



**Welcome to WarlordGamesCon 5 May 18<sup>th</sup>-20<sup>th</sup> 2018**

[Warlord Games](#) presents WarlordGamesCon, an annual event for all games. This convention is for all types of gaming (Miniatures, Board Games, Role Playing). It is our intent to help our industry grow by putting on a show to bring together gamers, designers, and dealers. We will have both larger well known manufactures as well as the small game and miniature designers.

This year is our 5th Annual WarlordGamesCon, formally known as Warlord Games Open Games Day, in Oklahoma City, Oklahoma!

Thanks to Tony Radford, Jeff Hunt, Steve and Sylvia Smith for direct help with this effort. Thank You to the Game Masters whose games make it possible and fun. Very big thanks to our Dealers and Manufacturers who supply us with so many wonderful items.

The theme for our convention and in life, have fun. **Jon Russell**

**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 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.

As the Reed Center is also a Sheraton property, we have agreed to not compete with their restaurant and bar. The low entry fee and no charge for Game referees is a reflection of the hall discount we receive because of this policy. Please refrain from ordering Pizza delivered, or bringing in large quantities of food to consume on premises. We are providing pretty much non-stop coffee and water set-ups; however, you can still carry in your Big-Gulp

with no problem. See our staff at the registration table for local dining/drinking options, and there are MANY to choose from.

**Game Masters** 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. WarlordGamesCon staff,

Game Masters, and Game Participants are included.

**No Smoking:** No Smoking or Vaping of any type is allowed in the convention area, lobby, or hallways of the hotel.

**No uniforms** allowed during WarlordGamesCon, 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) Game Masters 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 Game Masters may award prizes randomly, or based by some objective criteria (such as the best display of tactics, worst die rolls, etc.) Game Masters

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:**

Jon Russell, Tony Radford, Jeff Hunt, Steve and Sylvia Smith

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**EVENTS SCHEDULED TIMES**

Session I Friday	2pm – 6pm
Session II Friday	7pm – 11pm
Session III Saturday	9am – 1pm
Session IV Saturday	2pm – 6pm
Session V Saturday	7pm – 12 midnight
Session VI Sunday	9am – 12pm

Session VII Sunday	12pm – 3pm
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## VENDORS

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**Portsmouth Miniatures and Games**  
<http://www.portsmouthminiatures.com>

**Warlord Games**  
<http://www.warlordgames.com>

Whistle Stop Trains  
**Top Deck Games of Tulsa**  
<http://www.topdeck.us/>

**Kernals and Kandies**  
<http://www.kernelsandkandies.com/>

**Clawson and Friends Game Store**

**Red Republic Games**  
<https://arenarex.com/>

**Raven Banner Games**  
<http://shop.acwgamer.com/>

**Bombshell Miniatures of McKenney TX**  
<http://www.bombshellminis.com/>

**Arena Rex Webstore**  
<https://arenarex.com/>

**Happy Games Factory**  
<http://www.happy-games-factory.com>

**Frontline Games**  
<http://frontline-games.com/en/>

**Winged Hussar Publishing**  
<https://www.wingedhussarpublishing.com/>

**Footsore Miniatures**  
<https://footsoreminiatures.co.uk/>

**Dice of War**  
<http://www.diceofwar.com.au/>



## WarlordGamesCon 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 VI](#) [Sunday 9am – 12pm](#)

[Session VII](#) [Sunday 12pm – 3pm](#)

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

Registration Starts)

SI / 001
Title: Heavy Gear Blitz
GM: Gene Evans
Type: Miniatures
Description: Heavy Gear Blitz is a quick paced sci-fi squad based skirmish game that revolves around the Heavy Gear, or 12 foot tall robot.
This will be a tournament, so test your mettle and tactical skill against other players.
Players:8
Rules: Heavy Gear Blitz
Scale: 12mm
Experience: Some to Moderate
Sponsor: DP9
Prize: TBA

SI / 002
Title: Wings of Glory
GM: Joe Wicker
Type: Miniatures
Description: WWII plane combat. Battle of Midway and the destruction of the CV KAGA.

Players:6
Rules: Wings of Glory
Scale: UNK
Experience: None
Sponsor: Joe Wicker
Prize: TBD

SI / 003
Title: BattleTech
GM: Billy Caldwell
Type: Board Game / Miniatures
Description: Battletech Bootcamp is an introductory game. Perfect for new players, even those without miniature or tabletop experience.
This demonstration is an hour long event that will introduce players to the Battletech universe and the tabletop game. The first 40 minutes or so of the event walks you through this information and the first few turns of the game, then you play the rest of the hour out while GMs are available to help and answer questions. This is the ideal starting point for new players to both Battletech or even the hobby of tabletop/miniature type games. Once you have completed this event players are encouraged to keep learning by playing in the Battletech Grinder. This event teaches you the current full rules of Battletech found in the rulebook Total Warfare. All supplies will be provided.
Battletech Grinder is a progressive free-for-all Battlemech combat, designed to transition players from the introductory scenario to the full scope and technology of the Battletech Total Warfare Core rule set.

Players begin with a light Battlemech, equipped with the most basic weapons. When that unit is destroyed in combat, the player re-enter the Grinder with a more powerful Battlemech equipped with more advanced weapons and new equipment. This continues until the player commands the most advanced and deadly units in the game. Players can play as long as they wish, leave, and return during the scheduled event listing if they wish due to the continuous nature of the Grinder. Grinder can accommodate from 2 to 14 players. All materials are provided.

Players: Up to 14

Rules: Total Warfare

Scale: 6mm

Experience: All levels

Sponsor:

Prize:

**SI / 004**

Title: Combat at Bleid (Aug 1914)

GM: Gerry Lane

Type: Miniatures

Description: 15mm Bolt Action - World War 1 - Battle at Bleid, Belgium August 1914

Players: 4-6

Rules: Bolt Action 2<sup>nd</sup> Edition

Scale: 15mm

Experience: Novice or Experienced

Sponsor: Warlord Games

Prize: Yes

**SI / 005**

Title: Dr. Who Introduction Game

GM: Chris Semler

Type: Miniatures

Description: An introduction to the mechanics and rules of the great Dr. Who Game System.

Players: 1-2

Rules: Dr. Who

Scale: 28mm

Experience: None

Sponsor:

Prize:

**SI / 006**

Title: Intro to Test of Honour

GM: Warlord Demo Team

Type: Miniatures

Description: Two samurai from rival clans encounter each other as they go to make offerings to the gods before a major battle. They both can't go into the temple at the same time so the skill with weapons will determine who's honour is higher and can go in first. Consummately skilled samurai warriors spill blood for loyalty, honour and revenge in this fast-paced skirmish game.

Players: 2

Rules: Test of Honour

Scale: 28mm

Experience: None Needed

Sponsor: US Warlord Demo Team

Prize:

**SI / 007**

Title: Blood Red Skies Intro

GM: Warlord Demo Team

Type: Miniatures

Description: = It's 1940 and German fighters

are flying across the English Channel to take on the British Spitfires. Command a formation of fighter aircraft in this fast-paced game of World War II dogfighting.

This is an introductory game where you learn the basics of the newest game from Warlord Games!

Players:2

Rules: Blood Red Skies

Scale: 200mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize:

SI / 009

Title: Aztecs & Mayans

GM: Jim Hegeman

Type: Miniatures

Description: Early battles of Central America. 28mm historical tabletop wargame covering the Thirty Years War, English Civil Wars, Italian Wars and Wars of Religion.

Players:2

Rules: Pike & Shotte

Scale: 28mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize: None

SI / 008

Title: Intro to Beyond the Gates of Antares

GM: Ed Nelson

Type: Miniatures

Description: In the Seventh Age of humankind the evolved panhuman races battle to control the technology of the ancient Gates of Antares and the undiscovered systems beyond.

This is an introduction to the science-fiction tabletop wargame written by 40k author Rick Priestley, which pitches technologically advanced human civilizations into a conflict for the undiscovered systems that lie through the gates.

Players:2

Rules: Beyond the Gates of Antares

Scale: 28mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize: None

SI / 010

Title: Gauls vs Romans

GM: Jodi Sires

Type: Miniatures

Description: Will you be the Romans trying to conquer the Gauls or will you be the Gauls, defending your homeland from Roman invasion?

Hail Caesar is a game of tabletop battles with model soldiers set in the Ancients era. Pit your wits and tactics against your friends as your armies clash in combat on the tabletop.

Players:2

Rules: Hail Caesar

Scale: 28mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize: None

SI / 011

Title: Intro to Konflikt '47

GM: Paul Long
Type: Miniatures
Description: Konflikt '47 allows you to field your Bolt Action forces in a 1947 weird WWII setting.
As World War II continues beyond 1945, the battling countries have become even more desperate to develop new super weapons to give them a winning advantage. Exploiting new technologies revealed from the first nuclear explosions, the Axis and Allied forces quickly develop new tanks and strange armoured walkers to become the vanguard of their armies, supported by new highly equipped or terribly twisted troops. With the Soviet Union seceding from the Allies the war now becomes a three-way conflict!
Konflikt '47 is a standalone game inspired by the hugely successful Bolt Action, designed by Clockwork Goblin Miniatures and produced by Warlord Games and Osprey Publishing. Adding to the core rules that many gamers are familiar with from Bolt Action, Konflikt '47 allows the addition of completely new types of units and models to existing 28mm Bolt Action armies and the creation of completely new forces set in the alternate future of 1947.
Players:2
Rules: Konflikt '47 and Bolt Action
Scale: 28mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize: None

SI / 012

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: Any
Sponsor:
Prize:

SI / 013

Title: A Bridge to Far: Battle for Arnhem Bridge
GM: Ed Rossman
Type: Miniatures
Description: During the Battle of Arnhem, the British Airborne led by LTC Frost secured the North end of the Bridge. On the second Day the 9th SS Recon attacked attempting to gain control of the Bridge so other German Forces could enter Arnhem. The Game for the British is to continue to hold the bridge while the Germans try to take the Bridge and secure some of the buildings entering the city of Arnhem.

Players: 2-6
Rules: Bolt Action V2
Scale: 28mm
Experience: Beginner-Expert
Sponsor: Warlord
Prize:

This will be a tournament, so test your mettle and tactical skill against other players.
Players:8
Rules: Heavy Gear Blitz
Scale: 12mm
Experience: Some to Moderate
Sponsor: DP9
Prize: TBA

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

<b>SII / 001</b>
Title: Bloody Broadships – High Seas
GM: Jeffrey Hunt
Type: Miniatures / Board Game
Description: Action on the High Seas – British vs combined French and Spanish forces. Using Portsmouth Miniatures new 3D modeled ships. Come captain one of these beautiful and powerful ships to victory.
Players: 6 – 12
Rules: Bloody Broadships
Scale: 1:900
Experience: Novice to Expert
Sponsor: Portsmouth Miniatures
Prize:

<b>SII / 003</b>
Title: Black Powder 18mm – 1815 clash
GM: Scott Hendrickson
Type: Miniatures
Description: French v Prussians in 1815. Learn to play Black Powder, those new to Black Powder and Napoleonic's welcome.
Players:2-6
Rules: Black Powder
Scale: 15mm
Experience: None needed
Sponsor:
Prize:

<b>SII / 002</b>
Title: Heavy Gear Blitz
GM: Gene Evans
Type: Miniatures
Description: Heavy Gear Blitz is a quick paced sci-fi squad based skirmish game that revolves around the Heavy Gear, or 12 foot tall robot.

<b>SII / 004</b>
Title: Circus Maximus
GM: Mike Gomez
Type: Miniatures
Description: The grandeur and decadence of ancient Rome in your living room! Circus Maximus details the chariot races of ancient Rome. Thirteen teams race around the track. Players prepare for the race by selecting the composition of their team of horses, their rider's skills, and the type of chariot that will be driven. Once the race begins, the players are free to do as they wish to hamper the

other racers, including whipping the rider, ramming chariots with scythed wheels, smashing into horses, and running over crashed opponents!
Players: 13
Rules: Circus Maximus
Scale: 25mm
Experience: novice
Sponsor: Mike Gomez
Prize:

<b>SII / 005</b>
Title: Intro to Test of Honour
GM: Warlord Demo Team
Type: Miniatures
Description: Two samurai from rival clans encounter each other as they go to make offerings to the gods before a major battle. They both can't go into the temple at the same time so the skill with weapons will determine who's honour is higher and can go in first. Consummately skilled samurai warriors spill blood for loyalty, honour and revenge in this fast-paced skirmish game.
Players:2
Rules: Test of Honour
Scale: 28mm
Experience: None Needed
Sponsor: US Warlord Demo Team
Prize:

<b>SII / 006</b>
Title: Blood Red Skies Intro
GM: Warlord Demo Team
Type: Miniatures
Description: = It's 1940 and German fighters are flying across the English Channel to take

on the British Spitfires. Command a formation of fighter aircraft in this fast-paced game of World War II dogfighting.
This is an introductory game where you learn the basics of the newest game from Warlord Games!
Players:2
Rules: Blood Red Skies
Scale: 200mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize:

<b>SII / 007</b>
Title: Intro to Beyond the Gates of Antares
GM: Ed Nelson
Type: Miniatures
Description: In the Seventh Age of humankind the evolved panhuman races battle to control the technology of the ancient Gates of Antares and the undiscovered systems beyond.
This is an introduction to the science-fiction tabletop wargame written by 40k author Rick Priestley, which pitches technologically advanced human civilizations into a conflict for the undiscovered systems that lie through the gates.
Players:2
Rules: Beyond the Gates of Antares
Scale: 28mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize: None

<b>SII / 008</b>
Title: Seize the Dock – Blood and Plunder
GM: Steve Smith
Type: Miniatures
Description: Join in on a participation Demo as different European factions and perhaps Pirates clash over control of a Dock located on a small private Island located in the Caribbean sometime in the 1670s. Whoever can seize and hold this site may have the advantage in a future Naval engagement.
Players:2
Rules: Blood and Plunder by Firelock
Scale: 28mm
Experience: None to Experienced
Sponsor:
Prize: Yes

<b>SIII / 002</b>
Title: Heavy Gear Blitz
GM: Cancelled; See SIII / 003

<b>SIII / 003</b>
Title: Heavy Gear Blitz Tournament
GM: Gene Evans
Type: Miniatures
Description: Details coming soon.
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

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

<b>SIII / 001</b>
Title: Bloody Broadships – High Seas
GM: Jeffrey Hunt
Type: Miniatures / Board Game
Description: Action on the High Seas – British vs combined French and Spanish forces. Using Portsmouth Miniatures new 3D modeled ships. Come captain one of these beautiful and powerful ships to victory.
Players: 6 – 12
Rules: Bloody Broadships
Scale: 1:900
Experience: Novice to Expert
Sponsor: Portsmouth Miniatures
Prize:

<b>SIII / 004</b>
Title: Tank Clash at Myslenice
GM: Greg Dryanski
Type: Miniatures
Description: Southern Poland, September 5, 1939 The situation was already desperate for the Polish Armia Kraków, which was threatened with being outflanked by the German 2nd Armored Division. The Polish Black Brigade, covering the southeastern flank of Armia Kraków, had already conducted a successful ambush of the Germans the day before. On this day, they prepared another ambush of the Germans around the town of Myślenice, about 20 miles south of Kraków.
Players: 8
Rules: Bolt Action 2 <sup>nd</sup> Edition
Scale: 28mm
Experience: Basic rules knowledge
Sponsor:
Prize:

<b>SIII / 005</b>
Title: BattleTech
GM: Billy Caldwell
Type: Board Game / Miniatures
Description: Battletech Bootcamp is an introductory game. Perfect for new players, even those without miniature or tabletop experience.
<p>This demonstration is an hour long event that will introduce players to the Battletech universe and the tabletop game. The first 40 minutes or so of the event walks you through this information and the first few turns of the game, then you play the rest of the hour out while GMs are available to help and answer questions. This is the ideal starting point for new players to both Battletech or even the hobby of tabletop/miniature type games. Once you have completed this event players are encouraged to keep learning by playing in the Battletech Grinder. This event teaches you the current full rules of Battletech found in the rulebook Total Warfare. All supplies will be provided.</p> <p>Battletech Grinder is a progressive free-for-all Battlemech combat, designed to transition players from the introductory scenario to the full scope and technology of the Battletech Total Warfare Core rule set.</p> <p>Players begin with a light Battlemech, equipped with the most basic weapons. When that unit is destroyed in combat, the player re-enter the Grinder with a more powerful Battlemech equipped with more advanced weapons and new equipment This</p>

continues until the player commands the most advanced and deadly units in the game. Players can play as long as they wish, leave, and return during the scheduled event listing if they wish due to the continuous nature of the Grinder. Grinder can accommodate from 2 to 14 players. All materials are provided.
Players: Up to 14
Rules: Total Warfare
Scale: 6mm
Experience: All levels
Sponsor:
Prize:

<b>SIII / 006</b>
Title: Black Powder 18mm – 1815 clash
GM: Scott Hendrickson
Type: Miniatures
Description: French v Prussians in 1815. Learn to play Black Powder, those new to Black Powder and Napoleonic's welcome.
Players:2-6
Rules: Black Powder
Scale: 15mm
Experience: None needed
Sponsor:
Prize:

<b>SIII / 007</b>
Title: Bolt Action (Star Wars Style)
GM: Jamey Lamb
Type: Miniatures
Description: Bolt Action Star Wars Style (Demo of Versatility of Rules)
Join the Rebels or Galactic Empire in a knock down drag out fight. Lasers bolts will fly and surprises will be revealed. Fun to be

had by any player both new and old.
Players: 4-6
Rules: Bolt Action
Scale: 28mm
Experience: None
Sponsor:
Prize:

<b>SIII / 008</b>
Title: Bolt Action (Modified)
GM: Carl Mayer
Type: Miniatures
Description: Scaling Pointe du Hoc. Scaling the Cliffs of Pointe du Hoc 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.
Players: 2
Rules: Bolt Action (Modified)
Scale: 28mm
Experience:
Sponsor:
Prize:

<b>SIII / 009</b>
Title: Dr. Who Introduction Game
GM: Chris Semler
Type: Miniatures
Description: An introduction to the mechanics and rules of the great Dr. Who Game System.
Players: 1-2

Rules: Dr. Who
Scale: 28mm
Experience: None
Sponsor:
Prize:

<b>SIII / 010</b>
Title: Intro to Test of Honour
GM: Warlord Demo Team
Type: Miniatures
Description: Two samurai from rival clans encounter each other as they go to make offerings to the gods before a major battle. They both can't go into the temple at the same time so the skill with weapons will determine who's honour is higher and can go in first. Consummately skilled samurai warriors spill blood for loyalty, honour and revenge in this fast-paced skirmish game.
Players:2
Rules: Test of Honour
Scale: 28mm
Experience: None Needed
Sponsor: US Warlord Demo Team
Prize:

<b>SIII / 011</b>
Title: Blood Red Skies Intro
GM: Warlord Demo Team
Type: Miniatures
Description: = It's 1940 and German fighters are flying across the English Channel to take on the British Spitfires. Command a formation of fighter aircraft in this fast-paced game of World War II dogfighting.
This is an introductory game where you learn the basics of the newest game from Warlord Games!

Players:2
Rules: Blood Red Skies
Scale: 200mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize:

<b>SIII / 012</b>
Title: Intro to Beyond the Gates of Antares
GM: Ed Nelson
Type: Miniatures
Description: In the Seventh Age of humankind the evolved panhuman races battle to control the technology of the ancient Gates of Antares and the undiscovered systems beyond.
This is an introduction to the science-fiction tabletop wargame written by 40k author Rick Priestley, which pitches technologically advanced human civilizations into a conflict for the undiscovered systems that lie through the gates.
Players:2
Rules: Beyond the Gates of Antares
Scale: 28mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize: None

<b>SIII / 013</b>
Title: Intro to Konflikt '47
GM: Paul Long
Type: Miniatures
Description: Konflikt '47 allows you to field your Bolt Action forces in a 1947 weird WWII setting.
As World War II continues beyond 1945, the

battling countries have become even more desperate to develop new super weapons to give them a winning advantage. Exploiting new technologies revealed from the first nuclear explosions, the Axis and Allied forces quickly develop new tanks and strange armoured walkers to become the vanguard of their armies, supported by new highly equipped or terribly twisted troops. With the Soviet Union seceding from the Allies the war now becomes a three-way conflict!
Konflikt '47 is a standalone game inspired by the hugely successful Bolt Action, designed by Clockwork Goblin Miniatures and produced by Warlord Games and Osprey Publishing. Adding to the core rules that many gamers are familiar with from Bolt Action, Konflikt '47 allows the addition of completely new types of units and models to existing 28mm Bolt Action armies and the creation of completely new forces set in the alternate future of 1947.
Players:2
Rules: Konflikt '47 and Bolt Action
Scale: 28mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize: None

<b>SIII / 014</b>
Title: Aztecs & Mayans
GM: Jim Hegeman
Type: Miniatures
Description: Early battles of Central America. 28mm historical tabletop wargame covering the Thirty Years War, English Civil Wars, Italian Wars and Wars of Religion.
Players:2

Rules: Pike & Shotte
Scale: 28mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize: None

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

<b>SIV / 001</b>
Title: Heavy Gear Blitz Tournament
GM: Gene Evans
Type: Miniatures
Description: Details coming soon.
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

<b>SIV / 002</b>
Title: BattleTech
GM: Billy Caldwell
Type: Board Game / Miniatures
Description: Battletech Bootcamp is an introductory game. Perfect for new players, even those without miniature or tabletop experience.
This demonstration is an hour long event that will introduce players to the Battletech universe and the tabletop game. The first 40 minutes or so of the event walks you through this information and the first few turns of the game, then you play the rest of the hour out

while GMs are available to help and answer questions. This is the ideal starting point for new players to both Battletech or even the hobby of tabletop/miniature type games. Once you have completed this event players are encouraged to keep learning by playing in the Battletech Grinder. This event teaches you the current full rules of Battletech found in the rulebook Total Warfare. All supplies will be provided.

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Players begin with a light Battlemech, equipped with the most basic weapons. When that unit is destroyed in combat, the player re-enter the Grinder with a more powerful Battlemech equipped with more advanced weapons and new equipment This continues until the player commands the most advanced and deadly units in the game. Players can play as long as they wish, leave, and return during the scheduled event listing if they wish due to the continuous nature of the Grinder. Grinder can accommodate from 2 to 14 players. All materials are provided.

Players: Up to 14
Rules: Total Warfare
Scale: 6mm
Experience: All levels
Sponsor:
Prize:

<b>SIV / 003</b>
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Title: A Bridge to Far: Battle for Arnhem Bridge
GM: Ed Rossman
Type: Miniatures
Description: During the Battle of Arnhem, the British Airborne led by LTC Frost secured the North end of the Bridge. On the second Day the 9th SS Recon attacked attempting to gain control of the Bridge so other German Forces could enter Arnhem. The Game for the British is to continue to hold the bridge while the Germans try to take the Bridge and secure some of the buildings entering the city of Arnhem.
Players: 2-6
Rules: Bolt Action V2
Scale: 28mm
Experience: Beginner-Expert
Sponsor: Warlord
Prize:

SIV / 004
Title: <del>Battle of the Greasy Grass, 1876</del>
GM: Cancelled

SIV / 005
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: None – Rules taught
Sponsor:
Prize:

SIV / 006
Title: Circus Maximus
GM: Mike Gomez
Type: Miniatures
Description: The grandeur and decadence of ancient Rome in your living room! Circus Maximus details the chariot races of ancient Rome. Thirteen teams race around the track. Players prepare for the race by selecting the composition of their team of horses, their rider's skills, and the type of chariot that will be driven. Once the race begins, the players are free to do as they wish to hamper the other racers, including whipping the rider, ramming chariots with scythed wheels, smashing into horses, and running over crashed opponents!
Players: 13
Rules: Circus Maximus
Scale: 25mm
Experience: novice
Sponsor: Mike Gomez

Prize:
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<b>SIV / 007</b>
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Title: Metalhead Minis Q&A
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GM: Lyn Stahl
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Type: SIMINAR
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Description: Step right up and ask questions about topics such as painting, terrain, the business of commission painting, and how to promote yourself as an artist. You can also feel free to just hangout and have a good time.
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Players:
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Rules: Be respectful; do not be a jerk.
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Scale:
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Experience: None required
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Sponsor: Metalhead Minis
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Prize:
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<b>SIV / 008</b>
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Title: Intro to Test of Honour
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GM: Warlord Demo Team
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Type: Miniatures
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Description: Two samurai from rival clans encounter each other as they go to make offerings to the gods before a major battle. They both can't go into the temple at the same time so the skill with weapons will determine who's honour is higher and can go in first. Consummately skilled samurai warriors spill blood for loyalty, honour and revenge in this fast-paced skirmish game.
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Players:2
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Rules: Test of Honour
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Scale: 28mm
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Experience: None Needed
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Sponsor: US Warlord Demo Team
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Prize:
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<b>SIV / 009</b>
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Title: Blood Red Skies Intro
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GM: Warlord Demo Team
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Type: Miniatures
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Description: = It's 1940 and German fighters are flying across the English Channel to take on the British Spitfires. Command a formation of fighter aircraft in this fast-paced game of World War II dogfighting.
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This is an introductory game where you learn the basics of the newest game from Warlord Games!
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Players:2
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Rules: Blood Red Skies
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Scale: 200mm
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Experience: None needed
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Sponsor: US Warlord Demo Team
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Prize:
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<b>SIV / 010</b>
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Title: Star Wars Legion
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GM: Ron Palmatary
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Type: Miniatures
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Description: Warfare is an inescapable part of the Star Wars universe, from the blow dealt to the Rebel Alliance in the Battle of Hoth to a few Rebel strike teams taking on a legion of Stormtroopers stationed on Endor. Seize your chance to get your boots on the ground and lead your troops to victory with Star Wars™: Legion, a miniatures game of thrilling infantry battles in the Star Wars universe!
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Star Wars: Legion invites you to join the unsung battles of the Galactic Civil War as the commander of a unique army filled with troopers, powerful ground or repulsor vehicles, and iconic characters like Darth Vader or Luke Skywalker. While innovative mechanics simulate the fog of war and the chaos of battle, the unpainted, easily assembled miniatures give you a canvas to create the Star Wars army you've always wanted to lead into battle—whether you fight for the monolithic, oppressive Galactic Empire or the ragtag Rebel Alliance.

Players: 2

Rules: Star Wars Legion

Scale: 28mm

Experience: None needed

Sponsor: Game HQ

Prize:

#### SIV / 011

Title: GUADALCANAL 1942

GM: Jon Russell

Type: Miniatures

Description: Come experience the 'Canal like you have never been able to before!

There will be FOUR tables set up and we will use Bolt Action, COMMANDO, Blood Red Skies and Cruel Seas, all Warlord Games or ones they have in play-testing to immerse you into this first desperate island encounter in the Pacific Island hopping campaign between the United States and the Japanese Empire.

Players: Many...

Rules: BA, BRS, C, CS

Scale: Multiple

Experience: None

Sponsor: WARLORD GAMES

Prize: Come Find OUT!!!

#### SIV / 012

Title: Intro to Beyond the Gates of Antares

GM: Ed Nelson

Type: Miniatures

Description: In the Seventh Age of humankind the evolved panhuman races battle to control the technology of the ancient Gates of Antares and the undiscovered systems beyond.

This is an introduction to the science-fiction tabletop wargame written by 40k author Rick Priestley, which pitches technologically advanced human civilizations into a conflict for the undiscovered systems that lie through the gates.

Players:2

Rules: Beyond the Gates of Antares

Scale: 28mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize: None

#### SIV / 013

Title: Gauls vs Romans

GM: Jodi Sires

Type: Miniatures

Description: Will you be the Romans trying to conquer the Gauls or will you be the Gauls, defending your homeland from Roman invasion?

Hail Caesar is a game of tabletop battles with model soldiers set in the Ancients era. Pit your wits and tactics against your friends as your armies clash in combat on the tabletop.

Players:2

Rules: Hail Caesar

Scale: 28mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize: None

many gamers are familiar with from Bolt Action, Konflikt '47 allows the addition of completely new types of units and models to existing 28mm Bolt Action armies and the creation of completely new forces set in the alternate future of 1947.

Players:2

Rules: Konflikt '47 and Bolt Action

Scale: 28mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize: None

#### SIV / 014

Title: Intro to Konflikt '47

GM: Paul Long

Type: Miniatures

Description: Konflikt '47 allows you to field your Bolt Action forces in a 1947 weird WWII setting.

As World War II continues beyond 1945, the battling countries have become even more desperate to develop new super weapons to give them a winning advantage. Exploiting new technologies revealed from the first nuclear explosions, the Axis and Allied forces quickly develop new tanks and strange armoured walkers to become the vanguard of their armies, supported by new highly equipped or terribly twisted troops. With the Soviet Union seceding from the Allies the war now becomes a three-way conflict!

Konflikt '47 is a standalone game inspired by the hugely successful Bolt Action, designed by Clockwork Goblin Miniatures and produced by Warlord Games and Osprey Publishing. Adding to the core rules that

#### SIV / 015

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: Any

Sponsor:

Prize:

<b>SIV / 016</b>
Title: Airbrush 101 Seminar
GM: Michael Adams
Type: Seminar
Description: From 4 pm to 6 pm on Saturday, 19 May, Michael will be available with his air brushes to share his knowledge of airbrush techniques. This will be a question and answer demonstration. Please be courteous to Michael and to anyone who asks questions.
Players:16
Rules: Seminar
Scale: Whatever Michael brings
Experience: None Needed
Sponsor: US Warlord Demo Team
Prize: None

Experience: Novice to Expert
Sponsor:
Prize:

<b>SV / 002</b>
Title: An Eventful 100 Days
GM: Charlie Clay & Ed Gillock
Type: Miniatures
Description: Somewhere far away from the decisive events of Waterloo, a battle on the frontier springs up between Prussian and Austrian Allies and the French. It's not the most important battle, except to the brave men of both sides who are in it!
Players:8
Rules: Black Powder
Scale: 25mm
Experience: Helpful but not Required
Sponsor: GITSUM
Prize: Awarded by Player Votes

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

<b>SV / 001</b>
Title: Battle of the Boot
GM: Scott Wise
Type: Miniatures
Description: After the initial allied landings at Anzio and their failure to breakout to Rome, the Germans have taken the opportunity to rush in fresh forces from the Hermann Goring Fallschirmjager Division, among others, to plug the gap and defend against the conquest of The Italian peninsula. Players find themselves with a large number of units to choose from and command in this 1000 v 1000 or 2000 v 2000 pt match up.
Players:2-4
Rules: Bolt Action
Scale: 28mm

<b>SV / 003</b>
Title: Naesby
GM: Calvin Kinzer
Type: Miniatures
Description: A fast-paced and simple-to-learn recreation based on the "Gettysburg" of the English Civil War, the Battle of Naesby, which was fought on June 14, 1645. Players will take on the roles of Parliamentarian commanders like Sir Thomas Fairfax or Oliver Cromwell, or those of the Royalist persuasion such as King Charles I or Prince Rupert. So come cast your lot for King or Parliament and experience the unique blending of Pike and Shot-era foot, horse and artillery troop types. Then, if you find you have an interest in this sort of thing, check

out Warlord's fine line of ECW rules, figures and terrain!
Players:6
Rules: Orders & Action (Homegrown)
Scale: 25mm
Experience: None required
Sponsor:
Prize:

<b>SV / 004</b>
Title: Intro to Test of Honour
GM: Warlord Demo Team
Type: Miniatures
Description: Two samurai from rival clans encounter each other as they go to make offerings to the gods before a major battle. They both can't go into the temple at the same time so the skill with weapons will determine who's honour is higher and can go in first. Consummately skilled samurai warriors spill blood for loyalty, honour and revenge in this fast-paced skirmish game.
Players:2
Rules: Test of Honour
Scale: 28mm
Experience: None Needed
Sponsor: US Warlord Demo Team
Prize:

<b>SV / 005</b>
Title: Blood Red Skies Intro
GM: Warlord Demo Team
Type: Miniatures
Description: = It's 1940 and German fighters are flying across the English Channel to take on the British Spitfires. Command a formation of fighter aircraft in this fast-paced

game of World War II dogfighting.
This is an introductory game where you learn the basics of the newest game from Warlord Games!
Players:2
Rules: Blood Red Skies
Scale: 200mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize:

<b>SV / 006</b>
Title: Intro to Beyond the Gates of Antares
GM: Ed Nelson
Type: Miniatures
Description: In the Seventh Age of humankind the evolved panhuman races battle to control the technology of the ancient Gates of Antares and the undiscovered systems beyond.
This is an introduction to the science-fiction tabletop wargame written by 40k author Rick Priestley, which pitches technologically advanced human civilizations into a conflict for the undiscovered systems that lie through the gates.
Players:2
Rules: Beyond the Gates of Antares
Scale: 28mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize: None

<b>SV / 007</b>
Title: Savage Core

GM: Warlord Demo Team
Type: Miniatures
Description: The Savage Core is a vast cavernous region located miles underground somewhere beneath the Atlantic Ocean, sometime in the 20th Century. It is a humid phantasmagoria of gigantic flora and primordial and exotic beast, all living in a dim world where numerous plants, rocks and mists emit a glow, powered by semi mythical Sunstones.
Will your faction be the one that captures a newly found Sunstone?
Savage Core is a skirmish game involving small bands of warriors pitted against their enemies. It is a fast-paced pulp action game for two or more players. The possibility of clever Trickery, random encounters and environmental hazards thrown into the mix creates even more chaos.
Players:2
Rules: Savage Core
Scale: 28mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize: None

SV / 008
Title: Gauls vs Romans
GM: Jodi Sires
Type: Miniatures
Description: Will you be the Romans trying to conquer the Gauls or will you be the Gauls, defending your homeland from Roman invasion?

Hail Caesar is a game of tabletop battles with model soldiers set in the Ancients era. Pit your wits and tactics against your friends as your armies clash in combat on the tabletop.
Players:2
Rules: Hail Caesar
Scale: 28mm
Experience: None needed
Sponsor: US Warlord Demo Team
Prize: None

SV / 009
Title: Call of the Siren – Blood and Plunder
GM: Steve Smith
Type: Miniatures
Description: The Buccaneer crew of The Siren have stolen away with the wife of the Spanish Admiral from Cuba, he must get her back to save his honor, and perhaps hers? Rumor has it that the Siren carries wealth more important in gold and silk. Privateers of English, French, Spanish and the dreaded Pirates have all weighed anchor, cast sail, loaded powder and shot in search of the Siren! If the Siren is sunk the wealth is gone so prepare to be boarded!
This is a participation game.
Players:2
Rules: Blood and Plunder by Firelock
Scale: 28mm
Experience: None to Experienced
Sponsor:
Prize: Yes

SV / 010
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Title: A Bridge to Far: Battle for Arnhem Bridge
GM: Ed Rossman
Type: Miniatures
Description: During the Battle of Arnhem, the British Airborne led by LTC Frost secured the North end of the Bridge. On the second Day the 9th SS Recon attacked attempting to gain control of the Bridge so other German Forces could enter Arnhem. The Game for the British is to continue to hold the bridge while the Germans try to take the Bridge and secure some of the buildings entering the city of Arnhem.
Players: 2-6
Rules: Bolt Action V2
Scale: 28mm
Experience: Beginner-Expert
Sponsor: Warlord
Prize:

Scale: 12mm
Experience: Some to Moderate
Sponsor: DP9
Prize: TBA

<b>SVI / 002</b>
Title: A Bridge to Far: Battle for Arnhem Bridge
GM: Ed Rossman
Type: Miniatures
Description: During the Battle of Arnhem, the British Airborne led by LTC Frost secured the North end of the Bridge. On the second Day the 9th SS Recon attacked attempting to gain control of the Bridge so other German Forces could enter Arnhem. The Game for the British is to continue to hold the bridge while the Germans try to take the Bridge and secure some of the buildings entering the city of Arnhem.
Players: 2-6
Rules: Bolt Action V2
Scale: 28mm
Experience: Beginner-Expert
Sponsor: Warlord
Prize:

## Session VI (Sunday 9am-12pm)

<b>SVI / 001</b>
Title: Heavy Gear Blitz
GM: Gene Evans
Type: Miniatures
Description: Heavy Gear Blitz is a quick paced sci-fi squad based skirmish game that revolves around the Heavy Gear, or 12 foot tall robot.
This will be a tournament, so test your mettle and tactical skill against other players.
Players:8
Rules: Heavy Gear Blitz

<b>SVI / 003</b>
Title: Intro to Test of Honour
GM: Warlord Demo Team
Type: Miniatures
Description: Two samurai from rival clans encounter each other as they go to make offerings to the gods before a major battle. They both can't go into the temple at the same time so the skill with weapons will determine who's honour is higher and can go

in first. Consummately skilled samurai warriors spill blood for loyalty, honour and revenge in this fast-paced skirmish game.

Players:2

Rules: Test of Honour

Scale: 28mm

Experience: None Needed

Sponsor: US Warlord Demo Team

Prize:

#### SVI / 004

Title: Blood Red Skies Intro

GM: Warlord Demo Team

Type: Miniatures

Description: = It's 1940 and German fighters are flying across the English Channel to take on the British Spitfires. Command a formation of fighter aircraft in this fast-paced game of World War II dogfighting.

This is an introductory game where you learn the basics of the newest game from Warlord Games!

Players:2

Rules: Blood Red Skies

Scale: 200mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize:

#### SVI / 005

Title: Intro to Beyond the Gates of Antares

GM: Ed Nelson

Type: Miniatures

Description: In the Seventh Age of humankind the evolved panhuman races battle to control the technology of the ancient

Gates of Antares and the undiscovered systems beyond.

This is an introduction to the science-fiction tabletop wargame written by 40k author Rick Priestley, which pitches technologically advanced human civilizations into a conflict for the undiscovered systems that lie through the gates.

Players:2

Rules: Beyond the Gates of Antares

Scale: 28mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize: None

#### SVI / 006

Title: Blood and Plunder Demo

GM: Steve Smith

Type: Miniatures

Description: A straight forward Demo of the Blood and Plunder game by Firelock for anyone looking for one last game before the Convention is over. Feel free to stop by for a few minutes, play for a round or a full Turn.

Players:2 or more

Rules: Blood and Plunder by Firelock

Scale: 28mm

Experience: None to Experienced

Sponsor:

Prize: Yes

#### SVI / 007

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: Any

Sponsor:

Prize:

## Session VII (Sunday 12pm-3pm)

SVII / 001

Title: Intro to Test of Honour

GM: Warlord Demo Team

Type: Miniatures

Description: Two samurai from rival clans encounter each other as they go to make offerings to the gods before a major battle. They both can't go into the temple at the same time so the skill with weapons will determine who's honour is higher and can go in first. Consummately skilled samurai warriors spill blood for loyalty, honour and revenge in this fast-paced skirmish game.

Players:2

Rules: Test of Honour

Scale: 28mm

Experience: None Needed

Sponsor: US Warlord Demo Team

Prize:

SVII / 002

Title: Blood Red Skies Intro

GM: Warlord Demo Team

Type: Miniatures

Description: = It's 1940 and German fighters are flying across the English Channel to take on the British Spitfires. Command a formation of fighter aircraft in this fast-paced game of World War II dogfighting.

This is an introductory game where you learn the basics of the newest game from Warlord Games!

Players:2

Rules: Blood Red Skies

Scale: 200mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize:

SVII / 003

Title: Intro to Beyond the Gates of Antares

GM: Ed Nelson

Type: Miniatures

Description: In the Seventh Age of humankind the evolved panhuman races battle to control the technology of the ancient Gates of Antares and the undiscovered systems beyond.

This is an introduction to the science-fiction

tabletop wargame written by 40k author Rick Priestley, which pitches technologically advanced human civilizations into a conflict for the undiscovered systems that lie through the gates.

Players:2

Rules: Beyond the Gates of Antares

Scale: 28mm

Experience: None needed

Sponsor: US Warlord Demo Team

Prize: None



# Portsmouth

## Miniatures and Games

[www.portsmouthminiatures.com](http://www.portsmouthminiatures.com)

[jh@portsmouthminiatures.com](mailto:jh@portsmouthminiatures.com)

Part#	Description	Price	Part#	Description	Price
M001	Single Decker Kit	7	P005	Struck Single Decker	23
M002	Small Double Decker Kit	11	P006	Struck Small Double Decker	29
M003	Large Double Decker Kit	12	P007	Struck Large Double Decker	30
M004	Triple Decker Kit	15	P008	Struck Triple Decker	35
	All Kits include Ship Hull, Masts, Sails, and instructions.			----- <b>Games</b> -----	
A001	Wooden Bases 5-Pack	5	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	23	CG01	Heart Attack (Card Game) aka "Escape from the Old Folks Home"	20
P002	Painted Small Double Decker	29	CG02	PUCK! (Card Game) Hockey	20
P003	Painted Large Double Decker	30			
P004	Painted Triple Decker	35		Artwork 12" x 15"	45
				Artwork 16" x 20"	65
				Artwork 27" x 39"	95