



**Welcome to WarlordGamesCon 4 May 26<sup>th</sup>-28<sup>th</sup> 2017**

[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 4th 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

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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

Tournament Information coming soon.

## 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: The Sun Never Sets

GM: Jeff Massey
Type: Miniatures
Description: Brits and Askaris vs Germans in WW1 East Africa players
Players:4-8
Rules: Custom
Scale: 28mm
Experience: Novice
Sponsor: Law offices of Jeff Massey
Prize: Book

SI / 002
Title: Defense of the Realm
GM: William Greenslade
Type: Miniatures
Description: Its 1646, Parliament controls most of England, and the New Model Army is knocking at the gates of Pendennis Castle, the last supporters of the King in England, Raglan Castle still stands in Wales. These are the last days of the English Civil War. This will be the based upon the historical sally from Pendennis Castle, led by Sir John Arundell, an 80 year old veteran and governor of the Castle, when commanded by General Fairfax to surrender he replied "I resolve that I will here bury myself before I deliver up this castle to such as fight against His Majesty, and that nothing you can threaten is formidable to me in respect of the loss of loyalty and conscience." The New Model Army under Col. Fortescue will they hold their lines and contain the Royalists and doom them to starvation.
Players: 2-4

Rules: Pike and Shotte
Scale: 28mm
Experience: Beginning – Advanced
Sponsor:
Prize:

<b>SI / 003</b>
Title: Artemis Starship Bridge
GM: Raphael Wilson
Type: Role Playing
Description: ARTEMIS WITH BUBBA Artemis Spaceship Bridge Simulator lets 6 Players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapon Control. Together you operate your ship, defend your sector of Space, your Stations and Friendly Allied Ships from Evil Aliens. Artemis is a social game where 5 players work together as "Bridge" officers each operating a single Computer Station, one player acts as the Captain and endeavors to Command his Crew towards final victory.....
Players:6
Rules: N/A
Scale: N/A
Experience: none needed
Sponsor: R.D. (Bubba) Wilson
Prize:

<b>SI / 004</b>
Title: Arnhem Bridge
GM: Ed Rossman
Type: Miniatures
Description: During the Battle of Arnhem,

the British secured the North end of the Bridge. On the second Day the 9th SS attacked attempting to secure the Bridge and enter Arnhem. The Game for the British is to attempt to hold the Germans off the Bridge while the Germans try to take the Bridge and some of the buildings entering Arnhem.
Players: 2-4
Rules: Bolt Action v2
Scale: 28mm
Experience: Beginners to Advanced
Sponsor:
Prize:

<b>SI / 005</b>
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

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

<b>SII / 001</b>
Title: Project Z and K47
GM: Larry Robinson
Type: Miniatures
Description: special built town including the Walmart super center. Scavengers and looters looking for supplies must fight off other gangs and of course zombies. Who will survive? Also this town will be the center of a k 47 battle as who with take the town
Players:
Rules: Project Z and K47
Scale: 28mm
Experience: Novice (will teach)
Sponsor: Larry Robinson
Prize:

<b>SII / 002</b>
Title: Bloody Broadships – High Seas
GM: Jeffrey Hunt
Type: Miniatures
Description: Action on the High Seas – British vs combined French and Spanish forces. Using Portsmouth Miniatures new 3D modeled ships. Come captain one of these beautiful and powerful ships to victory.
Players:6 – 12
Rules: Bloody Broadships
Scale: 1:900
Experience: Novice to Expert
Sponsor: Portsmouth Miniatures
Prize: Best Captain

<b>SII / 003</b>
Title: Battle of The Rosebud – 1876
GM: Jeff Lawrence
Type: Miniatures
Description: Soldiers in camp began to hear gunfire coming from the bluffs to the north, where the Crow and Shoshoni were positioned. As the intensity of fire increased, two Crows rushed in shouting, "Lakota, Lakota!" By 8:30 am, the Sioux and Cheyenne had hotly engaged Crook's Indian allies on the high ground north of the main body. Heavily outnumbered, the Crow and Shoshoni fell back toward the camp, but their fighting withdrawal gave Crook time to deploy his forces. The battle would last for six hours and consist of disconnected actions, charges and counter-charges by Crook and Crazy Horse, as the two forces spread out over a fluid front three miles wide. The Lakota and Cheyenne were divided into several groups as were the soldiers. The soldiers could fend off assaults by the Indians and force them to retreat but could not catch and destroy them.
Players: 4-8
Rules: Black Powder
Scale: 28mm
Experience: Novice to Experienced
Sponsor: Jeff Lawrence
Prize: Miniature from the Game

<b>SII / 004</b>
Title: Operation Aversion
GM: Tyler Burns
Type: Miniatures
Description: 1500 point K47 snatch and grab mission. 3 way battle between USSR

UK and DE. Each army is 1500 points. Possibly a large tank war battle as well. All three factions will have to capture the objective at any cost.
Players: 2-6
Rules: Konflikt 47
Scale: 28mm
Experience: Any
Sponsor: Whistlestop Trains
Prize: Konflikt 47 Starter

<b>SII / 005</b>
Title: Defense of the Realm
GM: William Greenslade
Type: Miniatures
Description: Its 1646, Parliament controls most of England, and the New Model Army is knocking at the gates of Pendennis Castle, the last supporters of the King in England, Raglan Castle still stands in Wales. These are the last days of the English Civil War. This will be based upon the historical sally from Pendennis Castle, led by Sir John Arundell, an 80 year old veteran and governor of the Castle, when commanded by General Fairfax to surrender he replied "I resolve that I will here bury myself before I deliver up this castle to such as fight against His Majesty, and that nothing you can threaten is formidable to me in respect of the loss of loyalty and conscience." The New Model Army under Col. Fortescue will they hold their lines and contain the Royalists and doom them to starvation.

Players: 2-4
Rules: Pike and Shotte
Scale: 28mm
Experience: Beginning – Advanced
Sponsor:
Prize:

<b>SII / 006</b>
Title: Artemis Starship Bridge
GM: Raphael Wilson
Type: Role Playing
Description: ARTEMIS WITH BUBBA Artemis Spaceship Bridge Simulator lets 6 Players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapon Control. Together you operate your ship, defend your sector of Space, your Stations and Friendly Allied Ships from Evil Aliens. Artemis is a social game where 5 players work together as "Bridge" officers each operating a single Computer Station, one player acts as the Captain and endeavors to Command his Crew towards final victory.....
Players:6
Rules: N/A
Scale: N/A
Experience: none needed
Sponsor: R.D. (Bubba) Wilson
Prize:

<b>SII / 007</b>
Title: Operation Aversion
GM: Tyler Burns
Type: Miniatures



Description: 1500 point K47 snatch and grab mission. 3 way battle between USSR UK and DE. Each army is 1500 points. Possibly a large tank war battle as well. All three factions will have to capture the objective at any cost.

Players: 2-6

Rules: K47

Scale: 28mm

Experience: Any

Sponsor: Whistlestop Trains

Prize: K47 Starter

Sponsor: Team Yankee Tornado Alley

Prize: TBD

SII / 010-

Title:

GM:

Type:

Description:

Players:

Rules:

Scale:

Experience:

Sponsor:

Prize:

SII / 008

Title: Arnhem Bridge

GM: Ed Rossman

Description: This game is now being played on Sessions 1, 4, 5, and 6.

SII / 009

Title: Team Yankee

GM: Daniel Clouse

Type: Miniatures

Description: "Breakout at Bremen" 600-800 pts over 120 square feet of Northern European Terrain. Can NATO hold back the Soviet advance?

80 pts per player.

4-6 player a side

Look for the Facebook page "Team Yankee at Warlord Games Day" for more info.

Players: 6-12

Rules: Team Yankee

Scale: 15mm

Experience: Novice to Experienced

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

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

<b>SIII / 002</b>
Title: Red Barricades (Bolt Action)
GM: Gerry Lane
Type: Miniatures
Description: Sons and daughters of the great Soviet people come defend Mother Russia from the Fascist invaders and join your comrades on the Red Barricades defending the City of Stalingrad. The German Army will be bleed dry as they foolishly try to break our fanatical defense of the great city, on the river Volga, named for our beloved leader - Comrade Stalin.
Come join us and have fun playing Soviets or Germans as we recreate a part of the Battle

for Stalingrad. We provide all the figures/vehicles and excellent terrain to have a great gaming experience. If you are a new Bolt Action player then it is a perfect time to learn the game from experienced Game Masters. If you already are an experienced player then join us to game with some new opponents and experience a fun scenario.
Players:3 Soviet / 3 German
Rules: Bolt Action 2 <sup>nd</sup> Edition
Scale: 28mm
Experience: Novice to Experienced
Sponsor: Warlord Games
Prize: Best Player wins BA sprues

<b>SIII / 003</b>
Title: Test of Honour
GM: Joe Allwarden
Type: Miniatures
Description: Demo games of Warlords new game - Test of Honour - a Samurai Skirmish Game. I will run continuous demo's throughout the weekend, and if enough interest can link the demo's into a mini campaign. All minis and rules will be provided.
Players:2+
Rules: Test of Honour
Scale: 28mm
Experience: No experience needed.
Sponsor:
Prize:

<b>SIII / 004</b>
Title: Team Yankee
GM: Daniel Clouse

Type: Miniatures
Description: "Breakout at Bremen" 600-800 pts over 120 square feet of Northern European Terrain. Can NATO hold back the Soviet advance? 80 pts per player. 4-6 player a side Look for the Facebook page "Team Yankee at Warlord Games Day" for more info.
Players: 6-12
Rules: Team Yankee
Scale: 15mm
Experience: Novice to Experienced
Sponsor: Team Yankee Tornado Alley
Prize: TBD

<b>SIII / 005</b>
Title: The Piwna Street Barricade
GM: Greg Dryanski
Type: Miniatures
Description: Warsaw Uprising 1944: The Piwna Street Barricade After rampaging through the west side of Warsaw, the Germans next turned their attention to Warsaw's Old Town. Beginning at Castle Square, SS troops under Oberfuhrer Oskar Dirlewanger attacked the barricades of the Old Town, attempting to break through to the Market Square. They were met by fanatical Polish defenders, who were determined that the SS would not gain access to the "Starówka". This scenario involves the SS attack on the barricade across Piwna.
Players:6
Rules: Bolt Action

Scale: 28mm
Experience: Novice
Sponsor:
Prize:

<b>SIII / 005</b>
Title: Poles move South
GM: Duke Robinson
Type: Miniatures
Description: polish forces in 1809 move south in an attempt to push Austrians out of Galacia
Players:4
Rules: Home grown
Scale: 20mm
Experience: None needed
Sponsor: Clauson Games
Prize: Yes

<b>SIII / 007</b>
Title: Terrain Making and Painting
GM: Ricky Morang
Type: SEMINAR (Joyner Room 9am-11am)
Description: Talking about making and painting various pieces of terrain.
Players:90+ Held in the Joyner Room
Rules:
Scale:
Experience:
Sponsor:
Prize:

<b>SIII / 008</b>
Title: Painting Faces
GM: Mary Profit
Type: SEMINAR (Joyner Room 11am – 1pm)
Description: Talking about painting techniques for faces.
Players:90+ Held in the Joyner Room

Rules:
Scale:
Experience:
Sponsor:
Prize:

SIII / 009
Title: 9 <sup>th</sup> Age
GM: William Clawson
Type: Miniatures
Description: it is a war table top game filled with different army's and magical creatures consist of the old 8th edition rules reformed and is a fun game to play amongst a group of guys or one on one
Players: 2-4
Rules: Home written Set
Scale:
Experience: Novice
Sponsor: Clawson Friends and Games
Prize: Yes, Will be given after the game

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

<b>SIV / 001</b>
Title: All Hell Broke Loose
GM: Jeff Lawrence
Type: Miniatures
Description: By the next day, 30 April at 06:00 the Soviets launched an attack on the Reichstag, but because of German entrenchments and support from 12.8cm guns on the roof of the Zoo flak tower, it was not until that evening that the Soviets were able to enter the building. The German troops inside made excellent use of the burned rubble and were heavily entrenched. Fierce room-to-room fighting ensued. At that point there was still a large contingent of German soldiers in the basement who launched counter-attacks against the Red Army. It was during these last desperate attacks that "all Hell broke loose".
Players:4-8
Rules: Bolt Action / Konflikt 47
Scale: 28mm
Experience: Novice to Experienced
Sponsor: Warlord Games
Prize: Miniature from the Game

<b>SIV / 002</b>
Title: Genisys – Target the Boy
GM: Tony Radford
Type: Miniatures
Description: Skynet has tried to target Sarah Conner and John Conner to stop the humans from winning in the future. Those attempts have failed so now the target is a John Conner's father, a young Kyle Reese. In this scenario you can either play the part of the Terminators as they attempt to take out Kyle

or you can play the part of the Resistance as they try to keep Kyle alive.
Players: 2
Rules: Terminator Genisys
Scale: 28mm
Experience: none
Sponsor:
Prize:

<b>SIV / 003</b>
Title: Breaking the Invincible
GM: Ed Nelson
Type: Miniatures
Description: The Boromite crime syndicate known as Invincible Phoenix has to flee from Hadley's Hope or get crushed by the Concord Expeditionary Force. Set in an abandoned spaceport, the Boromites must get as much of their wealth off world as possible before the Concord shut them down for good.
Players: 1 to 4
Rules: Beyond the Gates of Antares
Scale: 28mm
Experience: Novice to Experienced
Sponsor:
Prize:

<b>SIV / 004</b>
Title: Team Yankee
GM: Daniel Clouse
Type: Miniatures
Description: "Breakout at Bremen" 600-800 pts over 120 square feet of Northern European Terrain. Can NATO hold back the

Soviet advance? 80 pts per player. 4-6 player a side Look for the Facebook page "Team Yankee at Warlord Games Day" for more info.
Players: 6-12
Rules: Team Yankee
Scale: 15mm
Experience: Novice to Experienced
Sponsor: Team Yankee Tornado Alley
Prize: TBD

<b>SIV / 005</b>
Title: Artemis Starship Bridge
GM: Raphael Wilson
Type: Role Playing
Description: ARTEMIS WITH BUBBA Artemis Spaceship Bridge Simulator lets 6 Players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapon Control. Together you operate your ship, defend your sector of Space, your Stations and Friendly Allied Ships from Evil Aliens. Artemis is a social game where 5 players work together as "Bridge" officers each operating a single Computer Station, one player acts as the Captain and endeavors to Command his Crew towards final victory.....
Players:6
Rules: N/A
Scale: N/A
Experience: none needed
Sponsor: R.D. (Bubba) Wilson
Prize:

<b>SIV / 006</b>
Title: Survival in the Minimart
GM: Jon Russell
Type: Miniatures
Description: Fight to survive in an abandoned convenience store in a post-apocalyptic world infested by unnatural creatures hungry for your flesh. Scavenge for scarce supplies whilst battling against the dead and the living alike; there are no laws, there are no rules, only the fight to survive!
Players: 2-4
Rules: Project Z
Scale: 28mm
Experience: None Needed
Sponsor: Warlord Demo Team OKC
Prize:

<b>SIV / 007</b>
Title: Arnhem Bridge
GM: Ed Rossman
Type: Miniatures
Description: During the Battle of Arnhem, the British secured the North end of the Bridge. On the second Day the 9th SS attacked attempting to secure the Bridge and enter Arnhem. The Game for the British is to attempt to hold the Germans off the Bridge while the Germans try to take the Bridge and some of the buildings entering Arnhem.
Players: 2-4
Rules: Bolt Action v2
Scale: 28mm

Experience: Beginners to Advanced
Sponsor:
Prize:

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

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

<b>SV / 001</b>
Title: Artemis Starship Bridge
GM: Raphael Wilson
Type: Role Playing
Description: ARTEMIS WITH BUBBA Artemis Spaceship Bridge Simulator lets 6 Players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapon Control. Together you operate your ship, defend your sector of Space, your Stations and Friendly Allied Ships from Evil Aliens. Artemis is a social game where 5 players work together as "Bridge" officers each operating a single Computer Station, one player acts as the Captain and endeavors to Command his Crew towards final victory.....
Players:6
Rules: N/A
Scale: N/A
Experience: none needed
Sponsor: R.D. (Bubba) Wilson
Prize:

<b>SV / 002</b>
Title: Savage Core
GM: Tony Radford
Type: Miniatures
Description: Remember those old B movies you used to watch where folks stumbled across a lost mysterious island that was filled with primitive tribes and dinosaurs? Well here is your opportunity to play in that land. Savage Core is a fast-paced pulp

skirmish game which uses 28mm table top miniatures.
Players:2
Rules: Savage Core
Scale: 28mm
Experience: None Needed
Sponsor: Warlord Demo Team OKC
Prize:

<b>SV / 003</b>
Title: Check your 6 – Eagle Squadron
GM: Greg Dryanski
Type: Miniatures
Description: May 15, 1941, Northern France. The Eagle Squadrons were three fighter squadrons of the RAF formed in October, 1940 with volunteer pilots from the US. This date was the Eagle Squadrons first dogfight.
Players:6
Rules: Check your 6
Scale: 1/285
Experience: None – Rules taught
Sponsor:
Prize:

<b>SV / 004</b>
Title: Arnhem Bridge
GM: Ed Rossman
Type: Miniatures
Description: During the Battle of Arnhem, the British secured the North end of the Bridge. On the second Day the 9th SS attacked attempting to secure the Bridge and enter Arnhem. The Game for the British is to attempt to hold the Germans off the



Bridge while the Germans try to take the Bridge and some of the buildings entering Arnhem.
Players: 2-4
Rules: Bolt Action v2
Scale: 28mm
Experience: Beginners to Advanced
Sponsor:
Prize:

Rules:
Scale:
Experience:
Sponsor:
Prize:

<b>SV / 005</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 to command in this 1000 vs 1000pt -or- 2000 vs 2000pt match-up.
Players:2-4
Rules: Bolt Action v2
Scale: 28mm
Experience: Beginner to Advanced
Sponsor:
Prize:

<b>SV / 006</b>
Title:
GM:
Type:
Description:
Players:

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

<b>SVI / 001</b>
Title: Survival in the Minimart
GM: Tony Radford
Type: Miniatures
Description: Fight to survive in an abandoned convenience store in a post-apocalyptic world infested by unnatural creatures hungry for your flesh. Scavenge for scarce supplies whilst battling against the dead and the living alike; there are no laws, there are no rules, only the fight to survive!
Players: 2-4
Rules: Project Z
Scale: 28mm
Experience: None needed
Sponsor: Warlord Demo Team OKC
Prize:

<b>SVI / 002</b>
Title: Arnhem Bridge
GM: Ed Rossman
Type: Miniatures
Description: During the Battle of Arnhem, the British secured the North end of the Bridge. On the second Day the 9th SS attacked attempting to secure the Bridge and enter Arnhem. The Game for the British is to attempt to hold the Germans off the Bridge while the Germans try to take the Bridge and some of the buildings entering Arnhem.
Players: 2-4
Rules: Bolt Action v2

Scale: 28mm
Experience: Beginners to Advanced
Sponsor:
Prize:

<b>SVI / 003</b>
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

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

SVII / 001
Title: Savage Core
GM: Jon Russell
Type: Miniatures
Description: Remember those old B movies you used to watch where folks stumbled across a lost mysterious island that was filled with primitive tribes and dinosaurs? Well here is your opportunity to play in that land. Savage Core is a fast-paced pulp skirmish game which uses 28mm table top miniatures.
Players: 2
Rules: Savage Core
Scale: 28mm
Experience: None Needed
Sponsor: Warlord Demo Team OKC
Prize:

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