



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 15th 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 20th 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.

TABLE OF CONTENTS:

Events Scheduled Times	P3
Vendors	P4
Flea Market	P4
Game Event Listings	P5

EVENTS SCHEDULED TIMES

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



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 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)

Experience:
Sponsor:
Prize:

SI / 002
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

SI / 001
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:

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

SII / 001
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:

SII / 002
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

SII / 003
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

Session III (Saturday 8:30am12:30pm)

SIII / 001
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

SIII / 002
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

Session IV (Saturday 2pm-6pm)

SIV / 001
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:

SIV / 002
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:

SIV / 003
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

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

SV / 001
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

SV / 002
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize: