Dr. Who, and maybe even Project

Z.Play an hour or the whole 4 hour Session. All Sessions will be active starting 1:30pm Friday.
Players: 1-6
Rules: Whatever is playing
Scale: 28mm
Experience: No experience necessary
Sponsor: Warlord Games
Prize: Yes

<b>SII / 006</b>
Title: Napoleon at War V2 – Demo
GM: Scott Hendrickson
Type: Miniatures
Description: Step up and see if there is a Marshal's baton in your knapsack. TwisterCon will be one of the first, if not the first looks at Napoleon at War Version 2 in the US. Come enjoy a Napoleonic game with simple mechanics, and great tactical subtleties.
Players: 2-6
Rules: Napoleon at War
Scale: 15mm
Experience: New
Sponsor:
Prize:

<b>SII / 007</b>
Title: Meiningen Corridor 1977
GM: Herb Flather
Type: Miniatures
Description: On the first day of WWII, Soviet forces drive down toward Wurzburg from the north along the valley of the

Meiningen River. German territorial forces will hold until the 12th Panzer can react.
Players: 4-6
Rules: Fist full of TOWs
Scale: 15mm
Experience: None
Sponsor:
Prize:

<b>SII / 008</b>
Title: Battle of Sentium 295BC
GM: Lloyd Eaker
Type: Miniatures
Description: The battle of Sentinum was the decisive battle of the Third Samnite War, fought in 295 BC. Between the Romans and a coalition army of Samnite and Gauls. This is early in the Republic and the Romans are not the army they will become. Plus one of the few battles the Gauls used chariots. The rules are my own to fight large historical battles using 28mm figures.
Players: up to 8
Rules: Mediterranean Empires
Scale: 28mm
Experience: none
Sponsor:
Prize:

<b>SII / 009</b>
Title: Unbreakable
GM: Greg Turner
Type: Board Game
Description: Unbreakable is a game of futuristic ground combat for 2 players or teams. Each team assembles a platoon of crawlers, walkers, and powered armor

squads and equips them with nukes, stasis rays, lasers, and more. Then the platoons meet in combat where they unleash terrible powers of overwhelming destruction.
Fortunately, no one gets hurt. Thanks to amazing leaps in materials technology the battlefield of the future will no longer be a dangerous place (for the combatants).
Note: This game has a high silliness factor and isn't recommended for the serious wargammer.
Players: 1 to 4
Rules: Standard
Scale: Hex Movement
Experience: None needed, will teach
Sponsor: Interformic Games
Prize:

<b>SII / 010</b>
Title: Bolt Action Tournament
GM: Jon Russell
Type: Tournament
Description: Break out the Ammo cases and come fight in the Twistercon Bolt Action Tournament. 1250 points. We'll take the 1st 20 Players to be signed in by 5:30pm Friday March 16th with Round 1 starting @ 6:00pm and running until 9pm. Round 2 is Saturday the 17th starting @10:00am to 12:00pm. Final Round 3 will begin @1:00pm to 3:00pm. Awards to follow. Director/Referee is Jon Russell @ <a href="mailto:jwrintampa@hotmail.com">jwrintampa@hotmail.com</a> for Questions.
Players: up to 20

Rules: Bolt Action 2.0
Scale: 28mm
Experience: Experienced
Sponsor: Warlord Games
Prize: Yes

<b>SII / 011</b>
Title: Fistful of Lead: Gold and Gunf
GM: Jaye Wiley
Type: Miniatures
Description: Baby Face Fenster, leader and sole survivor of the Finnigan-Fenster gang is sitting in the Lesterville county jail. He and he alone knows the location of last payroll his gang buried out in the desert. He has sent word out through the criminal underworld he will share its location if somebody will break him out before his transfer to the notorious Yucca prison tomorrow. Also at stake is a rather large gold nugget sitting, mostly unguarded in the First National Bank across the street. Marshal Bill Bastardsen and his group of mostly deputized townfolk are all that stand between the Bad guys and their goals. His only hope is a small detachment of US Cavalry camped just outside of town, and possibly a mysterious stranger arriving on the noon stage....
Players: 6
Rules: Fistful of Lead: Reloaded
Scale: 28mm
Experience: Rookie
Sponsor: Wiley Games
Prize:

<b>SII / 012</b>
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Title: Waterloo Knapp Style
GM: George Knapp
Type: Board Game
Description: "Not Your Grandfather's Waterloo Game" is a new fun way to learn Napoleonic wargaming. Using custom 25mm paper troops of his own design the Master can take the Novice and Experienced to a new appreciation of this period of History. Oh, by the way it's fun too.
Players: Any and all
Rules: George Knapp
Scale: 25mm
Experience: Novice up
Sponsor:
Prize:

<b>SII / 013</b>
Title: Napoleon Kriegsspiele
GM: Chris & Nick Wilkowski
Type: Miniatures
Description: A Grand Tactical Napoleonic using Napoleon Kriegsspiele.
The French Grand Armeé face off against the combined allied army of the Sixth Coalition comprising Russian, Austrian, and Prussian troops.
A large grand tactical wargame set in the Belgium countryside on a fine summers day, 1814.
"It's time to put the Corsican Ogre back in his cage and ship him off to Elba for good." -- Tsar Alexander I
"On to Paris !" -- Prince Metternich

"Stopenzee Frogs in der place vhere dey  
ist" - Prince Karl August von Hardenberg

"Nobody puts Boney the the corner" --  
Patrick Swayze

Players: 6-8

Rules: Napoleonic Kriegsspiele

Scale: 10mm

Experience: Novice to Experienced

Sponsor:

Prize:

## Session III (Saturday 8:30am-12:30pm)

<b>SIII / 001</b>
Title: Bloody Broadsides – High Seas
GM: Jeffrey Hunt
Type: Miniatures/Board Game
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

<b>SIII / 002</b>
Title: Open Board Gaming
GM: Tim Miller
Type: Board Gaming
Description: The Oklahoma Tabletop Gaming Club will be hosting open board and tabletop gaming throughout the convention (All Sessions). Stop by our table during a lull in the action to pick up a quick game of Splendor, Ticket to Ride or over 100 other board games in our library!
Players: 10 tables are available
Rules: Varies Per Game
Scale: n/a
Experience: As needed
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

<b>SIII / 003</b>
Title: Bushman's Pass
GM: Calvin Kinzer

Type: Miniatures
Description: As he rode along the narrow track leading into Bushman's Pass, Lord Chelmsford thought to himself, "This would be a perfect place in which to catch a Zulu impi and destroy it." He briefly considered stopping there and waiting for the enemy to appear. But, looking back at the slowly-moving column of supply wagons, escorted by red-coated infantry laboriously trudging along in the hot, South African sun, he decided against it and resolved to push on to his goal, the relief of the siege of Eshowe. Unfortunately, the Zulus had other plans, and had also realized the advantages of attacking while their enemy was in the choke point of the narrow, rocky pass. The result is a hard-fought battle pitting Zulu courage and numbers against British stolidity and firepower.
Players: 6-8
Rules: Orders & Actions (Homegrown)
Scale: 15mm
Experience: None Required
Sponsor: Tulsa Area Historical Gamers
Prize:

<b>SIII / 004</b>
Title: Showdown at Flamme's Folly
GM: Larry Freeman & Kevin Long
Type: Miniatures
Description: The Darkness has escaped the mines and has begun ravaging the countryside! You and others have answered the call from the Governor for the most skilled hunters to send all of those foul creatures back to Hell where they belong! And yet, when you arrive at Flamme's Folly, you notice the Scaffold gang brazenly waiting for you by the town entrance. With a

humorless laugh, they turn their back on the party and slither from view into the ruins. "Come and meet your death" a dark, gravelly voice trails off. Loosening the straps on your holsters and after tugging your hat tighter over your eyes, the ringing of your spurs echo as you accept their challenge.

Rules: Shadows of Brimstone board game without the tiles

Notes: Players choose one of the iconic western characters from the game (i.e., Lawman, Gunslinger, Cowboy, etc) to play the game. All figures, game aids, etc will be provided.

Players: 4-8

Rules: Shadows of Brimstone 3D

Scale: 28mm

Experience: No experience necessary

Sponsor:

Prize:

### SIII / 005

Title: Warlord Games Demos

GM: Jon Russell

Type: Miniatures

Description: The Warlord Games US Raiders Demo Team returns to teach new and "used" Players fine systems from Warlord Games UK including- Bolt Action 2.0, Konflikt 47, Test of Honor, Dr. Who, and maybe even Project Z. Play an hour or the whole 4 hour Session. All Sessions will be active starting 1:30pm Friday.

Players: 1-6

Rules: Whatever is playing

Scale: 28mm

Experience: No experience necessary

Sponsor: Warlord Games

Prize: Yes

### SIII / 006

Title: Napoleon at War V2 – Demo

GM: Scott Hendrickson

Type: Miniatures

Description: Step up and see if there is a Marshal's baton in your knapsack. TwisterCon will be one of the first, if not the first looks at Napoleon at War Version 2 in the US. Come enjoy a Napoleonic game with simple mechanics, and great tactical subtleties.

Players: 2-6

Rules: Napoleon at War

Scale: 15mm

Experience: New

Sponsor:

Prize:

### SIII / 007

Title: Aliens - Marines! We are LEAVING!

GM: Greg Dryanski

Type: Miniatures

Description: Welcome to the terraforming operation on planet LV-426, "Hadley's Hope". A marine platoon and several civilian contractors from Weyland-Yutani Corporation have encountered a xenomorph egg chamber. Unfortunately, one of the contractors -- Ellen Ripley -- has grabbed a flamethrower and torched the entire chamber. This has prompted a hostile reaction from the bugs, who race back to defend the hive. As the scenario starts, the platoon's motion detectors are going off the

scale as the swarm begins to close in...
This is a scenario using the Aliens miniature game rules. Exit the alien hive with as many marines as possible still alive.
Players:8
Rules: Aliens Board Game
Scale: 25mm
Experience: None Needed
Sponsor:
Prize:

<b>SIII / 008</b>
Title: Kill Will!
GM: Michael Miller
Type: Miniatures
Description: A tangled web of Elizabethan intrigue spun by lovers, thieves, spies & assassins comes unraveled in this Tragi-Comic tavern brawl. Featuring a star-studded cast, it's "Shakespeare in Melee" & mayhem at the Mermaid Inn!
Players: up to 8
Rules: THW's By Savvy & Steel
Scale: 28mm Skirmish
Experience: None needed
Sponsor:
Prize:

<b>SIII / 009</b>
Title: Kokoda 1942
GM: Jim Hegeman
Type: Miniatures
Description: An inexperienced Aussie force finds itself outnumbered by Imperial Japanese force at night, while defending a primitive airstrip and small village. Several Special Rules will be utilized in this game.
Players:4-6

Rules: Bolt Action (New Guinea)
Scale: 28mm
Experience: Intermediate
Sponsor: Warlord Games
Prize: There will be prizes

<b>SIII / 010</b>
Title: Panzer Army Africa on the Move
GM: Andy Rogers
Type: Miniatures
Description: Early 1942 and the Panzers are on the move. The Germans are a recon in force. The Brits race to stop them. Panzer IIIH's and PZIVE's vs. Crusaders and Matilda's.
Players:4
Rules: Fist Full of TOWS 3
Scale: 15mm
Experience: None
Sponsor:
Prize:

<b>SIII / 011</b>
Title: The Legion in Mexico
GM: Jaye Wiley
Type: Miniatures
Description: A small garrison of Legionnaires has been left to guard the hated foreign Emperor's taxes. Republican forces descend on their tiny command. Can the vaunted Legion hold out until reinforcements arrive, or is this their last stand...?
Players: 5
Rules: Fistful of Lead: Reloaded
Scale: 28mm
Experience: Rookie
Sponsor: Wiley Games
Prize:

SIII / 012
Title: Waterloo Knapp Style
GM: George Knapp
Type: Board Game
Description: "Not Your Grandfather's Waterloo Game" is a new fun way to learn Napoleonic wargaming. Using custom 25mm paper troops of his own design the Master can take the Novice and experienced to a new appreciation of this period of History. Oh, by the way it's fun too.
Players: Any and all
Rules: George Knapp
Scale: 25mm
Experience: Novice up
Sponsor:
Prize:

SIII / 013
Title: Savo Island
GM: Jon Bumgardener
Type: Miniatures
Description: Savo Island WW2 Naval Combat. What if the Japanese continued their attack against the American transports off Guadalcanal.
Players:4-7
Rules: Axis & Allies
Scale: 1/2400
Experience: Novice to Experienced
Sponsor:
Prize:

## Session IV (Saturday 2pm-6pm)

<b>SIV / 001</b>
Title: Red Star/White Star Berlin '44
GM: Jeff Lawrence
Type: Miniatures
Description: April 22nd 1944....Combat Command B 9th US Armored enters Berlin from the West and meets only elements of The Irish Guards who arrived on the 21st."Where the Hell are the Germans?" General Patton exclaims. Brigadier J.O.E. Vandeleur steps down from his Humber and answers, "It seems they are waiting for us to take them all Prisoner. Anyway, you must now know the Russians are to the East side of Berlin and still trying to push through." George replies, "so we beat the Commie Bastards here eh! What have they said on the Radio?" There has been no traffic at all, but I would bet they know we are here Ole Boy," J.O.E. offers. Patton growls, "Hell I don't like it, so we better dig in and be ready." Well it seems the wrong side got into Berlin 1st. So what happens next? Will the Germans fight, and if so who? Who will the Soviets attack? It is your move.
Players:4-8
Rules: Bolt Action, Konflikt '47
Scale: 28mm
Experience: Novice to Experienced
Sponsor: Bryan's Legacy
Prize:

<b>SIV / 002</b>
Title: Yom Kippur War 1973
GM: Edward Enslinger
Type: Miniatures

Description: An Arab-Israeli armored confrontation in the Yom Kippur War of 1973. Utilizing the GMs combination of several rules and a few home rules as well. The MBT/IDF combat system will be used in combination with the movement and morale system of Flames of War V.3.
Players: 2-4
Rules: Flames of War and IDF
Scale: 15mm
Experience: None
Sponsor:
Prize:

<b>SIV / 003</b>
Title: Naco Mamacitta
GM: Bruce Smith
Type: Miniatures
Description: In Mexico in 1893 during the Hephæstium (Steam Punk) Age Mexican forces converge on the town of Naco to find out who blew up the top secret government lab. Find out if it is Confederates or local peasants uprising, but most of all find out what gruesomeness and surprises wait to be discovered in the ruins.
Light role playing and players only wanting to have fun, need apply. Children under 14 must be accompanied by an adult.
Players: 4
Rules: Super Modified TSATF
Scale: 25mm
Experience: None
Sponsor:
Prize:

<b>SIV / 004</b>
Title: Open Board Gaming
GM: Tim Miller
Type: Board Gaming
Description: The Oklahoma Tabletop Gaming Club will be hosting open board and tabletop gaming throughout the convention (All Sessions). Stop by our table during a lull in the action to pick up a quick game of Splendor, Ticket to Ride or over 100 other board games in our library!
Players: 10 tables are available
Rules: Varies Per Game
Scale: n/a
Experience: As needed
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

<b>SIV / 005</b>
Title: First Blow against the Armada
GM: Everett Chun
Type: Miniatures
Description: This year marks the 430th anniversary of the Great Enterprise against England, otherwise better known as the Spanish Armada Campaign. In the summer of 1588 a large Spanish fleet sailed into the English Channel with the intent of establishing naval supremacy in order to cover the landing of an invading army from Flanders on the European mainland, for the policies of England's Queen Elizabeth I had earned the Spanish king's ire. However, the Spanish never succeeded in achieving regime change and the whole operation ultimately proved disastrous, although storms wrecked far more Spanish ships than English gunnery. This scenario is based upon the

opening clash between the rival fleets off of Plymouth, as the English attempt to pry open the tight Spanish crescent formation designed to protect Armada's slow and vulnerable supply and transport vessels.
Players: 2-6
Rules: Lanterna
Scale: 1/2400
Experience: None required
Sponsor:
Prize: Books

<b>SIV / 006</b>
Title: Warlord Games Demos
GM: Jon Russell
Type: Miniatures
Description: The Warlord Games US Raiders Demo Team returns to teach new and "used" Players fine systems from Warlord Games UK including- Bolt Action 2.0, Konflikt 47, Test of Honor, Dr. Who, and maybe even Project Z. Play an hour or the whole 4 hour Session. All Sessions will be active starting 1:30pm Friday.
Players: 1-6
Rules: Whatever is playing
Scale: 28mm
Experience: No experience necessary
Sponsor: Warlord Games
Prize: Yes

<b>SIV / 007</b>
Title: Aliens - Get the Queen!
GM: Greg Dryanski
Type: Miniatures
Description: Following up on "Marines! We are Leaving!", the marines have received

orders to protect Weyland-Yutani investment and clear the infestation of alien bugs on LV-426. This suicidally stupid plan requires that the marines return to the hive, infiltrate the xenomorph queen's chamber, eliminate her, and then exfiltrate. Honestly, everyone would rather just nuke it from orbit, but the Corporation wants to preserve the terraforming machinery and the bugs crashed the drop-ship and killed the pilots...

This is the second scenario using the Aliens miniature rules, and definitely the more difficult of the two. Partial victory for eliminating the Queen, and complete victory for anyone who escapes the Hive alive.

Players: 8

Rules: Aliens Board Game

Scale: 25mm

Experience: None Needed

Sponsor:

Prize:

Prize:

#### SIV / 009

Title: Battle of Trebia

GM: Lloyd Eaker

Type: Miniatures

Description: The battle of Trebia was Hannibal's initial battle in Italy, fought in 218 BC. Between the Romans and the Carthaginians. This is during the Second Punic War in the Mid-Republic. One of Hannibal's battles with elephants. The rules are my own to fight large historical battles using 28mm figures.

Players: Up to 8

Rules: Mediterranean Empires

Scale: 28mm

Experience: none

Sponsor:

Prize:

#### SIV / 008

Title: Zombies, Werewolves, and Nazis

GM: Wayne Carver

Type: Miniatures

Description: Allied command has deciphered a secret dispatch from Wehrmacht Hq. Something is afoot deep in the Bavarian woods. Can the Allied forces reach the suspect factory in time to foil the diabolical experiments being conducted there?

Players: 2-4

Rules: Konflikt 47

Scale: 28mm

Experience: any and all

Sponsor:

#### SIV / 010

Title: Krinkelt 1944

GM: Randall Larsen

Type: Miniatures

Description: This will be a Bolt Action introductory scenario. New or beginning players welcome. In the battle of the bulge the sixth army Panzergrenadiers were held back by the 2nd infantry division outside the villages of Rocherrath and Krinkelt. This will be an Envelopment scenario of approximately 1000 points per side.

Players: 2-4

Rules: Bolt Action 2<sup>nd</sup> Edition

Scale: 28mm

Experience: Beginner

Sponsor:
Prize:

Sponsor: Wiley Games
Prize:

<b>SIV / 011</b>
Title: Eclipse
GM: Greg Turner
Type: Board Game
Description: From BGG: Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships with which to wage war. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species, while paying attention to the other civilizations' endeavors.
Players: 1 to 5
Rules: Standard game with no expansion
Scale: n/a
Experience: Will Teach
Sponsor:
Prize:

<b>SIV / 013</b>
Title: Waterloo Knapp Style
GM: George Knapp
Type: Board Game
Description: "Not Your Grandfather's Waterloo Game" is a new fun way to learn Napoleonic wargaming. Using custom 25mm paper troops of his own design the Master can take the Novice and Experienced to a new appreciation of this period of History. Oh, by the way it's fun too.
Players: Any and all
Rules: George Knapp
Scale: 25mm
Experience: Novice up
Sponsor:
Prize:

<b>SII / 012</b>
Title: Up the River Without a Paddle
GM: Jaye Wiley
Type: Miniatures
Description: A group of Colonial Rangers is returning from a successful winter raid. Loaded down with loot the sound of gunfire and Indian war cries echo across the valley. Can you make it to the boats in time?
Players: 5-6
Rules: Fistful of Lead: Horse & Musket
Scale: 28mm
Experience: Rookie

<b>SIV / 014</b>
Title: Star Wars Fighter
GM: David Burkhalter
Type: Board Game/Miniatures
Description: 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 WWII fighter combat experience. Different ships will have different maneuverability and toughness forcing the player to plan ahead. Player vs player tactics are back.
Players: 2-4
Rules: New Rules

Scale: 2" Hex Mat
Experience: None
Sponsor: Portsmouth Miniatures and Games
Prize:

<b>SIV / 015</b>
Title: A Desperate Day
GM: George Chrestensen
Type: Miniatures
Description: It is the morning of July 12, 1943. It is the second week of the Wehrmacht's Kursk counteroffensive, intended to reverse German fortunes on the eastern front. Elements of the II SS Panzer Corps are deep within the third Soviet defensive belt with the town of Prokhorovka being one of its objectives for the day. A Desperate Day will depict a small portion of the armored battles around Prokhorovka that day. This will be an introductory game using tanks and assault guns only. Elements of two Soviet tank brigades will be pitted against the remaining panzers of 1st SS Liebstandarte's panzer regiment. Armored warfare on the eastern front at its most desperate.
Players: 4-6
Rules: WWII Microsquad
Scale: 25 yards / inch; 1 minute / turn
Experience:
Sponsor:
Prize:

<b>SIV / 016</b>
Title: The Great War: Axis & Allies
GM: Nicholas Massey
Type: Board Game

Description: Come join a fun and exciting version of Axis and Allies set in the First World War! Lead the Kaiser's army to victory in France, defend the Russian Empire in the wilderness of Poland, or join the British expedition pushing through heavily defended enemy lines in Belgium.
With 8 playable factions, Axis and Allies 1914 provides numerous opportunities to change the course of the war. Come and play a game filled with strategy, tactics, and fun!
Players: 2-7
Rules: Axis & Allies WWI 1914
Scale: Board Game
Experience: Beginner to Expert
Sponsor:
Prize:

<b>SIV / 017</b>
Title: Mirror in the Dark
GM: Karl Pajak
Type: Collectable Card Game
Description: Alderac Entertainment Group's new version of the best-selling deckbuilding game designed by Mike Elliott! The new Quest system provides the adventurer with a modular adventuring experience so that the game is always fresh and challenging. Now you can experience this amazing new installment in the Thunderstone series. Join your host Karl Pajak as you face the quest "Mirror in the Dark". Learning to play time: approximately 15 min. Playing time: 20-90 minutes.
Players: 2
Rules: Thunderstone

Scale: N/A
Experience: Novice to Experienced
Sponsor:
Prize:

## Session V (Saturday 7:30pm-12am)

<b>SV / 001</b>
Title: Open Board Gaming
GM: Tim Miller
Type: Board Gaming
Description: The Oklahoma Tabletop Gaming Club will be hosting open board and tabletop gaming throughout the convention (All Sessions). Stop by our table during a lull in the action to pick up a quick game of Splendor, Ticket to Ride or over 100 other board games in our library!
Players: 10 tables are available
Rules: Varies Per Game
Scale: n/a
Experience: As needed
Sponsor: Oklahoma Tabletop Gaming Club
Prize:

<b>SV / 002</b>
Title: Warlord Games Demos
GM: Jon Russell
Type: Miniatures
Description: The Warlord Games US Raiders Demo Team returns to teach new and "used" Players fine systems from Warlord Games UK including- Bolt Action 2.0, Konflikt 47, Test of Honor, Dr. Who, and maybe even Project Z. Play an hour or the whole 4 hour Session. All Sessions will be active starting 1:30pm Friday.
Players: 1-6
Rules: Whatever is playing
Scale: 28mm
Experience: No experience necessary
Sponsor: Warlord Games
Prize: Yes

<b>SV / 003</b>
Title: Pegasus Bridge
GM: Richard Schwartz
Type: Miniatures
Description: June 6, 1944...near the coast of France. Join Major Howard and the rest of the Ox & Bucks as they become the first allied soldiers to hit the dirt on D Day. This is a man to man skirmish level game, paired down only enough to make it manageable. Can the Brits get control of the bridge or will the Germans react in time? Either way, don't get too attached to your figures, as many will likely die. Bring a beer, a PIAT, and some guts!
Players: 6
Rules: Home Rules (easy to learn)
Scale: 20mm
Experience: None needed
Sponsor:
Prize: Getting to sleep before 1am

<b>SV / 004</b>
Title: Mother of all Zombie Games
GM: Carl Mayer and Jamey Lamb
Type: Miniatures
Description: Under new management, this game will feature themes from every Zombie film, game etc. that was ever known. Zombieland Walking Dead, Shawn of the Dead, Living Dead, along with ATZ, Zombicide, and Project Z will be used to create a game like no other. Come and kill the hoards or be consumed in the process. The only thing required is a good sense of humor. Co-Gms are Carl Mayer and Jamey Lamb.
Players: Unlimited
Rules: Home

Scale: 28mm
Experience: Novice
Sponsor: Bryan's Legacy
Prize: Figures/Brains

<b>SV / 005</b>
Title: Axis & Allies: 1940 Europe
GM: Nicholas Massey
Type: Board Game
Description: Come join a fun rendition of the European front, Axis and Allies style! With 6 factions to choose from, America, Italy, Germany, U.K, France, and the U.S.S.R, every game is different and fun! Unique strategies abound, will you pursue a North Africa campaign? Invade the Soviet Union? Launch an early D-day? Or even attempt an invasion of the British Isles? All these possibilities and more are available to you!
Will you fight the War as it happened? Or change the World forever?....
Players: 2-5
Rules: Axis & Allies WW2
Scale: Board Game
Experience: Beginner to Expert
Sponsor:
Prize:

<b>SV / 006</b>
Title: Galactic Heroes
GM: Jaye Wiley
Type: Board Game
Description: These Aren't the Bots You're Looking For..
At a disreputable spaceport on a backwater

planet, the plans for Emperor's new secret weapon, the Doom Moon, have ended up hidden in the circuits of an unassuming robot. Now everyone's out to get them!
Players: 5
Rules: Galactic Heroes
Scale: 28mm
Experience: Rookie
Sponsor: Wiley Games
Prize:

<b>SV / 007</b>
Title: Orders to Eagles
GM: Nick Wilkowski
Type: Miniatures
Description: Grand tactical Napoleonic game in grand 10mm scale. The rules focus more on maneuver than formations to give a period feel to moving armies and having them at the right place at the right time.
Players: 8
Rules: Orders to Eagles
Scale: 10mm
Experience: None Needed
Sponsor:
Prize: