



Welcome to ManeuversCon 1 August 11-13 2017

The 2 Jeff's, Cal, and Tim are your staff for this show. We are proud to present the 1st Annual ManeuversCon Gaming Convention in Tulsa, Oklahoma!

“Battles of Maneuver” is the theme for this year. Looking at the picture...we glimpse the Master of Tactical and Strategic maneuver trying to catch and destroy the Russian Army at Borodino. Hmmmm, but who caught who at this little Russian Village? What if Napoleon had pinned Bagration by his Redoubts, then moved around the dug in Ivan's to strike for Moscow. Maybe the desperate Winter supplies would have been captured by the French leaving the Russians to freeze in the approaching Winter snows. To think, we now accomplish in inches what took Bonaparte miles of movement to do. What a grand pastime we have created.

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

Thanks to Tim Harwood, Cal Kinzer, 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

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

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

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

As the Wyndham Tulsa is a commercial property, we have agreed to not compete with their restaurants 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 water set-ups; however, you can still carry in your Big-Gulp with no problem. See 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 Hunt, Cal Kinzer, and Tim Harwood.

Our SPONSORS

Top Deck -

TABLE OF CONTENTS:

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

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 – 11pm
Session VI Sunday	8am – 11am

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

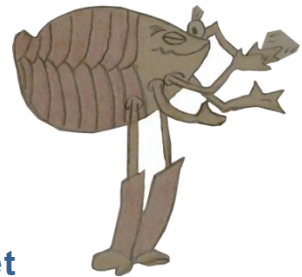
<http://www.gamehqonline.com>

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.



ManeuversCon I (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 – 11pm](#)

[Session I](#) (Friday 2pm-6pm

Registration Starts)

SI / 002
Title: Run the Gauntlet
GM: Tim Harwood
Type: Miniatures
Description: Take command of your ship and sail with your fellow captains as you run the Gauntlet, trying to make it through the straights to your home port. The action may

be fast and furious as your enemy is in sight and they will make every effort to send you to the depths.
Players:8 Maximum
Rules: Sails of Glory
Scale: 1/1000
Experience: Novice
Sponsor:
Prize:

SI / 003
Title: Honey Springs
GM: Calvin Kinzer
Type: Miniatures
Description: The engagement at Honey Springs on July 17, 1863 between 3,000 Federals under Brig. Gen. James G. Blunt and 6,000 Confederates under Brig. Gen. Douglas Cooper, was the largest and most decisive battle ever fought in what is now the State of Oklahoma. It is, in many ways, our state's "Gettysburg," so it is appropriate that it be represented at the first ManeuversCon. Over half of the troops involved were Indians, mostly members of the Five Civilized Tribes, who fought on both sides. The rest were whites, along with a few Hispanic soldiers in the Confederate Texas regiments. The Union forces also included one of the first African-American regiments to see combat. Although outnumbered 2:1, the Northern forces are much better armed and trained. Can they capture the Southern supply base at Honey Springs Depot and win the battle? Or can the Confederates hold them off until the arrival of reinforcements from Arkansas? The outcome will decide the fate of the Indian Territory.

Players:6-7
Rules: Homegrown
Scale: 15mm
Experience: Novice
Sponsor: Tulsa Area Historical Gamers
Prize:

SI / 004
Title: Robo Rally
GM: Loren Dean

SI / 005
Title: Wingman
GM: George Knapp
Type: Miniatures / Board Game
Description: WWI aerial combat game. This is a one hour game, something to fill some time between your other events. George will be running this game continuously throughout the convention except for Saturday night. Come make your mark as a Red Baron or with a Sopwith Camel
Players:2-6
Rules: Wingman by George Knapp
Scale: Biplanes are 8" in length
Experience: None
Sponsor: George Knapp
Prize:

SI / 006
Title: Unaguafrica
GM: Justo Perez
Type: Miniatures
Description: Warning!!! For easy going players only. Expect smack-talk, an unpredictable rampaging elephant and a

hungry crock ;) The British must cross the Unaguafrica, at least 50% of their units, before a Zulu wave arrives (hot on their heels).
The final game round occurs after 24 minutes of virtual time is exhausted, i.e. - 1d6 draw-down end of each game round (turn). In short, the game can run anywhere from 4 to 24 rounds. If it is a short game, we simply switch sides and play again. The game rules are TSIA (Tin Soldiers In Action) -fast and easy. Enjoy!
Players:6
Rules: TSIA
Scale: 1/72
Experience: Novice
Sponsor:
Prize:

SI / 008
Title: Cthulhu Wars
GM: Charles Hunt
Type: Board Game
Description: Cthulhu Wars is a fast-moving strategy game about the end of the world. You take part of various monstrous aliens seeking to dominate the world. You can play as Great Cthulhu himself, or you can take charge of the other factions, such as the slithering hordes of the Crawling Chaos, or the insane minions of the Yellow Sign.
Players:4
Rules: Standard core game rules
Scale: n/a
Experience: Novice
Sponsor:
Prize: Bragging Rights

SI / 007
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

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

SII / 001
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 / 002
Title: H-Hour 6 June 1944 Omaha Beach
GM: Joseph Burns
Type: Miniatures
Description: This game will be Based on the Amphibious Assault landing at Omaha Beach 6 June 1944. Elements of the 29th Infantry Division and the Big Red One (1st Infantry Division) will Land by Landing Crafts and fight their way up the beach in order to establish a Beach Head.
Players:4
Rules: Modified Flames of War
Scale: 15mm
Experience: Medium
Sponsor: Joseph Burns
Prize:

SII / 003
Title: Battletech: alpha strike
GM: Jonathan Cox
Type: Miniatures
Description: Battle of Luthien The battle for the head of the dragon. The 2nd largest battle of the clan invasion.
Players:10+
Rules: Battletech alpha strike
Scale:
Experience: Novice
Sponsor:
Prize:

SII / 004
Title: Robo Rally
GM: Loren Dean

SII / 005
Title: Battle of Towton
GM: Everett Chun
Type: Miniatures
Description: On a cold and snowy Palm Sunday in March 1461, the armies of two rival kings waged an epic battle to determine who would truly rule England, the largest and bloodiest clash of the Wars of the Roses. Against the odds, eighteen year old Edward IV emerged triumphant, avenging the deaths of his father and a younger brother in a previous battle, but the outcome could have ended very differently and disastrously for the Yorkist cause. Featuring the artwork of Peter Dennis, the troops are recreated in vibrantly colorful paper models. Come see and play with an affordable alternative to lead and plastic

figures.
Players:6
Rules: Wargame the War of the Roses
Scale: Approx 20mm
Experience: Novice
Sponsor:
Prize: Books

D.C.
Players:6
Rules: Johnny Reb II (Modified)
Scale: 15mm
Experience: Novice
Sponsor:
Prize: Just Win

SII / 006
Title: Battle of Rosebud – 1876
GM: Jeff Lawrence - See SII / 008

SII / 008
Title: Once Upon A Time In The West
GM: Jeff Lawrence
Type: Miniatures
Description: It is late 1876. Custer has been massacred by Supernatural Sioux and Cheyenne. Un-dead creatures roam the West. Even Nature seems to be at War with Mankind. So, we open our story in the little Town of Rock Ridge, Wyoming. The Town is under siege. Life has turned to s_ _ _!! Has anyone ever heard of "Hell on Earth"?
We proudly present The Weird West the way it should be played.
Players:2-8
Rules: Fistful of Lead & Deadlands
Scale: 28mm
Experience: Novice
Sponsor: Bryan's Legacy & Willey Games
Prize: A Surprise

SII / 007
Title: Monocacy – Early's Raid on DC
GM: Richard Schwartz
Type: Miniatures
Description: 1864; Petersburg is under siege. Lee wants to raid Maryland for the third time to relieve the pressure, and sends Early's 15,000 man "Army of the Valley" into Maryland. Upon crossing the Potomac River near Frederick, MD, Early runs into...well...nothing, and turns south east...toward. D.C., only 50 miles away. When the big wigs in D.C. realize that a Confederate army is marching on D.C., Grant pulls the 6th corp off the Petersburg line and puts them on a train. But that takes time. Enter Lewis Wallace, a hasbeen general assigned to the cush and safe job of guarding the railroads between Baltimore and Frederick. Wallace scrambles to put together a scratch defense just southeast of Frederick, behind the Monocacy River. Outnumbered 2 - 1, Wallace is all that stands between Early and

SII / 008
Title: Unaguafría
GM: Justo Perez
Type: Miniatures
Description: Warning!!! For easy going players only. Expect smack-talk, an

unpredictable rampaging elephant and a hungry crock ;) The British must cross the Unaguafria, at least 50% of their units, before a Zulu wave arrives (hot on their heels).

The final game round occurs after 24 minutes of virtual time is exhausted, i.e. - 1d6 draw-down end of each game round (turn). In short, the game can run anywhere from 4 to 24 rounds. If it is a short game, we simply switch sides and play again. The game rules are TSIA (Tin Soldiers In Action) -fast and easy. Enjoy!

Players:6

Rules: TSIA

Scale: 1/72

Experience: Novice

Sponsor: n/a

Prize: n/a

SII / 009

Title: Battle of Casa Grande

GM: Jaye Wiley

Type: Miniatures

Description: Francisco Madero and his ragtag group of rebels have risen up against the oppressive Diaz regime. They decide to attack the Federal held town of Casa Grande. What looks like an easy prize, quickly turns deadly.

Players:5

Rules: Fistful of Lead

Scale: 28mm

Experience: Novice

Sponsor: Wiley Games

Prize:

SII / 010

Title: Bolt Action

GM: Jon Russell

Type: Miniatures

Description: Drop by and learn to play the most popular WWII Miniatures game in the World. Everything is supplied by Warlord Games and you will have expert Game Master Jon Russell to guide you to Victory.

Players:2-6

Rules: Bolt Action

Scale: 28mm

Experience: Novice

Sponsor: Warlord Games

Prize: Absolutely

SII / 011

Title: Check Your 6 – Eagle Squadron

GM: Gregory Dryanski

Type: Miniatures

Description: The Eagle Squadrons were three fighter squadrons of the RAF with volunteer pilots from the US. On May 15, 1941, they were involved in their first dogfight.

Check Your 6! is a game of individual fighter combat in WWII. If you have heard about it and want to try it, or are interested in air combat in general, this is the game for you!

Players:5

Rules: Check Your 6

Scale: 1/285

Experience: Novice

Sponsor:

Prize:

SII / 012

Title: Flames of War V4 – Demo Games
GM: Scott Hendrickson
Type: Miniatures
Description: Rotating Flames of War demos using the new V4 rules. Will be alternating mid-war, late war, Vietnam, and Team Yankee throughout the convention.
Players: open to all
Rules: Flames of War
Scale: 15mm
Experience: Novice
Sponsor:
Prize: No

SII / 013
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

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: H-Hour 6 June 1944 Omaha Beach
GM: Joseph Burns
Type: Miniatures
Description: This game will be Based on the Amphibious Assault landing at Omaha Beach 6 June 1944. Elements of the 29th Infantry Division and the Big Red One (1st Infantry Division) will Land by Landing Crafts and fight their way up the beach in order to establish a Beach Head.
Players:4
Rules: Modified Flames of War
Scale: 15mm
Experience: Medium
Sponsor: Joseph Burns
Prize:

SIII / 003
Title: Friedland 1807
GM: Tim Harwood
Type: Miniatures
Description: Based upon the Battle of Friedland in 1807, the game mechanics will be kept simple, allowing players to maneuver to try to gain the upper hand.
Players:6
Rules: Faster Play Snappier Nappy
Scale: 6mm
Experience: Medium
Sponsor:
Prize: Yes

SIII / 004
Title: Honey Springs
GM: Calvin Kinzer
Type: Miniatures
Description: The engagement at Honey Springs on July 17, 1863 between 3,000 Federals under Brig. Gen. James G. Blunt and 6,000 Confederates under Brig. Gen. Douglas Cooper, was the largest and most decisive battle ever fought in what is now the State of Oklahoma. It is, in many ways, our state's "Gettysburg," so it is appropriate that it be represented at the first ManeuversCon. Over half of the troops involved were Indians, mostly members of the Five Civilized Tribes, who fought on both sides. The rest were whites, along with a few Hispanic soldiers in the Confederate Texas regiments. The Union forces also included one of the first African-American regiments to see combat. Although outnumbered 2:1, the Northern forces are much better armed and trained. Can they capture the Southern supply base at Honey

Springs Depot and win the battle? Or can the Confederates hold them off until the arrival of reinforcements from Arkansas? The outcome will decide the fate of the Indian Territory.
Players:6-7
Rules: Homegrown
Scale: 15mm
Experience: Novice
Sponsor: Tulsa Area Historical Gamers
Prize:

SIII / 005
Title: Modern Skirmish – Afghanistan, Flushing the Turd
GM: Richard Schwartz
Type: Miniatures
Description: 2011, Helmond Province, Afghanistan. Your platoon of marines is tasked with patrolling the road between Maiwand and Kandahar, including guarding the engineers working to clear the road of IEDs. For days your troopers have been hearing reports of a pesky sniper and several engineers and two of your troopers have been killed. A local snitch informs you that the turd sniper is in the village of Amrallah, which is within your patrol zone. After a drone flyover proves inconclusive, you decide to load up your Humvees, and take care of business the old fashioned way...flush him and take him out.
Although blocked for 4 hours, this game will take place over approximately 10 minutes of real time. This is a 1v1, do or die game based on individual traits and action points. You will never have enough action points to do everything you want, so plan

well and rely heavily on your squad members. Black Powder tactics won't work here. So sling your M16, load your grenade launcher, and don't forget your body armor!
Players:8-10
Rules: Skirmish Sangin
Scale: 20mm
Experience: Novice
Sponsor:
Prize: Are you kidding?

SIII / 006
Title: Rio Grande
GM: Bill Moreno
Type: Miniatures
Description: Confederate forces under General Henry Sibley have moved from Texas into New Mexico with the intent of taking the state for the Confederacy. Ft. Craig must be taken in order to remove the threat of Union troops rendering the attack prostrate. The Yanks under Colonel Edward Canby have marched to counter the attack and prevent the Confederacy from becoming a transcontinental power. The met on February 21, 1862 on the Rio Grande. The desert was cold as was the river. Come fight in the battle which was portrayed rather vaguely in the epic movie The Good, The Bad and the Ugly.
Players:6
Rules: Regimental Fire & Fury
Scale: 10mm
Experience: Medium
Sponsor: Good Ground Miniatures
Prize: None

SIII / 007
Title: Wingman

GM: George Knapp
Type: Miniatures / Board Game
Description: WWI aerial combat game. This is a one hour game, something to fill some time between your other events. George will be running this game continuously throughout the convention except for Saturday night. Come make your mark as a Red Baron or with a Sopwith Camel
Players:2-6
Rules: Wingman by George Knapp
Scale: Biplanes are 8" in length
Experience: None
Sponsor: George Knapp
Prize:

SIII / 008
Title: Beer and Pretzels Ironclads
GM: Chris Southard
Type: Miniatures
Description: American Civil War Ironclads game. Rules are Beer and Pretzels Ironclads. They are easy to learn and play. The scenario will be a re-fight of the Union attempt to pass the forts and Confederate defense fleet below New Orleans. Each contestant will have at least 2 to 3 ships of his own to maneuver and fight with. The ships are 1/600 scale and are from Thoroughbred Miniatures and Peter Pig Miniatures. Everything required to play the game will be provided.
Players:2-6
Rules: Beer and Pretzels Ironclads
Scale: 1/600
Experience: Novice
Sponsor: Merchant Prince's Fig Emporium
Prize: Painted Ironclads for 1 st and 2 nd place

SIII / 009
Title: Unaguafrica
GM: Justo Perez
Type: Miniatures
Description: Warning!!! For easy going players only. Expect smack-talk, an unpredictable rampaging elephant and a hungry crock ;) The British must cross the Unaguafrica, at least 50% of their units, before a Zulu wave arrives (hot on their heels).
The final game round occurs after 24 minutes of virtual time is exhausted, i.e. - 1d6 draw-down end of each game round (turn). In short, the game can run anywhere from 4 to 24 rounds. If it is a short game, we simply switch sides and play again. The game rules are TSIA (Tin Soldiers In Action) -fast and easy. Enjoy!
Players:6
Rules: TSIA
Scale: 1/72
Experience: Novice
Sponsor:
Prize:

SIII / 010
Title: Hessian without no Agression
GM: Jaye Wiley
Type: Miniatures
Description: The Rebel Colonials have news that a farmhouse at the crossroads is lightly defended by a few tired Hessian troops. A wagon load of powder is just sitting there, waiting to be liberated for the cause. It can't be that easy, can it?

Players:6
Rules: Fistful of Lead
Scale: 28mm
Experience: Novice
Sponsor: Wiley Games
Prize:

Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

SIII / 011
Title: Beyond the Gates of Antares
GM: Jon Russell
Type: Miniatures
Description: Drop by and learn to play the most popular game from the Author of Warhammer 40K Rick Priestley. Everything is supplied by Warlord Games and you will have expert Game Master Jon Russell to guide you to Victory.
Players:2-6
Rules: Beyond the Gates of Antares
Scale: 28mm
Experience: Novice
Sponsor: Warlord Games
Prize: Absolutely

SIII / 012
Title: Flames of War V4 – Demo Games
GM: Scott Hendrickson
Type: Miniatures
Description: Rotating Flames of War demos using V4 rules.
Players: open to all
Rules: Flames of War
Scale: 15mm
Experience: Novice
Sponsor:
Prize: No

SIII / 013

Session IV (Saturday 2pm-6pm)

SIV / 001
Title: "All Hell Broke Loose" Berlin
GM: Jeff Lawrence
Type: Miniatures
Description: By the next day, 30 April at 06:00 the Soviets launched an attack on the Reichstag, but because of German entrenchments and support from 12.8 cm guns on the roof of the Zoo flak tower, it was not until that evening that the Soviets were able to enter the building. The German troops inside made excellent use of the burned rubble and were heavily entrenched. Fierce room-to-room fighting ensued. At that point there was still a large contingent of German soldiers in the basement who launched counter-attacks against the Red Army. It was during these last desperate attacks that "all Hell broke loose".
Players:2-8
Rules: Bolt Action/Konflikt 47
Scale: 28mm
Experience: Novice
Sponsor: Warlord Games
Prize: Miniatures

SIV / 002
Title: Battletech: Alpha Strike
GM: Jonathan Cox
Type: Miniatures
Description: Alpha Strike is a new, fast-playing form of the BattleTech game of futuristic, armored combat. Demo game.

Players:2-12
Rules: Battletech Alpha Strike
Scale: Large
Experience: Novice
Sponsor: Jonathan Cox
Prize: None

SIV / 003
Title: Mercia Invaded-Viking vs Saxon
GM: Scott Hendrickson – Swapped out for SIV / 010.

SIV / 004
Title: Rise of the Resistance
GM: Dohn 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 rout. 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: 8
Rules: Bolt Action (modified)
Scale: 28mm
Experience: Novice
Sponsor:
Prize:

SIV / 005
Title: Scaling the Cliffs of Point d Hoc
GM: Carl Mayer
Type: Miniatures
Description: Pointe du Hoc is a promontory with a 100ft. cliff overlooking the English Channel on the coast of Normandy in northern France. During World War II it was the highest point between Utah Beach to the west and Omaha Beach to the east. The German army fortified the area with concrete casemates and gun pits. On D-Day the United States Army Ranger Assault Group assaulted and captured Pointe du Hoc after scaling the cliffs.
(We will probable run this game multiple sessions as it is a quick pick up type game)
Players:2
Rules: Bolt Action (modified)
Scale: 28mm
Experience: Novice
Sponsor:
Prize:

SIV / 005
Title: Formula De'
GM: Greg Turner
Type: Board Game
Description: Award winning, fast paced game of Formula One car racing. You can drive carefully and end the race with your car intact, and in last place. Or push your luck for the chance to win fame and glory! Of

course, if you push your luck too hard you'll find yourself and your vehicle spread across the embankment of that last curve.
Players:4-10
Rules: Formula De'
Scale:
Experience: Novice
Sponsor:
Prize: Trophies

SIV / 006
Title: Wingman
GM: George Knapp
Type: Miniatures / Board Game
Description: WWI aerial combat game. This is a one hour game, something to fill some time between your other events. George will be running this game continuously throughout the convention except for Saturday night. Come make your mark as a Red Baron or with a Sopwith Camel
Players:2-6
Rules: Wingman by George Knapp
Scale: Biplanes are 8" in length
Experience: None
Sponsor: George Knapp
Prize:

SIV / 007
Title: 9 th Age Demo
GM: Duke Robinson
Type: Miniatures
Description: New 9th age rules presented in game form. Learn to play all items provided.
Players: Up to 6
Rules: 9 th Age
Scale: 28mm

Experience: Novice
Sponsor: Clawson and Friends
Prize:

SIV / 008
Title: Unaguafria
GM: Justo Perez
Type: Miniatures
Description: Warning!!! For easy going players only. Expect smack-talk, an unpredictable rampaging elephant and a hungry crock ;) The British must cross the Unaguafria, at least 50% of their units, before a Zulu wave arrives (hot on their heels).
The final game round occurs after 24 minutes of virtual time is exhausted, i.e. - 1d6 draw-down end of each game round (turn). In short, the game can run anywhere from 4 to 24 rounds. If it is a short game, we simply switch sides and play again. The game rules are TSIA (Tin Soldiers In Action) -fast and easy. Enjoy!
Players:6
Rules: TSIA
Scale: 1/72
Experience: Novice
Sponsor:
Prize:

SIV / 009
Title: Gold and Gunfire
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 state 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 townsfolk 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
Scale: 28mm
Experience: Novice
Sponsor: Wiley Games
Prize:

SIV / 010
Title: Flames of War V4 – Demo Games
GM: Scott Hendrickson
Type: Miniatures
Description: Rotating demos using Flames of War V4 rules. Alternating between Mid-War, Late-War, Vietnam and Team Yankee.
Players: open to all
Rules: Flames of War
Scale: 15mm
Experience: Novice
Sponsor:
Prize: No

SIV / 010
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

Session V (Saturday 7pm-11pm)

SV / 001
Title: Born on the Bayou
GM: Jamey Lamb
Type: Miniatures
Description: Born On The Bayou....."Chasin down a hoodoo dere" - REDUX Background: Halloween night 2017/1899? – Multiple groups of humans run from a Zombie infested Lafayette LA, across the Causeway, and down a twisted back road into the swamps. Their damaged cars/motorcycles have a small head start on hordes of un-dead who pursue on foot/feet (maybe)....Anyway, they pull into a small harbor fishing camp; and promptly run out of gas (duh). The place seems dark/ old/ abandoned, but faintly lit by turn of the 19th century gas street lamps.....?? This one is the "Mother" of all Zombie games....I guarantee it.
Players: 2-8
Rules: Project Z Zombiecide
Scale: 28mm
Experience: Novice
Sponsor: Bryan's Legacy
Prize:

SV / 002
Title: Mayhem on the High Seas
GM: Tim Harwood
Type: Miniatures
Description: Take command of your ship, clear the decks and prepare for battle! Remember England Expects Every Man To

Do His Duty. Broadships and rakes.... Sink or be sunk.
Players:8 Maximum
Rules: Sails of Glory
Scale: 1/1000
Experience: Novice
Sponsor:
Prize:

SV / 003
Title: Honey Springs
GM: Calvin Kinzer
Type: Miniatures
Description: The engagement at Honey Springs on July 17, 1863 between 3,000 Federals under Brig. Gen. James G. Blunt and 6,000 Confederates under Brig. Gen. Douglas Cooper, was the largest and most decisive battle ever fought in what is now the State of Oklahoma. It is, in many ways, our state's "Gettysburg," so it is appropriate that it be represented at the first ManeuversCon. Over half of the troops involved were Indians, mostly members of the Five Civilized Tribes, who fought on both sides. The rest were whites, along with a few Hispanic soldiers in the Confederate Texas regiments. The Union forces also included one of the first African-American regiments to see combat. Although outnumbered 2:1, the Northern forces are much better armed and trained. Can they capture the Southern supply base at Honey Springs Depot and win the battle? Or can the Confederates hold them off until the arrival of reinforcements from Arkansas? The outcome will decide the fate of the Indian Territory.
Players:6-7
Rules: Homegrown

Scale: 15mm
Experience: Novice
Sponsor: Tulsa Area Historical Gamers
Prize:

SV / 004
Title: The Great Dalmuti
GM: Greg Turner
Type: Collectible Card Game
Description: This is a NON-collectable card game. Each round players vie to become the Greater Dalmuti by being the first to empty his or her hand. The unlucky player left holding the cards becomes the Greater Peon. Life isn't fair!
But what goes around comes around and, if the Greater Peon plays their cards right, they can come out on top the next round!
Players: 5-8
Rules:
Scale:
Experience: Novice
Sponsor:
Prize: Hats

SV / 005
Title: Wingman —This session cancelled
GM: George Knapp

SV / 006
Title: Poles move South 1809
GM: Duke Robinson
Type: Miniatures
Description: Polish forces move south against Archduke Ferdinand VII Corp. In

Galicja Poles hope to find old friends and erode Austrian control of area to enlarge the Grand Duchy. Can Ponitowski succeed.
Players: 4
Rules: Seth Clark homegrown
Scale: 25mm
Experience: Novice
Sponsor: Clawson and Friends
Prize:

SV / 007
Title: Antietam – The Cornfield
GM: Richard Swartz
Type: Miniatures
Description: September 17, 1862, General Lee, with his back against the Potomac River, chooses to stand and fight outside Sharpsburg MD. At 6:00 am, Union General Hooker advanced his 1st Corp against Lee's left flank. The ensuing battle for Miller's Cornfield and the Dunker Church would mark one of the bloodiest days in American military history. WARNING, this game will likely run 5 hours.
Players: 10
Rules: Johnny Reb II (Modified)
Scale: 15mm
Experience: Novice
Sponsor:
Prize: A good night's sleep

SV / 008
Title: Unaguafría
GM: Justo Perez
Type: Miniatures
Description: Warning!!! For easy going players only. Expect smack-talk, an

unpredictable rampaging elephant and a hungry crock ;) The British must cross the Unaguafrica, at least 50% of their units, before a Zulu wave arrives (hot on their heels).

The final game round occurs after 24 minutes of virtual time is exhausted, i.e. - 1d6 draw-down end of each game round (turn). In short, the game can run anywhere from 4 to 24 rounds. If it is a short game, we simply switch sides and play again. The game rules are TSIA (Tin Soldiers In Action) -fast and easy. Enjoy!

Players:6

Rules: TSIA

Scale: 1/72

Experience: Novice

Sponsor:

Prize:

SV / 009

Title: Gold and Gunfire

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 state 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 townsfolk 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

Scale: 28mm

Experience: Novice

Sponsor: Wiley Games

Prize:

SV / 010

Title:

GM:

Type:

Description:

Players:

Rules:

Scale:

Experience:

Sponsor:

Prize:

Session VI (Sunday 8am-11am)

SVI / 001
Title: Wingman
GM: George Knapp
Type: Miniatures / Board Game
Description: WWI aerial combat game. This is a one hour game, something to fill some time between your other events. George will be running this game continuously throughout the convention except for Saturday night. Come make your mark as a Red Baron or with a Sopwith Camel
Players:2-6
Rules: Wingman by George Knapp
Scale: Biplanes are 8" in length
Experience: None
Sponsor: George Knapp
Prize:

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