

MANEUVERS CON

TULSA OK
AUGUST 11-13, 2017

WWW.MANEUVERS.CON.COM



Theme: Battles of Maneuver

THE WYNDHAM Tulsa **10918 E. 41st Street Tulsa, OK** **918-627-5000**

Room Rate \$89.00 Single/King room which includes a HOT breakfast

Room Rate Cutoff Date July 21, 2017; 5pm

Book mentioning ManeuversCon - Tornado Alley Miniatures Gaming Block and the room includes a Hot Breakfast coupons; delivered at Check In.

Call (918) 627-5000 for hotel reservation.

Food: The Wyndham has two Restaurants, Beechwood's American Cuisine for Breakfast/Lunch; and Mulligan's Sports and Spirits for Lunch and Dinner.

CONVENTION FEE

Game Masters **No charge for the convention**

Game Players **\$15/day or \$20/Entire Convention (pre-register on website)**

Dealers **Each 6' table \$25/day or \$50/Entire Convention**

Flea Market **Each 6' table \$5**

PLAYERS & GM REGISTRATION OPEN FOR 2017

Players Registration is open so make your plans and come play a game at ManeuversCon 2017. Simply fill out the following form and send it in, we will be in contact with you shortly

Game Masters - switch over to the GM Reg page and register your game(s) there. By registering your games you are also registering yourself

We can process PayPal, MC, Visa, Amex, and Discover by mail and at the door. Checks or MO need to be made Payable to Jeff Lawrence, Treasurer.

GAMEMASTERS

GMs – Free convention entry with pre-registered game/s.

Easy registration of your game(s) can happen on the website. All games must use painted miniatures, be a board game you supply, or be an approved RPG. The site is now open for Game Master registration. GMs for Maneuvers do not pay to enter and run their games. Gamemasters, when you arrive see a staff member for table assignments.

Game Masters July 21st, 2017 is the deadline to have your game in the program book. So book your game ASAP!

CONVENTION HOURS

Friday August 11th

Hall Opens 8 am Dealer set up
Session I 2 pm – 6 pm Registration starts
Session II 7 pm - 11 pm (Hall closes at midnight- *GMs could set up for Session III*)

Saturday August 12th

Hall opens 7 am for GM set up
Session III 9 am - 1 pm
Session IV 2 pm - 6 pm
Flea Market 6 pm – 8 pm (See info below)
Session V 7 pm – 11 pm (Hall closes at midnight)

Sunday August 13th

Session VI 8 am – 11 am

For remaining dealer move out, tournament final rounds, until 11am. If you want to do some "short" Open Gaming feel free. The Hall MUST be vacated by 12.00pm. No exceptions.

FLEA MARKET (Buy at Registration)

Our soon to be famous Flea Market will feature all of the beautiful and well taken cared of games, rules, and miniatures that you need. So come on down and join the great Flea Market shopping. This event will run 6pm-8pm Saturday night. 6' Tables are \$5.00 each.

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 Flea Dealer ID number.

Around 5:30pm we will setup tables for the Flea Market with your Flea Dealer ID number on the table. 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 as needed.

DEALERS

We will rent 6' tables with a drape @ \$50.00 for the event, or \$25.00/day. Please contact Jeff Lawrence - jlw2424@gmail.com for your table space needs.

EVENT LISTING SUMMARY

Session I - Friday 2pm - 6pm

- Run the Gauntlet
- Honey Springs
- Robo Rally

GM: Tim Harwood
GM: Calvin Kinzer
GM: Loren Dean

Session II - Friday 7pm - 11pm

- Bloody Broadships - Napoleonic Naval
- Fight for the Lion - Thermopylae 480BC
- H-Hour 6 June 1944 Omaha Beach
- Battletech: alpha strike
- Robo Rally
- Battle of Towton
- Battle of Rosebud - 1876
- Monocacy - Early's Raid on DC

GM: Jeffrey Hunt
GM: Jeff Lawrence
GM: Joseph Burns
GM: Jonathan Cox
GM: Loren Dean
GM: Everett Chun
GM: Jeff Lawrence
GM: Richard Schwartz

Session III - Saturday 9am - 1pm

- Bloody Broadships - Napoleonic Naval
- Friedland - 1807 - Napoleon vs Russia
- H-Hour 6 June 1944 Omaha Beach
- Honey Springs
- Flushing the Turd

GM: Jeffrey Hunt
GM: Tim Harwood
GM: Joseph Burns
GM: Calvin Kinzer
GM: Richard Schwartz

Session IV - Saturday 2pm - 6pm

- All Hell Broke Loose - Berlin, April 1945
- Battletech: Alpha Strike
- Mercia Invaded-Viking vs Saxon
- Rise of the Resistance
- Scaling the Cliffs of Point d Hoc

GM: Jeff Lawrence
GM: Jonathan Cox
GM: Scott Hendrickson
GM: Dohn Myers
GM: Carl Mayer

Session V - Saturday 7pm - 11pm

- Born on the Bayou Redux
- Mayhem on the High Seas
- Honey Springs
- The Great Dalmuti

GM: Jamey Lamb
GM: Tim Harwood
GM: Calvin Kinzer
GM: Greg Turner

Session VI - Sunday 8am - 11am

- Open Gaming

Convention Time / Day Schedule

Friday August 11, 2017

Session I (2pm - 6pm)

Session II (7pm - 11pm) (Hall closes at Midnight)

Tactics, or "How I Learned To Stop Worrying & Love Maneuver" (7:30-8:30pm)

If you are quick GMs can setup for Session III.)

Saturday August 12, 2017

Session III (9am - 1pm) Hall opens at 7am.

Discussion on Tactics, or "How I Learned To Stop Worrying & Love Maneuver" (9am-12pm)

Tactics, or "How I Learned To Stop Worrying & Love Maneuver" (1-2pm)

Session IV (2pm - 6pm)

Sharpe Experience (2pm-6pm)

Flea Market (6pm - 8pm)

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Session V (7pm - 11pm)

THE *Sharpe* EXPERIENCE

Over the Hills and Far Away

Tulsa, OK - August 11-13 2017

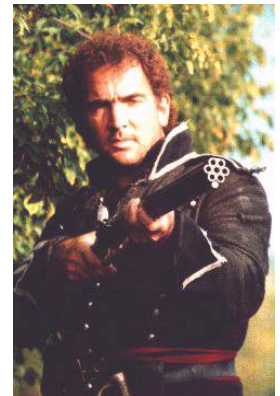
Wyndham Hotel E 41st & Highway 169



What military enthusiast, especially those interested in the Napoleonic period, has not heard of the Sharpe series of books by author Bernard Corowell? These are the critically acclaimed books that have generated a number of made-for-TV movies starring Sean Bean as Richard Sharpe and his "Chosen Men."

Have you ever wanted to see some of the items used in the series up close? How about posing with a Baker Rifle or Mr. Nock himself – Sergeant Harper's seven barrel volley gun. Well, here's your chance!

See some of the original props used in the filming of the Sharpe Series. These items have rarely been seen (except on film!) as they belong to private collection. Last seen at Historicon in 2009, but now here in Tulsa OK at Maneuvers 2017. See the flag of the South Essex, Rifleman Moore's uniform and kit along with a Baker Rifle and the infamous Nock Volley Gun.



Display will be available Saturday afternoon 2-6pm.



"Chosen Men, well, I didn't bloody choose you!"

TACTICS, OR "HOW I LEARNED TO STOP WORRYING & LOVE MANEUVER"

Friday 11 Aug 17 @ 7:30 PM - 8:30 PM
Saturday 12 Aug 17 @ 9:00 AM - 12:00 PM (Discussion Session)
Saturday 12 Aug 17 @ 1:00 PM - 2:00 PM

- New to gaming?
- Can't seem to make your Force work?
- Tired of being tabled?

Come learn about table top tactics across various games and systems such as Team Yankee, Bolt Action, X-Wing Miniatures, 40K, etc...

Topics include play style, army and list building, objective placement, movement, target sequence and priority. Will touch on real-world military tactics, but focus will be on making you a more complete player and enhancing your gaming experience. Walk away with wisdom to help you win your very next game.

This presentation is to provide a general overview of table-top tactics across various games and systems. It will touch on unit types, weapon types, ranges, movement, standard military and more specific game tactics, such as objective placement.

I will discuss tactical concerns of various games with players to learn the nuances of their dilemmas. My time at Warlord Games Con will alone provide me access to many veteran gamers.

The focus will be company level and below games such as Bolt Action, FOW, Team Yankee, Star Wars X-Wing and 40K touching on concepts such as of Unit Type, Weapon Type, Death Stars, Deployment, Using Speed, Target Priority, and Fire and Maneuver.

There will be a general discussion session on Saturday morning for getting into specifics questions.

Look for Reforger Gaming or the Event itself on facebook.

Hope to see you there.

Daniel Clouse



MANEUVERS 2017 - AWARDS

Procedure- A panel of 5 Judges will evaluate all eligible Games presented in sessions 1-5. All ballots must be turned into the Registration ballot holding box no later than 8pm Saturday night. Results will be announced @ 9pm. The following are this year's categories.

CATEGORIES:

- **Best of Show**

A GM Award selected from all of the top Historical Miniatures Games

- **Best Theme Event**

A GM Award selected from all Theme Miniature Events including Historical, Science Fiction, Pulp Fiction, or Fantasy. Note the theme is 'Battles of Maneuver'

- **Best Terrain**

Presented to the most creative and authentic modelers who are always staging a unique event to recognize

- **Best Painted Army**

Presented to the "Paint/Airbrush Rockstar" among us all. ?? Does a SAGA Irish Warband, or Bolt Action Falshirmjager platoon count as an Army? The answer is no. Now that's an army

GM Award Evaluation

Since judging is inevitably subjective, Judges are given the following general criteria for reference, and encouraged to see all events, and evaluate them based on:

- **Appearance** - Impressive & appealing figures, terrain, models, gaming tools and overall table layout
- **Participation** - Players are visibly enjoying the game, and all players asked respond enthusiastically
- **Innovation** - Unique methods, techniques or craftsmanship, GM showmanship and any other exceptional methods evident to produce a high quality event
- **GM Effort** - For a GM going "above-and-beyond" to run many events, and/or large fun games or over a dozen gamers, informative/educational or multimedia efforts such as historical posters, flags, AV etc

POINTS OF CONTACT:

Jeff Lawrence	jlaw2424@gmail.com	Co-Convention Director
Cal Kinzer	ckinzer@juno.com	Co-Convention Director
Tim Harwood	tim95th@gmail.com	Co-Convention Director
Jeff Hunt	jh@portsmouthminiatures.com	Web Master

Sail into Glory – join in one of the naval games during the convention – but don't get your feet wet

