



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 1st Annual ManeuversCon Gaming Convention in Tulsa, Oklahoma!

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

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

Thanks to Tim Harwood, Cal Kinzer, and Jeff Hunt for direct help with this effort. Thanks to my GameMasters whose games make it possible and fun. And big thanks to our Merchants who supply the toys.

Have fun, and remember the referee is ALWAYS right.

Jeff Lawrence

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

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

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

As the Wyndham Tulsa is a commercial property, we have agreed to not compete with their restaurants and bar. The low entry fee and no charge for Game referees is a reflection of the hall discount we receive because of this policy. Please refrain from ordering Pizza

delivered, or bringing in large quantities of food to consume on premises. We are providing water set-ups; however, you can still carry in your Big-Gulp with no problem. See Registration for local dining/drinking options, and there are MANY to choose from.

GameMasters have the final say in their games or tournaments. The convention organizers will not involve themselves in rule disputes. However, game referees are required to treat all participants with respect, courtesy, and fairness.

Participants are expected to be courteous and respectful to other gamers, game masters and the convention staff. If you object to something that occurs within a game you are playing in, please state your case succinctly and let the game referee issue a ruling. Then live by it. And remember that younger gamers (and their parents) will be present, so please have a care what you say and do around them.

Convention Badges must be worn by all convention participants on the convention floor at ALL TIMES. No exceptions. TwisterCon staff, GameMasters, and Game Participants are included.

No Smoking is allowed in the convention area, lobby, or hallways of the hotel.

No uniforms allowed during TwisterCon, except for active-duty military personnel and on-duty law enforcement officers. Hats and costumes ARE allowed. However, Convention Staff reserves the right to request the removal of any apparel deemed offensive.

No weapons allowed except for law-enforcement and security personnel.

Prizes and Awards will be distributed by (some) GameMasters in a fair and impartial manner. In tournaments, the criteria for distributing prizes and awards will be explained before the event begins. In demonstration games, the GameMasters may award prizes

randomly, or based by some objective criteria (such as the best display of tactics, worst die rolls, etc.) GameMasters should NOT keep any prizes or awards for themselves. However, the convention staff may distribute special prizes or awards to game hosts based on subjective criteria.

STAFF:

Jeff Lawrence, Jeff Hunt, Cal Kinzer, and Tim Harwood.

Our SPONSORS

Top Deck -

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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
Silent Auction	13:00 – 14:00
Session IV Saturday	14:00 – 18:00
Raffle	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

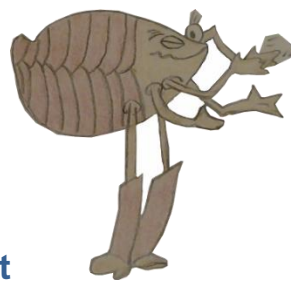
<http://www.gamehqonline.com>

Dungeon Werks

<http://www.dungeonwerksga.com/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 \$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:

GM:

Type:

Description:

Players:

Rules:

Scale:

Experience:

Sponsor:

Prize:

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

Session II (Friday 19:00 – 23:00 Hall closes at midnight)

SII / 001

Title: Bloody Broadships – High Seas

GM: Jeffrey Hunt

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:

GM:

Type:

Description:

Players:

Rules:

Scale:

Experience:

Sponsor:

Prize:

Session III (Saturday 08:30 – 12:30)

SIII / 001

Title: Bloody Broadsides – High Seas

GM: Jeffrey Hunt

Type: Miniatures

Description: Action on the High Seas – British vs combined French and Spanish forces. Using Portsmouth Miniatures new 3D modeled ships. Come captain one of these beautiful and powerful ships to victory.

Players:6 – 12

Rules: Bloody Broadsides

Scale: 1:900

Experience: Novice to Expert

Sponsor: Portsmouth Miniatures

Prize: Best Captain

SIII / 002

Title: 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:

GM:

Type:

Description:

Players:

Rules:

Scale:

Experience:

Sponsor:

Prize:

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 / 002

Title:

GM:

Type:

Description:

Players:

Rules:

Scale:

Experience:

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