



Welcome to ManeuversCon II August 17-19 2018

The 2 Jeff's, Cal, and Tim are your staff for this show. We are proud to present the 2nd 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 -

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EVENTS SCHEDULED TIMES

Session I Friday	01:30 – 05:30
Flea Market	18:00 – 19:00
Session II Friday	19:00 – 23:00
Session III Saturday	08:30 – 12:30
Session IV Saturday	14:00 – 18:00
Flea Market	18:00 – 18:30
Session V Saturday	19:30 – 23:30

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/ind>

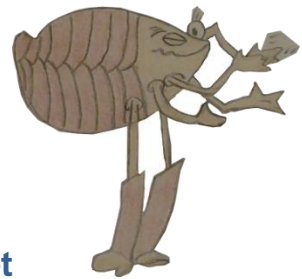
[ex.html](#)

Buck a Fig

Figs painted and unpainted; Figs new and used

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 \$10.00/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 II (2018) Scheduled Events

[Session I](#) Friday 13:30 – 17:30

[Session II](#) Friday 19:00 – 23:00

[Session III](#) Saturday 08:30 – 12:30

[Session IV](#) Saturday 14:00 – 18:00

[Session V](#) Saturday 19:30 – 23:30

[Session I](#) (Friday 13:30 – 17:30)

SI / 001
Title: BattleTech Alpha Strike
GM: Jonathan Cox
Type: Miniatures
Description: Alpha Strike is the fast-playing form of the BattleTech game of futuristic, armored combat. This will be an Academy demo game. to teach new players the rules of the game.
Players:10-12
Rules: BattleTech Alpha Strike
Scale: 6mm

Experience: Novice
Sponsor: Catalyst Game Labs
Prize: None

SI / 002
Title: Lexington and Concord
GM: George Knapp
Type: Miniatures
Description: The first day of the American Revolution beginning with Revere and Dawes riding out to warn the countryside. 25mm figures. Map covers area from Boston to Concord. British search for Hancock and Adams and contraband. Colonial militia pursue the Redcoats back to Boston by game's end. Winner decided by points. Two to four players. One hour game time.
Players:2-4
Rules: George Knapp's Rules
Scale: 25mm
Experience: Novice
Sponsor: None
Prize: None

SI / 003
Title: Battle of San Daniele – 1809
GM: Tim Harwood
Type: Miniatures
Description: Eugene kept a sword in Johann's back after the combat at the Piave River. The French cavalry brigades leading the pursuit rode east towards Udine after crossing the Tagliamento River. The Austrians were convinced by this movement that French pursuit would be minimal so their army pitched camp at San Daniele, thinking they had all morning to rest. When the Austrians heard the sound of fighting from the south, they concluded it came from the direction of Udine. They were surprised when the French advanced guard arrived

southwest of San Daniele. As the French you need to push hard and fast. As the Austrians you need to be tenacious in your defense.

Players: up to 6

Rules: Shako 2

Scale: 15mm

Experience: Novice

Sponsor: Michael Hopper

Prize:

SI / 004

Title: Call of Cthulhu

GM: Chris Semler

Type: Role Playing

Description: Terror at the Con

A oneshot with premade characters for 4 to 6 players

A group of friends have come to Chicago to attend a three-day convention in celebration of their favorite weird-fiction author, Harrison Paul Likenstuff. The weekend consists of mostly of sessions discussing Likenstuff's work and games based on the characters and monsters created by Likenstuff in his stories. The highlight of the convention is a film festival of fan-created shorts inspired by Likenstuff's work.

After two full days of a fun and exciting convention, the friends attend the screening of a highly-anticipated fan film called Legs. But what has been a harmless and enjoyable weekend getaway quickly turns into a terrifying race to survive.

Players:

Rules:

Scale:

Experience: Novice

Sponsor:

Prize: Dice and Painted Figure for each player.

SI / 005

Title: Battle of Monmouth

GM: Richard Schwartz

Type: Miniatures

Description: June 28, 1778 - A seasoned Continental Army goads the British into fighting. But alas, incompetence and the heat prove to be the real wild cards in one of the American Revolution's most important battles. Come play one of your favorite characters: Washington, Greene, "Mad" Anthony Wayne ... and even Lord Cornwallis will make an appearance before the day is over. Just don't be shy...pull out that musket and say "hi" to the person standing less than 100 yards in front of you!

Players:6-8

Rules: Guns of Liberty

Scale: 15mm

Experience: Novice

Sponsor:

Prize: Bragging Rights

SI / 006

Title: Warlord Games Demo

GM: Jon Russell

Type: Miniatures

Description: The US Convention Team "Raiders" will join us once again to run Demo games from Warlord Games. There will be multiple Demos running each Session with choices from Bolt Action v.2,Cruel Seas, Test of Honor, Blood Red Skies, and Beyond the Gates of Antares. The Raiders will also talk about exciting new Games, Scenarios, etc. in progress. Don't miss them.

Players:6-8

Rules: Bolt Action +4 more

Scale: 28mm
Experience: Novice
Sponsor: Warlord Games
Prize: Absolutely

SI / 007
Title: Bios: Megafauna
GM: Greg Turner
Type: Board Game
Description: Starting as either a plant, mollusk, insect, or vertebral skeletal type, your flapping, paddling, and squawking carnivores and herbivores make a beachhead on one of the drifting continental plates in the Cambrian, Their struggle for terrestrial dominance may eventually include language-based consciousness. Although this achievement elevated a certain mammal species to notoriety, in your game things may occur differently.
Players:2-4
Rules: Second Edition
Scale: n/a
Experience: Novice
Sponsor:
Prize:

SI / 008
Title: El Hammam 1915
GM: Larry Freeman
Type: Miniatures
Description: Synopsis: Taking advantage of most of the Legionnaires being recalled to France for WWI, Abd el Meheddin began gathering the tribes to take back Morocco. The elusive leader kept the French at bay while launching crushing counter-attacks, one of which wiped out a 600 man Colonial force. Deciding the time was right, el Meheddin camped at El Hammam to awaiting the growing masses of support heading his way.

If el Meheddin wins here, all of North Africa could be lost! But first, he would have to defeat the Legion a second time and that is a task easier said than done!
Players:6
Rules: The Men Who Would Be Kings
Scale: 28mm
Experience: Novice
Sponsor: Brush With Nobility
Prize:

Session II (Friday 19:00 – 23:00 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: BattleTech Alpha Strike
GM: Jonathan Cox

Type: Miniatures
Description: Alpha Strike is the fast-playing form of the BattleTech game of futuristic, armored combat. Alpha Strike Grinder event. Loose a mech & get a new one mech to replace the next one.
Players:10-12
Rules: BattleTech Alpha Strike
Scale: 6mm
Experience: Novice
Sponsor: Catalyst Game Labs
Prize: None

SII / 003
Title: The Battle of Tulsey Town
GM: Calvin Kinzer
Type: Miniatures
Description: This is a battle that never happened, BUT COULD HAVE! In September, 1864, Confederate cavalry under colonels Richard Gano and Stand Watie captured a large wagon train at Cabin Creek, Indian Territory, near the present-day town of Adair in northeastern Oklahoma. Hoping to eventually reach Texas, they headed west to "Tulsey Town," a small Creek Indian village of about 200 people located on high ground overlooking a rocky ford of the Arkansas River - the site of today's downtown Tulsa! If the Federal cavalry had been present in greater numbers and pursued them more vigorously, there might well have been a sharp little engagement as the Rebels fought to hold off the pursuing Yankees long enough to get the train across the river. This game postulates what might have occurred if they had. "Hell-for-leather ACW cavalry action with a touch of local flavor!"
Players:6-8
Rules: Orders and Actions (homegrown)
Scale: 15mm
Experience: Novice

Sponsor: Tulsa HMG
Prize:

SII / 004
Title: Warlord Games Demo
GM: Jon Russell
Description: See SI / 006 for details

SII / 005
Title: Shootout at Dry Gulch
GM: Matt Stallings
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 nine 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:9
Rules: Designed for Dry Gulch
Scale: 28mm
Experience: Novice
Sponsor:
Prize:

SII / 006
Title: Call of Cthulhu
GM: Chris Semler
Type: Role Playing
Description: Terror at the Con

A oneshot with premade characters for 4 to 6 players

A group of friends have come to Chicago to attend a three-day convention in celebration of their favorite weird-fiction author, Harrison Paul Likenstuff. The weekend consists of mostly of sessions discussing Likenstuff's work and games based on the characters and monsters created by Likenstuff in his stories. The highlight of the convention is a film festival of fan-created shorts inspired by Likenstuff's work.

After two full days of a fun and exciting convention, the friends attend the screening of a highly-anticipated fan film called Legs. But what has been a harmless and enjoyable weekend getaway quickly turns into a terrifying race to survive.

Players:

Rules:

Scale:

Experience: Novice

Sponsor:

Prize: Dice and Painted Figure for each player.

SII / 007

Title: Warhammer 40k wrath & glory

GM: William Semler

Type: Role Playing

Description: The free RPG starter for the new 40k wrath and glory

Players:4

Rules: D6 rules

Scale: 25mm

Experience: Novice

Sponsor: none

Prize:

SII / 008

Title: Capture of Henderson Field

GM: Jim Hegeman

Type: Miniatures

Description: An inexperienced US force is tasked with capturing a vital air strip being held by seasoned Japanese troops. This will be offered in sessions 2 and 4.

Players:4

Rules: Bolt Action

Scale: 28mm

Experience: Novice

Sponsor:

Prize:

Session III (Saturday 08:30 – 12:30)

SIII / 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

SIII / 002

Title: BattleTech Alpha Strike

GM: Jonathan Cox
Type: Board Game / Miniatures
Description: Boot Camp Advance. 4 Mechs 4 Vehicles & infantry support.. free for all
Players:12
Rules: BattleTech Alpha Strike
Scale: 6mm
Experience: Novice
Sponsor:
Prize:

SIII / 003
Title: The Purloined Letter
GM: Michael Miller
Type: Miniatures
Description: An indiscreet letter written to the Duke of Buckingham by Queen Anne has been stolen by an agent of Cardinal Richelieu & is hidden in the "Laughing Cavalier" tavern. The Cardinal's "Living Blade" Baron Rochefort & his Guardsmen seek to obtain it, while the Four Musketeers are determined to recover it & thus preserve the Queen's honor. A barroom battle with intrigue, swordplay, & romance fought out with Eureka's "And All For One" 40mm figures.
Players:2-8
Rules: By Savvy & Steel by THW
Scale: 40mm
Experience: Novice
Sponsor:
Prize:

SIII / 004
Title: Romans vs Britons
GM: Charlie Clay
Type: Miniatures
Description: It's the 1st Century AD in the Roman Province of Brittania and the locals have been very naughty! Two Vexillations of LEGIO XX are sent to teach the Britons a

lesson they won't forget and, most importantly, recover the lost Eagle of the XXth!
Players:6
Rules: HAIL CAESAR
Scale: 28mm
Experience: Medium
Sponsor: G.I.T.S.U.M.
Prize:

SIII / 005
Title: Warlord Games Demo
GM: Jon Russell
Description: See SI / 006 for details

SIII / 006
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 Miniatures Game
Scale: 25mm
Experience: Novice
Sponsor:
Prize:

SIII / 007
Title: Lexington and Concord
GM: George Knapp
Type: Miniatures
Description: The first day of the American Revolution beginning with Revere and Dawes riding out to warn the countryside. 25mm figures. Map covers area from Boston to Concord. British search for Hancock and Adams and contraband. Colonial militia pursue the Redcoats back to Boston by game's end. Winner decided by points. Two to four players. One hour game time.
Players:2-4
Rules: George Knapp's Rules
Scale: 25mm
Experience: Novice
Sponsor: None
Prize: None

Title: Battle of South Mountain
GM: Richard Schwartz
Type: Miniatures
Description: September 14, 1862, on the road to Sharpsburg, MD. Confederate General Robert E Lee needs time to consolidate his army, but the damn blue coats are pressing hard. Lee deploys a large rear guard in several gaps in the South Mountain range in Western Maryland to buy time for the rest of the army to cross the Potomac River at Harper's Ferry. The struggle for Turner's Gap would set the stage for the bloody battle at Antietam just a few days later. Can Lee's rear guard hold Turner's Gap long enough to allow General Longstreet to reach Antietam in time for the massive battle to follow? Only YOU can make it happen by playing!
Players:6-8
Rules: Johnny Reb II modified
Scale: 15mm
Experience: Novice
Sponsor:
Prize: The World

Session IV (Saturday 14:00 – 18:00)

SIV / 001
Title: BattleTech Alpha Strike
GM: Jonathan Cox
Type: Board Game / Miniatures
Description: Boot Camp Advance. 4 Mechs 4 Vehicles & infantry support.. free for all
Players:12
Rules: BattleTech Alpha Strike
Scale: 6mm
Experience: Novice
Sponsor:
Prize:

SIV / 003
Title: Trapped off the Portland Bill
GM: Everett Chun
Type: Miniatures
Description: This August marks the 430th anniversary of the Spanish Armada Campaign against England to topple Queen Elizabeth I from her throne. The command of the Spanish fleet was given to the Duke of Medina Sidonia with the goal of attaining a rendezvous with the Duke of Parma's field army in Flanders and covering a cross channel assault. The English did not know Medina Sidonia's exact intentions, and from the moment the Spanish fleet entered the English Channel at the end of July 1588, the defenders feared that any one of their southern ports was an imminent invasion target. The mobilized

SIV / 002

English forces thus carefully shadowed the Armada, seeking opportunities to attrite Spanish combat strength without risking getting too close. A change in the wind direction on Aug 2 gave the advantageous weather gauge to the Spanish and presented Medina Sidonia with a chance to remove the pesky irritation nipping at his heels. The stage was set for a large fleet showdown, but will the English choose to fight or slip away?

Players: 2-6

Rules: Fighting Sail

Scale: 1/1200

Experience: Novice

Sponsor:

Prize: Books

SIV / 004

Title: Warlord Games Demo

GM: Jon Russell

Description: See SI / 006 for details

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: n/a

Experience: Novice

Sponsor:

Prize: Trophies

SIV / 006

Title: X-Wing Miniatures

GM: Phil Hughes

Type: Miniatures

Description: Enter the next era of interstellar combat in the Star Wars galaxy! In X-Wing, you assemble a squadron of iconic star fighters from across the Star Wars saga and engage in fast-paced, high-stakes space combat with iconic pilots such as Luke Skywalker and Darth Vader.

With refined gameplay that focuses on the physical act of flying starships, X-Wing lets you create your own Star Wars space battles right on your tabletop. Intuitive mechanics create the tense atmosphere of a firefight while beautifully pre-painted miniatures draw you deeper into the action. Man your ships and enter the fray!

Players: 2

Rules: X-Wing Miniatures

Scale:

Experience: Novice

Sponsor: A New Leaf

Prize:

SIV / 007

Title: Warhammer 40k wrath & glory

GM: William Semler

Type: Role Playing

Description: The free RPG starter for the new 40k wrath and glory

Players: 4

Rules: D6 rules

Scale: 25mm

Experience: Novice

Sponsor: none

Prize:

SIV / 008

Title: El Hammam 1915
GM: Larry Freeman
Type: Miniatures
Description: Synopsis: Taking advantage of most of the Legionnaires being recalled to France for WWI, Abd el Meheddin began gathering the tribes to take back Morocco. The elusive leader kept the French at bay while launching crushing counter-attacks, one of which wiped out a 600 man Colonial force. Deciding the time was right, el Meheddin camped at El Hammam to awaiting the growing masses of support heading his way. If el Meheddin wins here, all of North Africa could be lost! But first, he would have to defeat the Legion a second time and that is a task easier said than done!
Players:6
Rules: The Men Who Would Be Kings
Scale: 28mm
Experience: Novice
Sponsor: Brush With Nobility
Prize:

SIV / 009
Title: Battle of Noterloo
GM: Charlie Clay
Type: Miniatures
Description: It's 1815 on the Belgian Border and the "Vainest of the Vain", Marshal Cley of France, has decided to march on Brussels to crash the Dutchess of Richmond's Ball. There's only the British and Prussian armies between here and there.. no problem!
Players: 8
Rules: Black Powder
Scale: 28mm
Experience: Medium
Sponsor: GITSUM
Prize: Yes

SIV / 010
Title: Dark Ages – Saxons v Vikings
GM: Scott Hendrickson
Type: Miniatures
Description: 28mm using Hail Caesar rules. Vikings and Saxons clash in a field somewhere in Wessex.
Players:
Rules: Hail Caesar
Scale: 28mm
Experience: Novice
Sponsor:
Prize:

SIV / 011
Title: Lexington and Concord
GM: George Knapp
Type: Miniatures
Description: The first day of the American Revolution beginning with Revere and Dawes riding out to warn the countryside. 25mm figures. Map covers area from Boston to Concord. British search for Hancock and Adams and contraband. Colonial militia pursue the Redcoats back to Boston by game's end. Winner decided by points. Two to four players. One hour game time.
Players:2-4
Rules: George Knapp's Rules
Scale: 25mm
Experience: Novice
Sponsor: None
Prize: None

SIV / 012
Title: Spectre Operations
GM: JC McDaniel
Type: Miniatures

Description: Spectre: Operations is a tabletop skirmish wargame from Spectre Miniatures which takes you to the cutting edge of modern warfare. Spectre: Operations introduces a world of action and intrigue, where special forces, intelligence agents and military contractors are on the front line, carrying out covert operations against a multitude of adversaries; including enemy nations, unstable regimes, ruthless warlords, insurgents, mercenaries and paramilitary groups.

The game mechanics are realistic, fast paced and quick to learn, optimized for 2+ players with 4 - 40+ miniatures each side. It takes into account all modern battlefield factors such as ranged and close combat, infantry and vehicle combat, air support, covert operations and civilians on the battlefield. The game uses mechanics to realistically represent darkness, adverse weather conditions and how alert your troops are, as well as cutting edge equipment such as night vision, suppressed weapons and surveillance drones. Stealth, cunning, and the ruthless will to win is the only way to prevail; you must rely on tactics, cover and careful selection of your forces to plan your action and succeed in Spectre: Operations.

Players: 2-4

Rules: Spectre Operations

Scale: 28mm

Experience: Medium

Sponsor: G.I.T.S.U.M.

Prize: None

SIV / 013

Title: Capture of Henderson Field

GM: Jim Hegeman

Type: Miniatures

Description: An inexperienced US force is tasked with capturing a vital air strip being held by seasoned Japanese troops. This will be offered in sessions 2 and 4.

Players:4

Rules: Bolt Action

Scale: 28mm

Experience: Novice

Sponsor:

Prize:

Session V (Saturday 19:30 – 23:30)

SV / 001

Title: Battle Tech Alpha Strike

GM: Jonathan Cox

Type: Miniatures

Description: Alpha Strike Scenario Game..

Players:

Rules: Alpha Strike Set

Scale: 15mm

Experience: Novice

Sponsor:

Prize:

SV / 002

Title: Warlord Games Demo

GM: Jon Russell

Description: See SI / 006 for details

SV / 003

Title: Shootout at Dry Gulch

GM: Matt Stallings

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

nine 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:9

Rules: Designed for Dry Gulch

Scale: 28mm

Experience: Novice

Sponsor:

Prize:

SV / 004

Title: High Frontier

GM: Greg Turner

Type: Board Game

Description: Phil Eklund's game of the exploration and exploitation of the solar system. Will you be the first to discover extra-terrestrial life? Or maneuver your crew safely to Mercury and back? Or perhaps you can establish a permanent colony on Ceres? Let's find out!

Players: 2-5

Rules: Third Edition

Scale: n/a

Experience: Novice

Sponsor:

Prize:

SV / 005

Title: Born of the Bayou

GM: Jamey Lamb

Type: Miniatures

Description: Additional Gamemaster team (AKA the Bayou boys) Carl Mayer, Chris Semler. Born On The Bayou....."Chasin down a hoodoo dere" – REDUX Background: Halloween night

2018/1899? – 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; abandoned city street 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: Unlimited

Rules: Combination of many

Scale: 28mm

Experience: Novice

Sponsor:

Prize: brains

SV / 006

Title: Saxons v Vikings Skirmish

GM: Scott Hendrickson

Type: Miniatures

Description: 28mm skirmish game using Shieldwall supplement of Hail Caesar. Man on man, kill the Warlord scenario.

Players:

Rules: Hail Caesar – Shieldwall

Scale: 28mm

Experience: Novice

Sponsor:

Prize:



Portsmouth

Miniatures and Games

www.portsmouthminiatures.com

jh@portsmouthminiatures.com

Part#	Description	Price	Part#	Description	Price
M001	Single Decker Kit	9	P005	Struck Single Decker	29
M002	Small Double Decker Kit	14	P006	Struck Small Double Decker	36
M003	Large Double Decker Kit	15	P007	Struck Large Double Decker	37
M004	Triple Decker Kit	19	P008	Struck Triple Decker	44
	All Kits include Ship Hull, Masts, Sails, and instructions.			----- Games -----	
A001	Wooden Bases 5-Pack	7	MR01	PMG Ancients (rules for Ancients)	10
A002	6' x 4' Felt Mat with 2" hexes	30	MR02	Bloody BroadSides Rules (Rules for Napoleonic Naval Miniatures)	20
FP01	Flag & Pennant 5-Pack Sets British, French, Spanish, American, Dutch, Danish, Swedish, Russian, Turkish, Portuguese, and Pirate	3/ea	BG01	Chung Ling Soo Murder Mystery (Board game set in London 1900AD)	25
P001	Painted Single Decker	29	CG01	Heart Attack (Card Game) aka "Escape from the Old Folks Home"	20
P002	Painted Small Double Decker	36	CG02	PUCK! (Card Game) Hockey	20
P003	Painted Large Double Decker	37			
P004	Painted Triple Decker	44		Artwork 12" x 15"	45
				Artwork 16" x 20"	65
				Artwork 27" x 39"	95

