



## **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.

**TABLE OF CONTENTS:**

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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

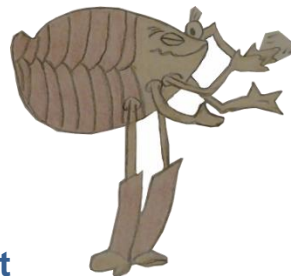
<http://www.gamehqonline.com>

## 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:

Rules: Wingman by George Knapp
Scale: Biplanes are 8" in length
Experience: None
Sponsor: George Knapp
Prize:

<b>SI / 004</b>
Title: Robo Rally
GM: Loren Dean
Type: Board Game
Description: It is war on the factory floor in a classic game of maneuver and mayhem! Each player controls a robot, programming movement turn by turn in an attempt to navigate a course of checkpoints on a very dangerous auto-factory floor. There will be lasers.
Players:2-6
Rules: Robo Rally
Scale: Board Game
Experience: Novice
Sponsor: Tornado Alley Game Guild
Prize: Robot – Themed prizes

<b>SI / 006</b>
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

<b>SI / 005</b>
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

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

<b>SII / 001</b>
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

<b>SII / 002</b>
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:

<b>SII / 003</b>
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:

<b>SII / 004</b>
Title: Robo Rally
GM: Loren Dean
Type: Board Game
It is war on the factory floor, as Tornado Alley Game Guild presents a classic game of maneuver and mayhem! Each player controls a robot, programming movement turn by turn in an attempt to navigate a course of checkpoints on a very dangerous auto-factory floor. There will be lasers.
Players:2-6
Rules: Robo Rally
Scale: Board Game
Experience: Novice
Sponsor: Tornado Alley Game Guild
Prize: Robot – Themed prizes

<b>SII / 005</b>
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

SII / 006

Title: Battle of Rosebud – 1876

GM: Jeff Lawrence

Type: Miniatures

Description: Soldiers in camp began to hear gunfire coming from the bluffs to the north, where the Crow and Shoshoni Scouts were positioned. As the intensity of fire increased, two Crows rushed in shouting, "Lakota, Lakota!" By 8:30 am, the Sioux and Cheyenne had hotly engaged Crook's Indian allies on the high ground north of the main body. Heavily outnumbered, the Crow and Shoshoni fell back toward the camp, but their fighting withdrawal gave Crook time to deploy his forces. The battle would last for six hours and consist of

disconnected actions, charges and counter-charges by Crook and Crazy Horse, as the two forces spread out over a fluid front three miles wide. The Lakota and Cheyenne were divided into several groups as were the soldiers. The soldiers could fend off assaults by the Indians and force them to retreat but could not catch and destroy them.

Players:2-8

Rules: Black Powder

Scale: 1/56<sup>th</sup> – 28mm

Experience: Novice

Sponsor: Bryan's Legacy

Prize: Miniatures

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 D.C.

Players:6

Rules: Johnny Reb II (Modified)

Scale: 15mm

Experience: Novice

Sponsor:

Prize: Just Win

SII / 008

Title:

GM:

Type:

Description:

Players:

Rules:

Scale:

Experience:

Sponsor:

Prize:

## Session III (Saturday 9am-1pm)

<b>SIII / 001</b>
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

<b>SIII / 002</b>
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:

<b>SIII / 003</b>
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

<b>SIII / 004</b>
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: 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 / 009
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
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 <sup>st</sup> and 2 <sup>nd</sup> place

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

<b>SIV / 001</b>
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

<b>SIV / 002</b>
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

<b>SIV / 003</b>
Title: Mercia Invaded-Viking vs Saxon
GM: Scott Hendrickson
Type: Miniatures
Description: Hail Caesar - The latest Viking invasion is occurring, can you destroy the invader before he straps your kingdom bare?
Players:4-6
Rules: Hail Ceasar
Scale: 28mm
Experience: Novice
Sponsor:
Prize:

<b>SIV / 004</b>
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:

<b>SIV / 005</b>
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:

<b>SIV / 005</b>
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

<b>SIV / 006</b>
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:

<b>SIV / 007</b>
Title: 9 <sup>th</sup> 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 <sup>th</sup> Age
Scale: 28mm
Experience: Novice
Sponsor: Clawson and Friends
Prize:

<b>SIV / 008</b>
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:



## Session V (Saturday 7pm-11pm)

<b>SV / 001</b>
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 Zombicide
Scale: 28mm
Experience: Novice
Sponsor: Bryan's Legacy
Prize:

<b>SV / 002</b>
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:

<b>SV / 003</b>
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:

Players:2-6
Rules: Wingman by George Knapp
Scale: Biplanes are 8" in length
Experience: None
Sponsor: George Knapp
Prize:

<b>SV / 004</b>
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

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

<b>SV / 005</b>
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

<b>SV / 007</b>
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: