



**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**

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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: 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:

SI / 004
Title:
GM:
Type:

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

**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 BroadSides
Scale: 1:900
Experience: Novice to Expert
Sponsor: Portsmouth Miniatures
Prize:

<b>SIII / 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.
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

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

<b>SIII / 004</b>
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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.
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-enters 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:

SIII / 006

Title:

GM:

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

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

SIV / 001
Title: Red Star / White Star Berlin '44
GM: Jeff Lawrence
Type: Miniatures
Description: April 22nd 1945....Combat Command B 9th US Armored enters Berlin from the West and meets only elements of the Irish Guards who arrived on the 21st. "Where the Hell are the Germans?" "General Patton exclaims. Brigadier J.O.E. Vandeleur steps down from his Humber and answers, "It seems they are waiting for us to take them all Prisoner. Anyway, you must now know the Russians are to the East side of Berlin and still trying to push through. "George replies, "so we beat the Commie Bastards here eh! What have they said on the Radio?" "There has been no traffic at all, but I would bet they know we are here Old Boy, "J.O.E. offers. Patton growls, "Hell I don't like it, so we better dig in and be ready." Well it seems the wrong side got into Berlin 1st. So what happens next? Will the Germans fight, and if so who? Who will the Soviets attack? It is your move.



Players:4-8
Rules: Bolt Action / Konflikt '47
Scale: 28mm
Experience: Novice to Experienced
Sponsor: Bryan's Legacy
Prize: Miniatures

<b>SIV / 002</b>
Title: Bolt Action Blitz Tournament
GM: Gene Evans
Type: Miniatures
Description: Details coming soon.
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

<b>SIV / 003</b>
Title: Viking Raid
GM: Calvin Kinzer
Type: Miniatures
Description: It is a sunny day in 820 A.D. in the Sussex area of southeastern Britain. Pastoral Saxon villagers are going about their bucolic daily activities when suddenly a large number of ominous sails are spotted coming over the horizon in the nearby English Channel. Everyone knows immediately that their worst fear, a fleet of Viking raiders, is about to descend upon them. Frantic calls are hurriedly sent to the local Baron urging him to bring as much help as he can muster. As the long ships land on the beach, the villagers maneuver to form the first line of defense to slow down the enemy, while the Vikings move to burn as many crop

fields, capture as much livestock, and plunder the villages of much loot and as many women as the can, then get back to their long ships before the much larger number of enraged Saxon reinforcements begins to overwhelm them. Players will take the part of a Viking chieftain or sub-chieftain, or a Saxon baron or sub-baron and seek to maneuver and fight the troops under their commands in order to achieve victory. The Vikings want mostly to destroy and steal and then get away, while the Saxons want to prevent this and kill as many of the invaders as possible. Which side will win? Only you can decide! So come and take up sword, spear and shield, and learn a little about why these were called the "Dark Ages." Then, if you find you have an interest, check out Warlord's new line of rules, figures and terrain for this period.

Players: 6
Rules: Viking Raid (Homegrown)
Scale: 25mm
Experience: None required
Sponsor: Tornado Alley MGS
Prize:

<b>SIII / 004</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.

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:

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

## 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
Experience: Novice to Expert
Sponsor:

Prize:
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<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

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

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

<b>SVI / 001</b>
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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

<b>SVI / 002</b>
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

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

<b>SVII / 001</b>
Title:
GM:
Type:

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



# 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