

Twisted Lords Con July 19-21 2019

In goes both TwisterCon and WarlordGamesCon and out comes TwistedLordsCon



Jeff Lawrence, Jon Russell, Tim Harwood, Jeff Hunt are your staff for this show. We are proud to present the 1th Annual Twisted Lords Con Gaming Convention in Oklahoma City, Oklahoma!

By combining both our conventions we will be able to bring you a bigger and better convention experience.

Theme –...coming soon...

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 Jonathan Keepers, and Jeff Hunt for direct help with this effort. Thanks to my Game Masters 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 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 Masters 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 Mary at registration 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. TwistedLordsCon staff, Game Masters, and Game Participants are included.

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

No uniforms allowed during TwistedLordsCon, 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:

Jeff Lawrence, Jon Russell, Tim Harwood and Jeff Hunt.

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EVENTS SCHEDULED TIMES

Session I Friday	1:30pm – 5:30pm
Session II Friday	7pm – 11:30pm
Session III Saturday	8:30am – 12:30pm
Session IV Saturday	2pm – 6pm
Flea Market	6pm – 8pm
Session V Saturday	8:00pm – 12 am
Session VI Sunday	8:00am – 12:00pm
Session VII Sunday	1:00pm – 4:00pm

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>

Talon Games

<https://www.talon-games.com>

Brush with Nobility

<http://stores.ebay.com/Brush-with-Nobility-Miniatures-Ilc>

GameHQOnline

<http://www.gameheadquarters.com/>

Pirate Pats

<https://piratepats.net>

Sherwood Games

<https://www.sherwoodwargames.com>

Jim Hegeman

Jeff Key

Joshua Johnson

Dads Armies

Tim Harwood



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 \$5.00/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.



TwistedLordsCon (2019) Scheduled Events

[Session I](#) Friday 1:30pm – 5:30pm

[Session II](#) Friday 7pm – 11:30pm

[Session III](#) Saturday 8:30am–12:30pm

[Session IV](#) Saturday 2:00pm – 6:00pm

[Session V](#) Saturday 8:00pm – 12am

[Session VI](#) Sunday 8:00am-12pm

[Session VII](#) Sunday 1:00am-4:00pm

[Session I](#) (Friday 1:30pm-5:30pm
Registration Starts)

SI / 001
Title: Pullo and Verenus
GM: Stephen Tinsley
Type: Miniatures
Description: Following the winter of 54-53 BCE, Julius Caesar was, as became all too customary, caught by surprise by a Gallic uprising. As he usually spent the winters in Italy dealing with political matters, he was not with the army at the start of the campaign.

Fortunately for him, he did have an able lieutenant in Quintus Cicero, a younger brother of the famous orator and senator.

In the event, the Treviri and Nervii tribes lead by Indutomarus and Ambiorix respectively destroyed one and a half legions led by Sabinus and Cotta but were eventually defeated when Cicero rallied the remaining Romans in the region. They held out against the odds until Caesar arrived and then utterly devastated the Treviri and Nervii tribes.

In his commentaries, Caesar mentions the gallantry of two rival centurions in the XI Legion, Pullo and Varenus. As it was extremely rare for Caesar to mention specific centurions, their performance must have been something very special. Pullo and Varenus were the main characters in the HBO series Rome. Immortality for sure.

Players: 8
Rules: L'art de la guerre
Scale: abstract
Experience: experience would be helpful
Sponsor:
Prize:

SI / 002
Title: Open Board Gaming
GM: Tim Miller
Type: Board Game
Description: Open Board Gaming
The Oklahoma Tabletop Gaming Club will be hosting Open Board Gaming throughout the convention. All levels of gamers are welcome! We will have our gaming library available to play here at the convention. Saturday evening, during sessions IV and V, we will be hosting our monthly game event with giveaways!

Attendees who play with us during these sessions will be given a ticket that will be put into a drawing for a prize during the session. The non-winning tickets will then be put into another drawing for a grand prize, so playing in both sessions will increase your chance of winning!
Players: as many as possible
Rules: Game dependent
Scale: n/a
Experience: All levels
Sponsor: Oklahoma Tabletop Gaming Club
Prize: TBD

Experience: None
Sponsor: Talon Games
Prize: A CAV model

SI / 003
Title: CSO Basic Training
GM: Jon Walker
Type: Miniatures
Description: CAV: Strike Operations Basic Training.
<p>“OK plebs listen up! My name is Centurion Slam Ferris -- and it's my job to teach you how to pilot a CAV without killing either one of us. Today's simulation will show you the basics of CAV operation, so pay attention to the instructors and watch your six, its time to drop!</p> <p>Drill instructors are available throughout the show to teach new pilots the basics needed to play CAV: Strike Operations. No experience is necessary for the 15-30 minute long demos for one or more players, and all materials are provided.</p> <p>Certificates for completing basic training and prizes will be awarded to all participants!</p>
Players: 2
Rules: CAV: Strike Operations
Scale: 10mm

SI / 004
Title: Viking invasion
GM: Scott Hendrickson
Type: Miniatures
Description: A large Viking raiding party is coming to sack the village. Can the local Saxon forces repel the savage northmen?
Players: Open
Rules: Hail Caesar – Shield Wall
Scale: 28mm
Experience: None required
Sponsor:
Prize: None

SI / 005
Title: CSO Paint and Take!
GM: Jon Walker
Type: Miniatures
Description: New to miniature painting? Looking for a few painting tips? Want to check out the CAV: Strike Operations plastic miniatures from Talon Games? If you answered yes to any of those, then this is the event for you! Take a seat, grab a miniature, and start painting. What's even better? When you are done, you keep the mini and take it home for FREE!
No experience needed and all painting supplies are provided.
Players: NA
Rules: CAV: Strike Operations
Scale: 10mm
Experience: None
Sponsor: Talon Games
Prize: Yes

SI / 006
Title: All that Glitters...
GM: Larry Freeman
Type: Miniatures
Description: It was too much this time! They had gone too far! The Raccoons used too heavy of a hand collecting taxes this season and now they were making for the border as smug as you please! Scottish Fold Cat Angus McPurry viewed his wrecked home and bristled. The glint of a small coin on the ground by his broken door caught his eye. McPurry crossed over, picked it up and tucked it into his belt. Then he donned his armor and hefted his hammer. He ran a paw over the edge of the weapon. If that's the way they want it, he thought, then the least he could do would be to make sure they had gotten everything that they had coming to them. It was his civic duty to ensure the Raccoons got all that they deserved and he planned on delivering the coin to them in person and with interest. Oh aye, so much interest! Meeting up with the Rabbits who too, had been cleaned out by the Crows, the two groups banded together and set off in pursuit. Perhaps they could "convince" the Raccoons that carrying all that gold and loot was bad for the back? Might it not be better to leave some for next year?
Players: 2-6
Rules: Osprey-Burrows and Badgers
Scale: 30mm
Experience: Novice
Sponsor:
Prize:

SI / 007
Title: 1864 Clash of Ironclads
GM: Jeff Key
Type: Miniatures

Description: In the early hours of the morning two titans meet in the western Gulf of Mexico. This what-if scenario is built around things that should have happened but didn't. Certain ships that should have been at the battle now will be. Choose your side, face the enemy and change the course of history! - The Game of Admirals is an Ironclad 1:1200 scale ship combat miniatures game. Join us as we set sail into the tides of time and battle Ironclads in the American Civil War.
Players: 1-10
Rules: Game of Admirals
Scale: 1/1200 to 1/1250
Experience: Novice
Sponsor:
Prize:

SI / 008
Title: With their backs to Berlin
GM: Jim Vanderbeck
Type: Miniatures
Description: March 1945. Only 60 kilometers separate the Russians from Berlin! A hastily formed Kampfgruppe with Engineer support looks to buy some time for a better defense to form. But even as the last measures are put into place, the defenders can already hear the T-34 engines revving and the steady clank of steel tracks! Can you successfully fend off a near overwhelming force or as the Soviets, brush aside this obstacle and be the first to raise your flag over the capital? Join us and find out!
Players: 2-6
Rules: Bolt Action – 2 nd edition
Scale: 28mm
Experience: Novice – Veteran
Sponsor:
Prize:

SI / 009
Title: Wild West Exodus
GM: Gene Evans
Type: Miniatures
Description: Wild West Exodus is a dynamic, fast paced tabletop miniatures game pitting a cast of heroic characters against each other in a brutal world - very much a twisted reflection of our own. In the twilight years of the Nineteenth Century, mankind is perched upon a new age of discovery and enlightenment.
Players: As many as possible
Rules: Wild West Exodus
Scale: 32mm
Experience: None required
Sponsor: Warcradle Studios
Prize: N/A

Experience: Novice
Sponsor:
Prize:

SI / 012
Title: Dreaming of Gold and Glory
GM: Jim Hegeman
Type: Miniatures
Description: An young Spanish Adventurer leads a force into the uncharted realm of a native tribe called the Aztec.
Players: 4
Rules: Bloody and Plunder
Scale: 28mm
Experience: Novice-Experienced
Sponsor:
Prize:

SI / 010
Title: What a Tanker
GM: Donald Wolff
Type: Miniatures
Description: Demolition Tank Derby. Using Meng World War Toon models
Players: 6
Rules: What a Tanker
Scale: 28mm
Experience: None
Sponsor: None
Prize:

SI / 013
Title: Batman Chronicles Board Game
GM: William Hadjison
Type: Board Game
Description: Want to play Batman, Robin and other characters. You can in Batman Chronicles. Face off against Bane, Penguin, Joker and other iconic villains in scenario-based play. Up to 3 players heroes can participate and one person plays the Villain (which the GM will play in this event)
The game features a Verses mode too where two players face off with a team of heroes or villains, again, scenario based to achieve victory for their size. The game will start with a scenario (face off against Bane or Penguin) and depending on time we can play another scenario or a Verses mode game. Depends on the player choice. Open to all players as the rules will be taught.
Players: 3
Rules: Batman Chronicles Board Game

SI / 011
Title: Moongha Invaders
GM: Greg Turner
Type: Board Game
Description: Mad scientists and atomic monsters attack the earth!
Players: 2-3
Rules: Moongha Invaders
Scale: n/a

Scale: 28mm
Experience: Open to all players
Sponsor: Wayne Industries
Prize: Enjoyment of Play

SI / 014
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

Session II (Friday 7pm – 11:30pm Hall closes at midnight)

SII / 001
Title: Bloody Broadships
GM: Jeffrey Hunt
Type: Miniatures/Board Game
Description: Action on the High Seas – British vs French. Using Portsmouth Miniatures big 1:900 scale ships. Come captain on of these big powerful ships to Victory.
Players: up to 12
Rules: Bloody Broadships
Scale: 1:900
Experience: Novice
Sponsor: Portsmouth Miniatures
Prize: Best Captain

SII / 002
Title: Herron Assaults the Ridge
GM: Calvin Kinzer

Type: Miniatures
Description: This is Part 1 of a two-session American Civil War game. On December 7, 1862, General Francis Herron's two small "Missouri" Divisions are rushing to the aid of General Blunt's "Kansas" Division when they encounter General Thomas Hindman's large but mostly green army atop a wooded ridge known as Prairie Grove. With his infantry outnumbered nearly two to one, Herron must use his advantage in veteran infantry and artillery to take the ridge before the ten-turn time limit runs out. We will continue the game with Part 2, which begins with Blunt's arrival, during Session IV on Saturday afternoon. Players can opt to play in one or both sessions.
Players: 4-6
Rules: Homegrown
Scale: 15mm
Experience: None
Sponsor:
Prize:

SII / 003
Title: Pike & Shotte – Learn to Play -
GM: Scott Hendrickson
Type: Miniatures
Description: Be ye for King or Parliament? Take up arms as a beginner and learn to play Pike & Shotte.
Players: Open
Rules: Pike & Shotte
Scale: 28mm
Experience: Beginner
Sponsor:
Prize: None

SII / 004
Title: Dropping the Hammer!
GM: Jon Walker
Type: Miniatures
Description: "Dropping the Hammer! The

Defense of Clavis IV”
When the Rach Empire crossed into Terran Federation territory and attacked several systems all along their shared border, the long-simmering resentment by the Rach of the armistice was let loose in a wave of death and destruction.
Led by the Fakk Tr’Khul (The Blood of Heros) Regiment, the Rach have landed on Clavis IV and begun their march to the planet’s capital city of Umbria. Standing in their way is the Terran’s 40th Legion, “The Heartbreakers” and the Castra Stativa (fortress) they defend. Unwilling to leave such a strong force to their rear, the Rach march to the attack!
Using the CAV: Strike Operations system, each two-plus hour event is for 2-6 players with some wargaming experience. Rules will be taught, and all materials are provided. Prizes will be awarded to all participants!
Players: 6
Rules: CAV: Strike Operations
Scale: 10mm
Experience: None
Sponsor: Talon Games
Prize: Yes

SII / 005
Title: The Russian Horde
GM: Scott Wise
Type: Miniatures
Description: Bolt Action World War 2 gameplay based on the overwhelming Russian Horde of the 8th Russian Guards attacking the greatly battle hardened troops of the German Hermann Goring Fallshirmjager and the SS Wiking Division at the battle on the Vistula river July 1944.
Players: 2-4

Rules: Bolt Action – 2 nd Edition
Scale: 28mm
Experience: Any
Sponsor:
Prize:

SII / 006
Title: Asal Uttar
GM: Herb Flather
Type: Miniatures
Description: On September 8-10 1965, after about of month of fighting, beginning in the disputed region of Kashmir, Pakistani armored forces crossed the border and attacked Indian troops defending the road into the populated Indian region of Punjab. The battle that occurred has been described as the largest tank battle, up to that time, since Kursk.
The Pakistanis have superior equipment, the Indians superior troops.
Players: 4-8
Rules: Fist full of TOWS 3
Scale: 15mm
Experience: NA
Sponsor:
Prize:

SII / 007
Title: FIW Skirmish Game
GM: Timothy Harwood
Type: Miniatures
Description: Indian raid on a coastal town defended by gallant soldiers of His Majesty the King. Command a small unit or two of Indians who are bent on capturing damsels and booty or play as Redcoast stoutly defending your town.
Players: 4-6
Rules: Skirmish Rules – QRS Provided
Scale: 15mm
Experience: Entry Level Rules

Sponsor: Me!
Prize:

SII / 008
Title: Wild West Exodus
GM: Gene Evans
Type: Miniatures
Description: Wild West Exodus is a dynamic, fast paced tabletop miniatures game pitting a cast of heroic characters against each other in a brutal world - very much a twisted reflection of our own. In the twilight years of the Nineteenth Century, mankind is perched upon a new age of discovery and enlightenment.
Players: As many as possible
Rules: Wild West Exodus
Scale: 32mm
Experience: None required
Sponsor: Warcradle Studios
Prize: N/A

SII / 009
Title: The Channel Dash 1942
GM: Jeff Lawrence
Type: Miniatures
Description: After continuous bombing in port the German Flotilla escorting Gneisenau and Scharnhorst made a dash from Brest through the English Channel hoping to reach safety at Kiel. Leaving under the cover of darkness on Feb. 11th the British were fooled initially and the Battleships sailed unopposed until they were intercepted by a patchwork group of old WWI Cruisers and Destroyers sent to slow them down. The Germans made short work of these but lost valuable time. It was enough time for the Intelligence Officers in London to figure out the intended enemy course. Scrambling they pushed Minesweepers ahead of the steaming Battlegroup. These were escorted by Motor Torpedo Boats and other armed craft. Just

as the Sweepers started their deadly work a large Pack of Schnellboats plus a Flakship appeared from the North.
This action takes place near Calais France where the distance between England and France is only 24 miles. A distance from W to E sides is determined by the GM. The Royal Navy wins if the Mine sweeper model can cross this distance laying a long minefield. In reality this field only caused minor Damage to the the Battleships but upon docking at Keil for repairs the RAF found them sinking one and putting the other out of commission for a year.
The Kriegsmarine wins by either sinking/stopping the Minesweeper, or the Battleships arrive at turn 8 and scatter the British automatically. The GM can alter the latter's timetable of arrival.
Players: 6
Rules: Cruel Seas
Scale: 1/300
Experience: Novice to Experienced
Sponsor: Warlord Games
Prize: Miniatures

SII / 010
Title: Welcome to Nova Station
GM: Tony Radford
Type: Role Playing
Description: You are just about to start your shift as a new cadet on Nova Station. You have time to grab something to eat and a cup of coffee before reporting in. You are just taking your seat in the galley when you feel the station shake around you. The grav plating gives out only for a second, but that's long enough for your meal to go everywhere. You think you hear the fading sound of an explosion, but you definitely recognize the sound of pressure doors slamming down into

place. Warning klaxons and emergency lights are going off. What are you going to do now cadet?

This roleplaying game uses the D20 Future and D20 Modern rules, updating the old Star Frontiers universe from years ago. Four players, as new cadets to the station, will have to use their skills (more than just combat) to save the station and try and keep anyone from dying. Do you have what it takes cadet?

Players: 4

Rules: D20 Future (Modern)

Scale: 28mm

Experience: None

Sponsor:

Prize:

SII / 011

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 slight role-playing aspect. It's a game for all ages and experiences. Do you have what it takes, Partner?

Players: 9

Rules: Designed for game

Scale: 28mm

Experience: Novice and up

Sponsor:

Prize:

SII / 012

Title:

GM:

Type:

Description:

Players:

Rules:

Scale:

Experience:

Sponsor:

Prize:

Session III (Saturday 8:30am-12:30pm)

SIII / 001

Title: Bloody Broadsides – High Seas

GM: Jeffrey Hunt

Type: Miniatures/Board Game

Description: Action on the High Seas – British vs French. Using Portsmouth Miniatures big 1:900 scale ships. Come captain one of these big 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: 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 secure it, while the Four Musketeers are determined to recover it & thus preserve the Queens honor: it's a barroom battle with intrigue, swordplay & romance using Eureka's "And All for One" 40mm figures.
Players: 2-8
Rules: By Savy & Steel (THW)
Scale: 40mm
Experience: None required
Sponsor:
Prize:

SIII / 003
Title: CSO Basic Training
GM: Jon Walker
Type: Miniatures
Description: CAV: Strike Operations Basic Training.
<p>“OK plebs listen up! My name is Centurion Slam Ferris -- and it's my job to teach you how to pilot a CAV without killing either one of us. Today's simulation will show you the basics of CAV operation, so pay attention to the instructors and watch your six, its time to drop!</p> <p>Drill instructors are available throughout the show to teach new pilots the basics needed to play CAV: Strike Operations. No experience is necessary for the 15-30 minute long demos for one or more players, and all materials are provided.</p> <p>Certificates for completing basic training and prizes will be awarded to all participants!</p>
Players: NA
Rules: CAV: Strike Operations
Scale: 10mm
Experience: None
Sponsor: Talon Games
Prize: A CAV model

SII / 005
Title: CSO Paint and Take!
GM: Jon Walker
Type: Miniatures
Description: New to miniature painting? Looking for a few painting tips? Want to check out the CAV: Strike Operations plastic miniatures from Talon Games? If you answered yes to any of those, then this is the event for you! Take a seat, grab a miniature, and start painting. What's even better? When you are done, you keep the mini and take it home for FREE!
No experience needed and all painting supplies are provided.
Players: NA
Rules: CAV: Strike Operations
Scale: 10mm
Experience: None
Sponsor: Talon Games
Prize: Yes

SIII / 006
Title: The Russian Horde
GM: Scott Wise
Type: Miniatures
Description: Bolt Action World War 2 gameplay based on the overwhelming Russian Horde of the 8th Russian Guards attacking the greatly battle hardened troops of the German Hermann Goring Fallshirmjager and the SS Wiking Division at the battle on the Vistula river July 1944.
Players: 2-4
Rules: Bolt Action – 2 nd Edition
Scale: 28mm
Experience: Any
Sponsor:
Prize:

SIII / 007
Title: All that Glitters...
GM: Larry Freeman
Type: Miniatures
Description: It was too much this time! They had gone too far! The Raccoons used too heavy of a hand collecting taxes this season and now they were making for the border as smug as you please! Scottish Fold Cat Angus McPurry viewed his wrecked home and bristled. The glint of a small coin on the ground by his broken door caught his eye. McPurry crossed over, picked it up and tucked it into his belt. Then he donned his armor and hefted his hammer. He ran a paw over the edge of the weapon. If that's the way they want it, he thought, then the least he could do would be to make sure they had gotten everything that they had coming to them. It was his civic duty to ensure the Raccoons got all that they deserved, and he planned on delivering the coin to them in person and with interest. Oh aye, so much interest! Meeting up with the Rabbits who too, had been cleaned out by the Crows, the two groups banded together and set off in pursuit. Perhaps they could "convince" the Raccoons that carrying all that gold and loot was bad for the back? Might it not be better to leave some for next year?
Players: 2-6
Rules: Osprey-Burrows and Badgers
Scale: 30mm
Experience: Novice
Sponsor:
Prize:

SIII / 008
Title: Vikings vs Saxons raid
GM: Scott Hendrickson
Type: Miniatures
Description: A Viking force is out to plunder a local church, can you stop the murderous heathens?

Players: 2-6
Rules: Hail Caesar – Shield Wall
Scale: 28mm
Experience: Any
Sponsor:
Prize:

SIII / 009
Title: The Battle of Stones River
GM: Andy Rogers
Type: Miniatures
Description: December 31, 1862, Major General William Rosecrans Army of the Cumberland converges on Murfreesboro Tennessee and meets the newly minted Army of Tennessee under Braxton Bragg. Phil Sheridan's 3rd division, 14th Corp is attacked in the center by the Confederates consisting of Polk's division at Stones River.
Players: 4-8
Rules: Black Powder 2 ACW Supplement
Scale: 28mm
Experience: none
Sponsor:
Prize:

SIII / 010
Title: Q and A with Warlord HQ
GM: Jon Russell
Type: Question and Answer
Description: From 10am to 11am in the Joyner Room
Here is your chance to converse with the folks at Warlord HQ via internet. Bring all your questions you have been dying to get answered!
Players: All
Rules: Ask good questions
Scale: Infinite
Experience: None
Sponsor: Warlord Games
Prize:

SIII / 011
Title: Wild West Exodus
GM: Gene Evans
Type: Miniatures
Description: Wild West Exodus is a dynamic, fast paced tabletop miniatures game pitting a cast of heroic characters against each other in a brutal world - very much a twisted reflection of our own. In the twilight years of the Nineteenth Century, mankind is perched upon a new age of discovery and enlightenment.
Players: As many as possible
Rules: Wild West Exodus
Scale: 32mm
Experience: None required
Sponsor: Warcradle Studios
Prize: N/A

SIII / 012
Title: What a Tanker
GM: Donald Wolff
Type: Miniatures
Description: Demolition Tank Derby. Using Meng World War Toon models
Players: 6
Rules: What a Tanker
Scale: 28mm
Experience: None
Sponsor: None
Prize:

SIII / 013
Title: Who's Ocean is it?
GM: Steve Smith
Type: Miniatures
Description: A sampling of 17th century ships duel for dominance in this naval engagement.
Players: 4
Rules: Blood and Plunder
Scale: 28mm

Experience: Intermediate - Experienced
Sponsor:
Prize:

SIII / 014
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

Session IV (Saturday 2pm-6pm)

SIV / 001
Title: The Channel Dash-1942
GM: Cancelled

SIV / 002
Title: Fallout: Wasteland Warfare
GM: Steve Hanson
Type: Miniatures
Description: In Fallout: Wasteland Warfare, players will build their own crew from a wide range of factions, allies and iconic characters from the Fallout series, and play in apocalyptic games of 3 - 30 high quality 32mm scale resin miniatures through a huge variety of iconic scenery and settlement buildings, from the Red Rocket to Sanctuary Hills, Nuka-Cola vending machines and wrecked cars.
Players: Open
Rules: Fallout: Wasteland Warfare
Scale: 32mm
Experience: All Levels
Sponsor: Modiphuis Entertainment

Prize: None

Title: Askold's Raid
GM: Cancelled

SIV / 003
Title: Operation Game Warden
GM: Edward Enslinger
Type: Miniatures
Description: The US Brown Water Navy Riverine Force interdicting Viet Cong and PAVN infiltration along the Mekong Delta, 1967-68.
Players:2-4
Rules: Flames of War v4 – ‘Nam
Scale: 15mm
Experience: Helpful but not necessary
Sponsor:
Prize:

SIV / 006
Title: CSO Basic Training
GM: Jon Walker
Type: Miniatures
Description: CAV: Strike Operations Basic Training.
“OK plebs listen up! My name is Centurion Slam Ferris -- and it's my job to teach you how to pilot a CAV without killing either one of us. Today's simulation will show you the basics of CAV operation, so pay attention to the instructors and watch your six, its time to drop!
Drill instructors are available throughout the show to teach new pilots the basics needed to play CAV: Strike Operations. No experience is necessary for the 15-30 minute long demos for one or more players, and all materials are provided.
Certificates for completing basic training and prizes will be awarded to all participants!
Players: NA
Rules: CAV: Strike Operations
Scale: 10mm
Experience: None
Sponsor: Talon Games
Prize: Yes

SIV / 004
Title: Battle of the Yellow Sea
GM: Gary Coyle
Type: Miniatures
Description: The Russian 1st Pacific Squadron is making a run for Vlad, to join with the cruiser squadron. Admiral Togo has let Admiral Vitgeft slip by and now the chase is on. Can the Japanese overtake and defeat the Russians or will the Russian battleships make good their escape from Port Arthur and remain a menace to the Imperial Japanese Navy? This battle was a near run thing and either side could have come out the winner.
Players:6-10
Rules: Perfidious Albion modified
Scale: 1/2400
Experience: Novice / Kid friendly
Sponsor:
Prize: Philo Norton McGiffin Medal

SIV / 007
Title: CSO Paint and Take!
GM: Jon Walker
Type: Miniatures
Description: New to miniature painting? Looking for a few painting tips? Want to check out the CAV: Strike Operations plastic

SIV / 005

miniatures from Talon Games? If you answered yes to any of those, then this is the event for you! Take a seat, grab a miniature, and start painting. What's even better? When you are done, you keep the mini and take it home for FREE!

No experience needed and all painting supplies are provided.

Players: NA

Rules: CAV: Strike Operations

Scale: 10mm

Experience: None

Sponsor: Talon Games

Prize: Yes

SIV / 008

Title: The Russian Horde

GM: Scott Wise

Type: Miniatures

Description: Bolt Action World War 2 gameplay based on the overwhelming Russian Horde of the 8th Russian Guards attacking the greatly battle hardened troops of the German Hermann Goring Fallschirmjager and the SS Wiking Division at the battle on the Vistula river July 1944.

Players: 2-4

Rules: Bolt Action – 2nd Edition

Scale: 28mm

Experience: Any

Sponsor:

Prize:

SIV / 009

Title: 1815 French vs Prussian

GM: Scott Hendrickson

Type: Miniatures

Description: D'eron commits 1 division on the emperors left at Ligny... the Prussians scramble to stop them.

Players:2-6

Rules: Black Powder – Albion Triump

Scale: 28mm

Experience: Any

Sponsor:

Prize:

SIV / 010

Title: 1864 Clash of Ironclads

GM: Jeff Key

Type: Miniatures

Description: In the early hours of the morning two titans meet in the western Gulf of Mexico. This what-if scenario is built around things that should have happened but didn't. Certain ships that should have been at the battle now will be. Choose your side, face the enemy and change the course of history! - The Game of Admirals is an Ironclad 1:1200 scale ship combat miniatures game. Join us as we set sail into the tides of time and battle Ironclads in the American Civil War.

Players: 1-10

Rules: Game of Admirals

Scale: 1/1200 to 1/1250

Experience: Novice

Sponsor:

Prize:

SIV / 011

Title: Cruel Seas Demo

GM: Mark Smith

Type: Miniatures

Description: This is a demo game for warlords game Cruel Seas. It will consist of the stuff included in the starter set.

Players:2

Rules: Cruel Seas

Scale: 1/350th

Experience: Beginner

Sponsor:

Prize:

Prize:

SIV / 012
Title: Blunt to the Rescue
GM: Calvin Kinzer
Type: Miniatures
Description: This is second part of a two-session American Civil War game. With General Herron's two small "Missouri" Divisions facing superior numbers, it is up to General Blunt's "Kansas" Division to save the day by attacking the Prairie Grove Ridge about a half-mile to the west. Like Herron, Blunt is outnumbered by General Hindman's green army, but his advantage in artillery and troop quality might just prevail. In the meantime, Herron's men continue to cling to their end of the battlefield, provided that they haven't been swept away in Part 1. Players may sign up for this game regardless of whether they played Session II.
Players:4-6
Rules: Homegrown
Scale: 15mm
Experience: None
Sponsor:
Prize:

SIV / 013
Title: Formula De'
GM: Greg Turner
Type: Board Game
Description: Award winning, fast paced game of Formula One car racing. You can drive carefully and end the race with your car intact, and in last place. Or push your luck for the chance to win fame and glory! Of course, if you push your luck too hard you'll find yourself and your vehicle spread across the embankment of that last curve.
Players:4-9
Rules: Formula De'
Scale: n/a
Experience: Novice
Sponsor: Trophies!
Prize:

SIV / 012
Title: FIW – Skirmish – Supply Train
GM: Timothy Harwood
Type: Miniatures
Description: Attack on reinforcements trying to reach their fort. French and their Indian allies take on the formidable English bent on getting their supply train to their fort.
Players:4-6
Rules: QRS Provided
Scale: 15mm
Experience: Novice and up
Sponsor: Me!

SIV / 014
Title: Great Northern War
GM: Steve Wirth
Type: Miniatures
Description: Sweden tries to subdue the army of Peter the Great 1706
Players: up to 6
Rules: revised Featherstone ECW
Scale: 6mm
Experience: none
Sponsor: Gulfsouth HMGS
Prize: n/a

SIV / 015
Title: Dragon Rampant 3 on 3
GM: Jamie Mathews
Type: Miniatures
Description: Dragon Rampant is an easy to learn miniatures game with each player

controlling around 60 miniatures each. This will be clash of good versus evil as Human knights, dwarves, and elves take the field against undead, demons, and orcs to see who will prevail on the field of battle. All miniatures provided; no experience necessary.
Players:6
Rules: Dragon Rampant
Scale: 28mm
Experience: none
Sponsor:
Prize: none

SIV / 016
Title: Wild West Exodus
GM: Gene Evans
Type: Miniatures
Description: Wild West Exodus is a dynamic, fast paced tabletop miniatures game pitting a cast of heroic characters against each other in a brutal world - very much a twisted reflection of our own. In the twilight years of the Nineteenth Century, mankind is perched upon a new age of discovery and enlightenment.
Players: As many as possible
Rules: Wild West Exodus
Scale: 32mm
Experience: None required
Sponsor: Warcradle Studios
Prize: N/A

SIV / 017
Title: Hallelujah Trail
GM: Jeff Lawrence
Type: Miniatures
Description:
Players:6
Rules: Very Modified Fistful of Lead
Scale: 28mm

Experience: Novice
Sponsor: Bryan's Legacy
Prize: Miniatures

SIV / 018
Title: Thanh Hoa Bridge Strike
GM: Gregory Dryanski
Type: Miniatures
Description: Dragon's Jaw Bridge at Thanh Hoa
Setting: The Thanh Hoa Bridge, spanning the Song Ma River, is located 3 miles north of Thanh Hoa in Vietnam. The Vietnamese gave it the nickname Ham Rong (Dragon's Jaw). During the Vietnam War, it was the objective of many attacks by US Air Force and US Navy aircraft until 1972, when it was finally destroyed. This scenario portrays one of these attacks.
Players:7
Rules: Check your 6! Jet Age
Scale: 1/300
Experience: None, rules taught
Sponsor:
Prize:

SIV / 019
Title: Mutant Crawl Classic
GM: William Hadjison
Type: Role Playing
Description: "Remember the good old days when post-apocalyptic Gamma World adventures were full of super-science, murderous robots and deep underground complexes to be explored. Those days are back. "(Museum at the End of Time) You are a member of a Neolithic tribe, a youth has not yet proven themselves. Now is your Rite of Passage where you must survive on your own for one week within the Glow Desert and hopefully bring back functioning artifacts of

the ancients and items of value for the tribe. Your future rank within the tribe lay in the balance and is largely determined by the quality of artifacts brought back to the tribe. There is no shame in returning with a working ancient beverage container or a useful stout length of Duralloy. Those who do tend to end up being assigned mundane adult tasks of simple hunting or gathering for the tribe. Your dream is to become a Seeker, a member of a team whose task it is to journey forth and explore the wilderness in hopes of discovering even more ancient artifacts in the ruins and taboo lands of Terra A.D.

Players: 6
Rules: Mutant Crawl Classic (MCC)
Scale: n/a
Experience: open to all
Sponsor: Goodman Games
Prize: Swag

SIV / 020
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

Session V (Saturday 8:00pm-12am)

SV / 001
Title: Dropping the Hammer!
GM: Jon Walker
Type: Miniatures
Description: "Dropping the Hammer! The

Defense of Clavis IV"
When the Rach Empire crossed into Terran Federation territory and attacked several systems all along their shared border, the long-simmering resentment by the Rach of the armistice was let loose in a wave of death and destruction.
Led by the Fakk Tr'Khul (The Blood of Heros) Regiment, the Rach have landed on Clavis IV and begun their march to the planet's capital city of Umbria. Standing in their way is the Terran's 40th Legion, "The Heartbreakers" and the Castra Stativa (fortress) they defend. Unwilling to leave such a strong force to their rear, the Rach march to the attack!
Using the CAV: Strike Operations system, each two-plus hour event is for 2-6 players with some wargaming experience. Rules will be taught, and all materials are provided. Prizes will be awarded to all participants!
Players: 6
Rules: CAV: Strike Operations
Scale: 10mm
Experience: None
Sponsor: Talon Games
Prize: Yes

SV / 002
Title: The Russian Horde
GM: Scott Wise
Type: Miniatures
Description: Bolt Action World War 2 gameplay based on the overwhelming Russian Horde of the 8th Russian Guards attacking the greatly battle hardened troops of the German Hermann Goring Fallshirmjager and the SS Wiking Division at the battle on the Vistula river July 1944.
Players: 2-4

Rules: Bolt Action – 2 nd Edition
Scale: 28mm
Experience: Any
Sponsor:
Prize:

Players:4-6
Rules: QRS Provided
Scale: 15mm
Experience: Novice and up
Sponsor: Me!
Prize:

SV / 003
Title: Learn to Play - Pike & Shotte
GM: Scott Hendrickson
Type: Miniatures
Description: Learn the basics of Pike & Shotte with and introductory ECW game.
Players: 4
Rules: Pike & Shotte – To Kill and King
Scale: 28mm
Experience: Any
Sponsor:
Prize:

SV / 006
Title: Battle of Lepanto
GM: Everett Chun
Type: Miniatures
Description: Fought in 1571, Lepanto was the largest naval battle of the Renaissance era, the last great clash of oared galleys as the future lay in the more maneuverable sailing ships that could deliver mighty broadsides of cannon fire. The coalition that made up the Christian Holy League included bitter political and economic rivals, but for a short time they set aside their differences sufficiently to stand together against the looming threat of the aggressively expanding Turkish Ottoman Empire. Historically, the Turks suffered a heavy defeat, but for our reflight, which side will shoot, ram, and board their way to victory?
Players: 2-6
Rules: Lepanto 1571
Scale: Paper Models
Experience: None Required
Sponsor:
Prize: Books

SV / 004
Title: Cruel Seas Demo
GM: Mark Smith
Type: Miniatures
Description: This is a demo game for warlords game Cruel Seas. It will consist of the stuff included in the starter set.
Players:2
Rules: Cruel Seas
Scale: 1/350 th
Experience: Beginner
Sponsor:
Prize:

SV / 007
Title: Marines: We Are Leaving
GM: Gregory Dryanski
Type: Board Game / Miniatures
Description: ALIENS - "Marines! We are LEAVING!"
Welcome to the terraforming operation on planet LV-426, "Hadley's Hope". A marine

SV / 005
Title: FIW – Skirmish – Supply Train
GM: Timothy Harwood
Type: Miniatures
Description: Attack on reinforcements trying to reach their fort. French and their Indian allies take on the formidable English bent on getting their supply train to their fort.

<p>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...</p>
<p>This is a scenario using the Aliens miniature game rules. Exit the alien hive with as many marines as possible still alive.</p>
<p>Players: 8</p>
<p>Rules: Aliens Miniatures Revised</p>
<p>Scale: 25mm</p>
<p>Experience: None</p>
<p>Sponsor:</p>
<p>Prize:</p>

<p>SV / 008</p>
<p>Title: Wild West Exodus</p>
<p>GM: Gene Evans</p>
<p>Type: Miniatures</p>
<p>Description: Wild West Exodus is a dynamic, fast paced tabletop miniatures game pitting a cast of heroic characters against each other in a brutal world - very much a twisted reflection of our own. In the twilight years of the Nineteenth Century, mankind is perched upon a new age of discovery and enlightenment.</p>
<p>Players: As many as possible</p>
<p>Rules: Wild West Exodus</p>
<p>Scale: 32mm</p>
<p>Experience: None required</p>
<p>Sponsor: Warcradle Studios</p>
<p>Prize: N/A</p>

<p>SV / 009</p>
<p>Title: The Good, The Bad, & The Mutie</p>

<p>GM: Jeff Lawrence</p>
<p>Type: Miniatures</p>
<p>Description: The setting is late in the 22nd century. Many survivors of the devastating Atomic Wars were mutated by the Strontium 90 fallout. These mutants became an underclass, hated by the ruling "norms". The only job left for them was bounty-hunting.</p> <p>The strongest of these mutants hunt down criminals throughout the galaxy for the Search/Destroy agency, cruelly nicknamed the Strontium Dogs by the "norms". Operating from an orbiting space station known as The Doghouse, SD agents take many shapes and forms.</p> <p>Armed with highly advanced technology including, electrified brass knuckles, short-range teleporters and time bombs to name a few, they bring justice to the far reaches of the galaxy!</p>
<p>Players: 6</p>
<p>Rules: Stontium Dog</p>
<p>Scale: 28mm</p>
<p>Experience: Novice to Experienced</p>
<p>Sponsor: Warlord Games</p>
<p>Prize: Miniatures</p>

<p>SV / 010</p>
<p>Title: Shootout at Dry Gulch</p>
<p>GM: Matt Stallings</p>
<p>Type: Miniatures</p>
<p>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</p>

its knees. This game is a skirmish with a slight role-playing aspect. It's a game for all ages and experiences. Do you have what it takes, Partner?
Players: 9
Rules: Designed for game
Scale: 28mm
Experience: Novice and up
Sponsor:
Prize:

SV / 011
Title: Welcome to Nova Station
GM: Tony Radford
Type: Role Playing
Description: You are just about to start your shift as a new cadet on Nova Station. You have time to grab something to eat and a cup of coffee before reporting in. You are just taking your seat in the galley when you feel the station shake around you. The grav plating gives out only for a second, but that's long enough for your meal to go everywhere. You think you hear the fading sound of an explosion, but you definitely recognize the sound of pressure doors slamming down into place. Warning klaxons and emergency lights are going off. What are you going to do now cadet?
This roleplaying game uses the D20 Future and D20 Modern rules, updating the old Star Frontiers universe from years ago. Four players, as new cadets to the station, will have to use their skills (more than just combat) to save the station and try and keep anyone from dying. Do you have what it takes cadet?
Players: 4
Rules: D20 Future (Modern)
Scale: 28mm
Experience: None
Sponsor:

Prize:

SV / 012
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

Session VI (Sunday 8:00am-12pm)

SVI / 001
Title: CSO Paint and Take!
GM: Jon Walker
Type: Miniatures
Description: New to miniature painting? Looking for a few painting tips? Want to check out the CAV: Strike Operations plastic miniatures from Talon Games? If you answered yes to any of those, then this is the event for you! Take a seat, grab a miniature, and start painting. What's even better? When you are done, you keep the mini and take it home for FREE!
No experience needed and all painting supplies are provided.
Players: NA
Rules: CAV: Strike Operations
Scale: 10mm
Experience: None
Sponsor: Talon Games
Prize: Yes

SVI / 002
Title: CSO Basic Training
GM: Jon Walker
Type: Miniatures
Description: CAV: Strike Operations Basic Training.
<p>"OK plebs listen up! My name is Centurion Slam Ferris -- and it's my job to teach you how to pilot a CAV without killing either one of us. Today's simulation will show you the basics of CAV operation, so pay attention to the instructors and watch your six, its time to drop!</p>
<p>Drill instructors are available throughout the show to teach new pilots the basics needed to play CAV: Strike Operations. No experience is necessary for the 15-30 minute long demos for one or more players, and all materials are provided.</p>
<p>Certificates for completing basic training and prizes will be awarded to all participants!</p>
Players: NA
Rules: CAV: Strike Operations
Scale: 10mm
Experience: None
Sponsor: Talon Games
Prize: Yes

SVI / 003
Title: Battle of the Giants
GM: Mark Smith
Type: Miniatures
Description: This is a "what if" scenario which is what if the Yamato was not sunk by aircraft during operation ten-go. Witness a alternative history slugging match between history's biggest battleships the Iowa class battleship USS New Jersey and the flagship of the Japanese navy Yamato.

Players:2
Rules: Cruel Seas
Scale: 1/350 th
Experience: Novice
Sponsor:
Prize:

SVI / 004
Title: Wild West Exodus
GM: Gene Evans
Type: Miniatures
Description: Wild West Exodus is a dynamic, fast paced tabletop miniatures game pitting a cast of heroic characters against each other in a brutal world - very much a twisted reflection of our own. In the twilight years of the Nineteenth Century, mankind is perched upon a new age of discovery and enlightenment.
Players: As many as possible
Rules: Wild West Exodus
Scale: 32mm
Experience: None required
Sponsor: Warcradle Studios
Prize: N/A

SVI / 005
Title:
GM:
Type:
Description:
Players:
Rules:
Scale:
Experience:
Sponsor:
Prize:

Session VII (Sunday 1:00pm-4:00pm)

SVII / 001
Title: Wild West Exodus
GM: Gene Evans
Type: Miniatures
Description: Wild West Exodus is a dynamic, fast paced tabletop miniatures game pitting a cast of heroic characters against each other in a brutal world - very much a twisted reflection of our own. In the twilight years of the Nineteenth Century, mankind is perched upon a new age of discovery and enlightenment.
Players: As many as possible
Rules: Wild West Exodus
Scale: 32mm
Experience: None required
Sponsor: Warcradle Studios
Prize: N/A

SVII / 002
Title: Mutant Crawl Classic
GM: William Hadjison
Type: Role Playing
Description: "Remember the good old days when post-apocalyptic Gamma World adventures were full of super-science, murderous robots and deep underground complexes to be explored. Those days are back." (Warlords of ATOZ) You are a member of a Neolithic tribe. Your rank is that of Seeker. Your tribal grounds have begun to be overrun by refugees from a war of aggression taking place some distance from your territory. The tribal elders have assigned your Seeker team to investigate and assess the situation, bring back valuable intel, and if possible, hamper the oncoming horde if prudent to do so. You travel into the northern lands. Where there was once peaceful trade

and coexistence to the north the rumors by the fleeing refugee tell of a new tribe of warriors have begun a path of conquering and enslavement.
Players: 6
Rules: Mutant Crawl Classic (MCC)
Scale: n/a
Experience: open to all
Sponsor: Goodman Games
Prize: Swag

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PortsmouthTM Miniatures and Games

Jeff Hunt (214) 603-4944

www.portsmouthminiatures.com

jh@portsmouthminiatures.com



Part#	Description	Price	Part#	Description	Price
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M003	Large Dbl Decker Kit	12	P007	Struck Large Dbl Decker	30
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	All Kits include Ship Hull, Masts, Sails, and instructions.			-----Games-----	
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
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