

It's the middle of summer but we are already planning for the fall and our annual war-game convention **MillenniumCon**. This year will be bigger and better than last year as we add more vendors and games to the schedule. For the first time EVER we will have gaming on Thursday night. So plan to make it a 4 day event. Games will be held during our Thursday night setup with 6 games played 6-10 pm.

You can see what games are already on the schedule by going to the registration tab on the MillenniumCon website at:

<http://www.millenniumcon.info/>

As of 1 August we already have 50 games registered (our goal is 125 this year).

There are a number of great events this month and some really good ones highlighted from last month. As always thanks to everyone who provided a story on your games and gaming projects.

Game Master (GM) registration is now open, so log into the MillenniumCon website and register your game before the time slots are filled.

Have a great summer and see you at the gaming table.



*Charlie Torok*

# The Lone Star Dispatch

## August 2019



### 2019 LSHM Officers

Charlie Torok	<a href="mailto:torokc@hotmail.com">torokc@hotmail.com</a>	President
Joe Wicker	<a href="mailto:tabium@gmail.com">tabium@gmail.com</a>	Vice President
Ian Straus	<a href="mailto:ian_straus@att.net">ian_straus@att.net</a>	
Mike Gomez	<a href="mailto:mret@texas.net">mret@texas.net</a>	
Mark Leroux	<a href="mailto:mleroux@gmail.com">mleroux@gmail.com</a>	
Oscar Barela	<a href="mailto:oscar_barela@hotmail.com">oscar_barela@hotmail.com</a>	
Mark Sanchez	<a href="mailto:msanchez387@satx.rr.com">msanchez387@satx.rr.com</a>	

### Inside this issue:

**Welcome & BOD update**  
**Upcoming Events**  
**Past Games played**  
**Future Events planned**  
**Bolt Action Games**  
**Gamers Workbench**  
**Flames of War – WWII**  
**Flames of War – Team Yankee**  
**SAGA Games**  
**Battle Reports**  
**Product Review**  
**Sponsors and Advertisers**  
**Discounts to Members**

### The Lone Star Historical Miniatures (LSHM).

We promote miniatures wargaming in primarily historical periods but also fantasy/sci-fi. We are not dedicated to one rule set or scale. We promote miniatures wargaming by running events, helping local conventions, and assisting with tournaments, financial backing and run demo games. We will also run gaming classes at schools. We encourage all gamers to be a part of our group to help support our common hobby.



AUG

9

## BayouBattles XVI

Public · Hosted by Bayou Battles

★ Interested

✓ Going

➔ Share ▾

⋮

🕒 Aug 9 at 5 PM – Aug 11 at 4 PM

📍 Wyndham Houston West - Energy Corridor  
14703 Park Row, Houston, Texas 77079

[Show Map](#)

**Lord of the Rings Game Day  
17 August 1-5pm  
at Dragons Lair San Antonio**



600 point list



Contact Charlie Torok  
or Chris Lisanti

7 – 10 November 2019

# ***MILLENNIUMCON XXII***



Texas' largest War-Gaming Convention

Round Rock, Texas

***Game Master (GM) Registration is now open – sign up now for running a game at MillenniumCon. Go to the website and open the tab “Game Master”***

**<http://www.millenniumcon.info/game-masters/>**



Wingate Hotel & Conference Center  
1209 North Interstate Highway 35  
Round Rock, TX 78664

Website: <http://wingateroundrock.com/>

Reservations: **512-341-7000**

Room Rate \$94 MillenniumCon

Don't forget to reserve your hotel room early, it will fill up fast. Use the MillenniumCon or LSHM code to get the special \$94 rate



# MillenniumCon XXII Vendor

June 20, 2019



Jeffrey Hunt [jh@portsmouthminiatures.com](mailto:jh@portsmouthminiatures.com) [www.portsmouthminiatures.com](http://www.portsmouthminiatures.com)



Part#	Description	Price		Part#	Description	Price
M001	Single Decker Kit	\$9		P005	Struck Single Decker	\$29
M002	Small Dbl Decker Kit	\$14		P006	Struck Small Dbl Decker	\$36
M003	Large Dbl Decker Kit	\$15		P007	Struck Large Dbl Decker	\$37
M004	Triple Decker Kit	\$19		P008	Struck Triple Decker	\$44
	All Kits include Ship Hull, Masts, Sails, and instructions.				-----Games-----	
A001	Wooden Bases 5-Pack	\$7		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	\$29		CG01	Heart Attack (Card Game) "Escape from the Old Folks Home"	\$20
P002	Painted Small Dbl Decker	\$36		CG02	PUCK! (Card Game) Hockey	\$20
P003	Painted Large Dbl Decker	\$37		A003	Ship Yard 12-Ship Capacity	\$15
P004	Painted Triple Decker	\$44				

# Gaming Summer Camp 2019



Lone Star  
Historical  
Miniatures

## A COUPLE OF WEEKS OF GAMING FUN AT DRAGON'S LAIR



*by Chip Aaron*

As the end of the 2018-19 school year approached, I proposed to run a summer camp out of Dragon's Lair Medical Center for a few weeks to give me something to do when my school district job finished for the summer. The store was very interested in the idea and we discussed and planned everything to get it done. They were so intrigued with the idea that they even arranged it so I could open up the annex earlier than store hours to accommodate parents being able to drop off their kids before going into work in the mornings.







## Gaming Summer Camp 2019, continued

With this being the first camp I have ever run, there were a few things I wished to accomplish. I wanted to provide a place where campers:

- could learn to play new and different games
- could have some time for creativity and painting
- would be encouraged to use skills such as basic math, calculating odds, guessing measurements and planning
- would be expected to show good sportsmanship,
- and could, most of all, have fun

I thought it was important for parents to be able to drop off campers as they headed off to work, so I started camp at 8am every day, with pickup at 5pm. Campers brought sack lunches from home so we were in the store all day.

I had a set of games in mind, nothing ever in concrete, including games for which DL had provided some support. My plan included Cruel Seas WWII torpedo boats, Rogue Stars sci fi skirmish, Battle Cry ACW boardgame, and Settlers of Catan. Since my plan was loose and free-wheeling, it allowed me to adapt to the campers' own likes and suggestions, allowing campers to bring their own games from home, such as Ticket to Ride - Germany, the old classic Fortress America, and fun family games like Quirkle and Exploding Kittens. Campers also brought their own models to paint and build.



GERMAN-STYLE FAMILY BOARD GAME "CARCASSONNE - HUNTERS & GATHERERS"



QUIRKL AND EXPLODING KITTENS





# Gaming Summer Camp 2019, continued

## CRUEL SEAS

Cruel Seas is a miniatures game of WWII coastal torpedo boat actions by Warlord Games. Dragon's Lair provided a starter box for summer camp that I used to teach campers the rules of the game and how to build and paint the boats. We also made rocky terrain for our islands and coastlines to use in our games. After a couple turns, the kids had the rules down and we were able to run several big games.



TORPEDO BOATS AND AN ISLAND CREATED BY MY GAMERS



ONE OF OUR FIRST GAMES OF CRUEL SEAS. TORPEDOS ALL OVER THE PLACE.



FREIGHTER SIGHTED! THE GERMANS MUST SINK HER... AND THE BRITS MUST SEE HER HOME



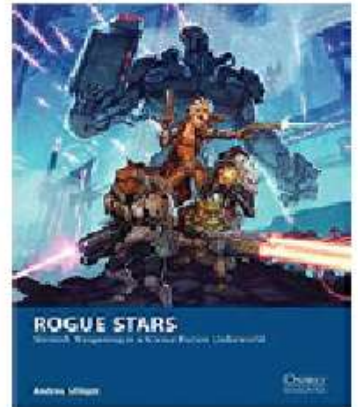
OUR COLLECTION OF ISLANDS WE CREATED





# Gaming Summer Camp 2019, continued

## ROGUE STARS



Rogue Stars is a skirmish scale sci fi game from Osprey Publishing. Campers chose a group of minis and we went over the basics of creating their squad, giving their characters their own traits, weapons and armor. The campers suggested I play also, so I put some NPCs on the table as objectives.



TEAM MEMBERS FROM THE INSTITUTE SPOT AN EXPERIMENTAL GORILLA IN A TRACTOR-MECH AND BEGIN TO "EXTRACT" HIM.

The campers came up with the backstory: a group of escaped experimental simians with guns were loose in a large compound and two groups were tasked to round them up – the "Institute" and the military, run by the campers. The simians were trying to escape, so they hid, the camper's squads tasked with finding them and dispatching them. As the sun went down and time ran out, a lone hidden experimental gorilla succeeded in hiding until game was called, and with both squads taking out one escapee apiece, we called the game a tie and broke for lunch.



CAMPERS GOT TO PAINT AND TAKE HOME THEIR OWN MINIS



# Gaming Summer Camp 2019, continued

## Terrain Makers



As a show of appreciation for hosting camp, the campers created, painted and donated several pieces of terrain to Dragon's Lair. They used a hot wire foam cutter to shape their pieces, painted them in basic colors, then used a drybrush technique to add detail to them, with a final coating of green flock to finish them off. The terrain can be used as islands and coastlines for Cruel Seas, but can just as easily be used for other games for depicting rocky crags.



On Day 1, the campers learned to play Forbidden Island. It became their favorite game of camp. Players are tasked with working together using their unique skills to search the sinking island for hidden pieces of treasure, then escaping the island by helicopter before being trapped as it slips beneath the waves.

We hope to make this a yearly event here in San Antonio! *Chip Aaron*



# Blood & Plunder

“Talk like a Pirate Day”  
September 19th



*By Ian Straus*

**Talk like a Pirate Day is Thursday, September 19<sup>th</sup>, 2019!**

We will celebrate Talk Like A Pirate Day with a Blood and Plunder game fest (demolition derby?) beginning 6PM at Tabletop Generals, . 2543 Jackson Keller Road, San Antonio.

I will bring minis etc. - you can too - and we will have 100 point games that night. They should go fast and if you arrive after 6, fear not, someone else will too and you will get games.

Prizes will be given for the most wins of the night and most games played (I have them on hand now from Firelock).

Then on the weekend we will have a longer, larger-point Blood and Plunder event.

For more information watch the Blood and Plunder Miniatures Game- San Antonio Facebook group or the Tabletop Generals Facebook page, and the Facebook event.

Ian Straus



# 2019 - Texas Region - Conventions and Events



## **WAR! '40 – '41 (EARLY WAR) - BOLT ACTION TOURNAMENT**

8/3/2019 -

Dragon's Lair-Medical Ctr - San Antonio,TX

Contact: Joe Wicker,tabium@gmail.com

<https://www.facebook.com/groups/TexasBoltAction/>

## **BAYOU BATTLES XVI**

8/9/2019 - 8/11/2019

Wyndham Houston West - Energy Corridor - Houston,TX

Contact: Rick Hoy,bayoubattles@gmail.com

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

## **WARGAMES CON XI**

8/16/2019 - 8/18/2019

DoubleTree by Hilton Hotel - Austin,TX

Contact: ,wgc@wargamescon.com

<https://www.wargamescon.com/>

## **6TH SAN ANTONIO - TEAM YANKEE TOURNAMENT**

8/24/2019 -

Multiverse Games - San Antonio,TX

Contact: Chris Lisanti,lisantic@aol.com

## **REAPERCON**

8/30/2019 - 9/2/2019

Embassy Suites - Denton Convention Center - Denton,TX

Contact: ,questions@reapercon.com

<https://reapercon.com/>



## **LONE STAR GAME EXPO**

9/6/2019 - 9/9/2019

Grapevine Civic Center - Grapevine, TX

Contact: Jamie Matthews, info@lonestargameexpo.com

<http://lonestargameexpo.com>



## **TEXAS BROADSIDE!**

10/18/2019 - 10/20/2019

Houston Maritime Museum - Houston, TX - **(updated!)**

Contact: Andy Broussard, texasbroadside@comcast.net

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

# **7 – 10 November 2019**

# ***MILLENNIUMCON XXII***

**Texas' largest War-Gaming Convention**

11/7/2019 - 11/10/2019

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charles Torok, torokc@hotmail.com

<http://www.millenniumcon.info/>

## **FOWSA XIV - LATE WAR (TENTATIVE)**

12/7/2019 -

Dragon's Lair-Medical Ctr - San Antonio, TX

Contact: Ian Straus, ian.straus@att.net

<http://fowsa.blogspot.com/>

## **SOLDIERCON 2020 (TENTATIVE)**

3/28/2020 - 3/29/2020

Fort Bliss Museum - El Paso, TX

Contact: ,



## **CONSIM WORLD EXPO 2020**

6/6/2020 - 6/13/2020

Tempe Mission Palms - Tempe, AZ

Contact: ,

<http://expo.consimworld.com/>

**We need your event listed here!!!**



# ***Lone Star Historical Miniatures (LSHM) at TwistedLordsCon***



***By Scott Hendrickson***

Hey guys a quick wrap up of my experience at "TwistedLordsCon" last weekend (19-21 July) in Oklahoma City OK.

I decided to attempt to run 5 games at one con. Partly because I love running games for eras we don't see played very often.





Friday 1st session - Viking Invasion, using my new kingship to mark the deployment point. In this scenario, 2 viking divisions disembark to loot a church in a village. The Saxons have 1 division that is mustering from the village and a second coming from another village entering strung out from the board edge. There was a large hill in the center.. the Vikings did not want the Saxons to gain the hill first and form their Shieldwall based on it.



Both divisions moved piecemeal as soon as their units disembarked. The Saxons initially struggled to form up. So consolidated behind the hill ready to receive the charge. When the lines met the somewhat disjointed viking line met a solid Shieldwall. Even though there were many berserkers amongst the birdman the Saxon line stayed firm. The viking right was shattered by a string of 1s and 2s for save rolls - result Saxon win.







Game2 - ECW learn to play - 2 small armies laid out to teach the basic mechanics of the game. Both sides foot were content to advance to their respective hedgeline and blaze away with their match locks. Rupert got the best of Cromwell in the cavalry duel and began to wheel in to threaten the flank. Our Essex seeing the threat pulled one pike block to delay the inevitable but was eventually forced to retire from the field though the royalist saker did blow up ruining an otherwise spotless victory - result royalist victory.



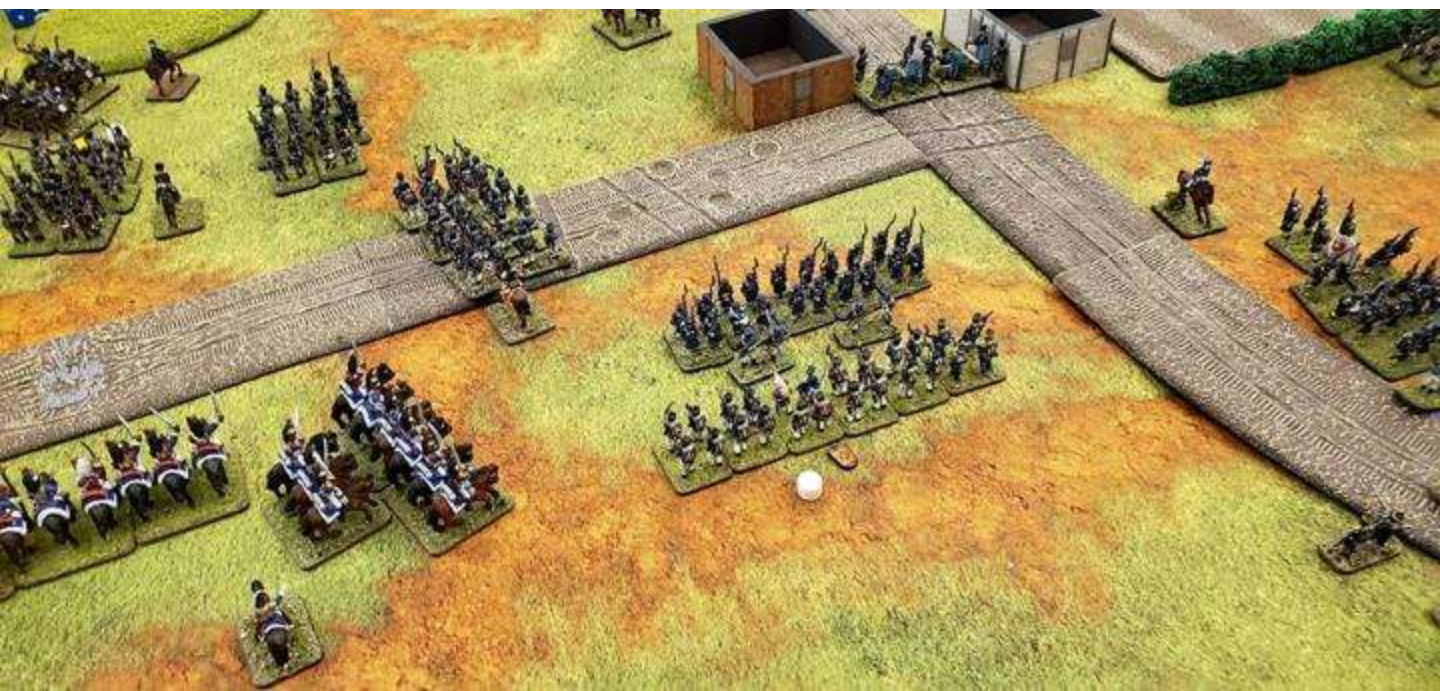




Game3 - Prussians v French 1815 Prussian advance "brigade" guarding a small village and some high ground from the French advance guard. The French began with a general advance, farthest left regiment going full speed at the Prussian fusilier battalion at the edge of the main battle line. Unfortunately, that unit saw off both units which uncharacteristically both broke and fled. On the other side, good Prussian fire from the artillery and 2nd fusilier battalion stalled the French advance. This emboldened the Prussian to send the 2 reserve musketeer battalions and both hussar regiments to the attack. Sadly, the 1st Hussar regiment missed charge distance by about 2 inches and pulled up as the French went into square.







The second also pulled up when its target formed square but was still caught by fire from 3 sides and destroyed. One of the 2 musketeer regiments was also broken by accurate musket fire. The French heavies moved forward to support the remaining 2 battalions on the left. The French in this second attack launch charges with cuirassier, pulled up when Prussians formed square which was promptly slammed into by French columns, while 12pdrs hit the squares not in contact with friendlies... this broke 2 battalions and keyed of a Prussian fall back to the Ligny position - result narrow tactical French victory.







Game 4 - Viking raid. This was a skirmish combat using the rules in the Shield wall supplement. 36 figs a side a wild confusing scrum and one side then the other took turns looking like the victor, the players were lively giving each other taunts and laughing and having a great time, finally the Viking got the upper hand and slaughtered the town's warriors, plundered the church and took the women and kids back to the north despite having less than half their warriors left and all of those wounded just a hilarious time had by all. Result - Viking victory







Game 5 was another ECW learn to play which ran almost exactly as game 2. Had a lot of fun and will run more marathons like this I'm sure.. Until next time -

*Scott Hendrickson*





# LSHM Products for 2019

Be the first to own one of the new LSHM Tape Measures. These highly rugged tape measures are 20 footers that can be used for the gaming table or work / home. Many will be provided as prizes throughout the year, but you can get one for \$5 at LSHM events and of course MillenniumCon.



We will also have LSHM dice again this year – in Red and Green colors, a pack of 6 for \$3 at MillenniumCon. Many will also be given out as prizes – so watch for them.





# Middle FoWSA XIII

## July 27<sup>th</sup>, 2019

*By Ian Straus*



Middle FoWSA, the San Antonio mid-war Flames of War tournament, had ten players this year.

The tournament was themed to the battle of Kursk (July, 1943). The missions were chosen and modified to be Kursk-like: Added air support, an added minefield, trenches (rule borrowed from the Early and Late War transition rulebook). Rounds 1 and 3 were the No Retreat mission and round 2 was Rearguard.









We had 5 German, four U.S., and only one Soviet force. Several players came to grief on or in front of the minefields in No Retreat, but on the other hand Bryan Koches demonstrated how to push through them.











Best General: Bryan Koches. Best Ally: Rob Shelton. Best German: Jacob Mayer. Other honorable mentions: Kevin Chin, Tony Squeo, Mark Reed, Justin Baeza (relieved by Nathaniel Lisanti after Justin had an emergency before round 3), Chris Lisanti, Warren Silliman, Mark Leroux.

Prizes were generous thanks to player fees, Dragon's lair, and LSHM.

Late-war FoWSA will be held in late October.

*Jan Straus*

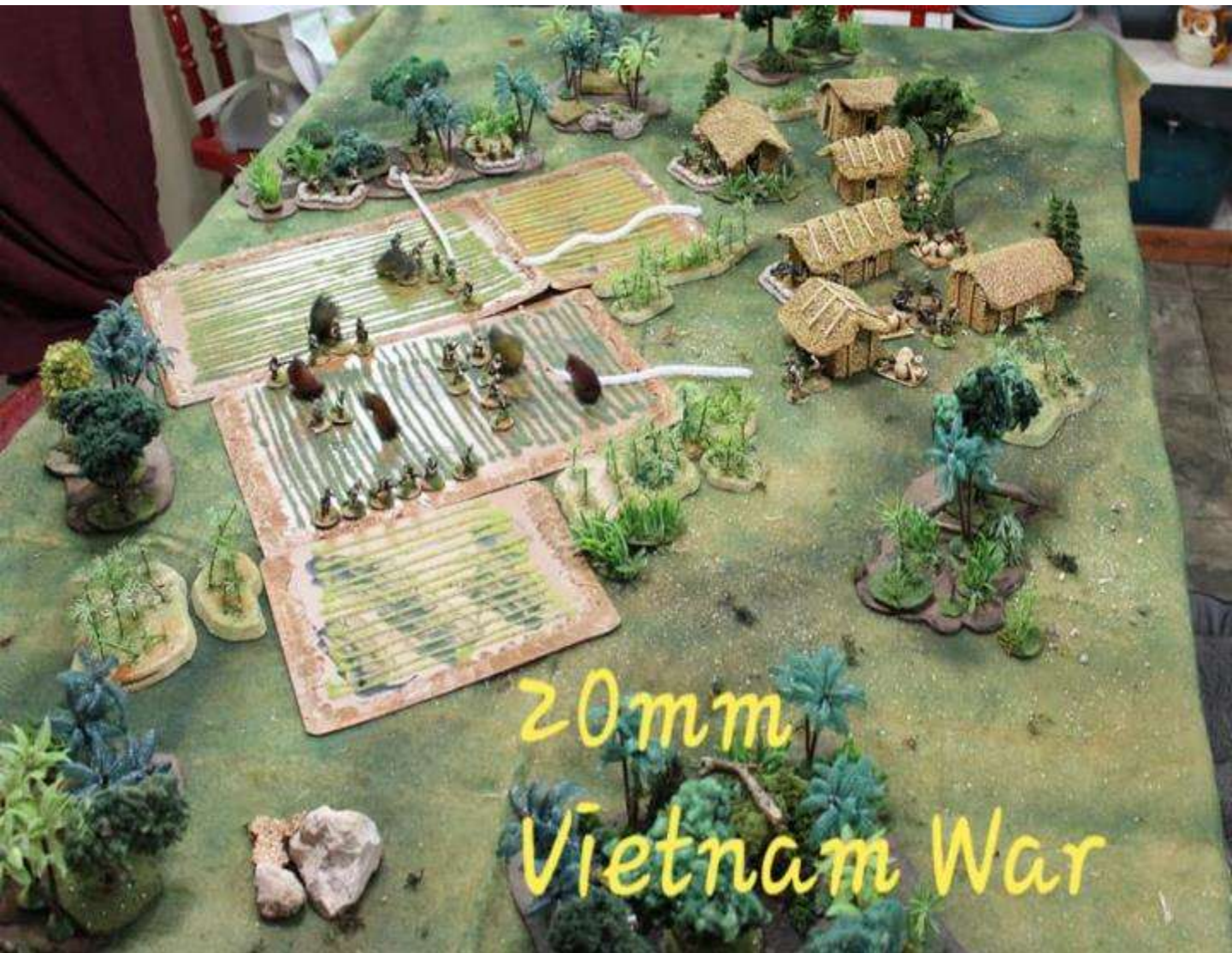


# ***Lone Star Historical Miniatures (LSHM)***

***By Nathaniel Weber***



I had set up another Vietnam game tonight, but ended up not having enough time to play. But I did have time to mess around with some photo taking.











Here a platoon of Americans has come under heavy fire from Viet Cong defending a village. Meanwhile, a second American platoon is moving up to try and make a hook around the deadly open paddies and take the village from the flank.

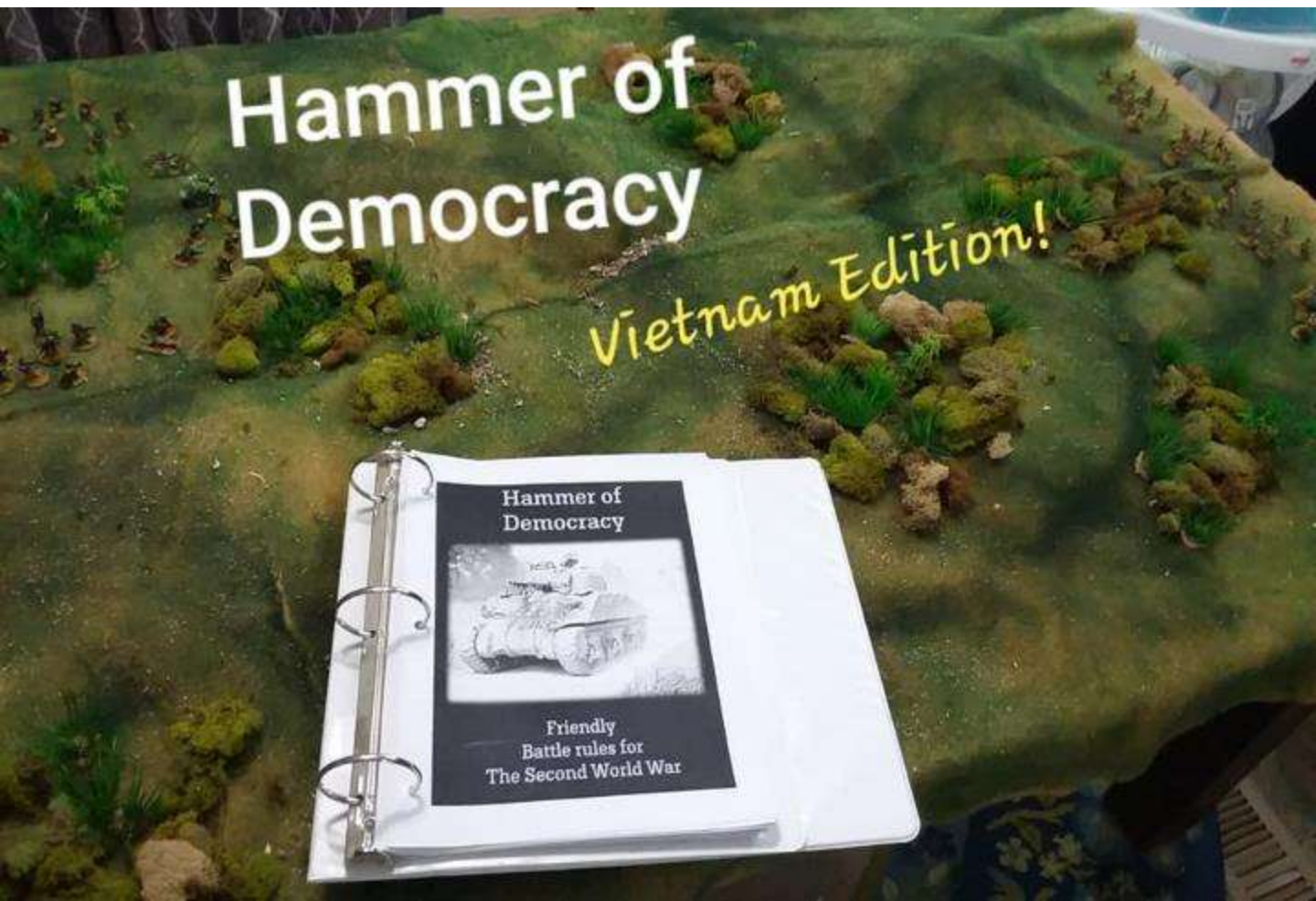






LT trying to get  
air support

I tried out a game of Hammer of Democracy, available from Wargame Vault, for use with my Vietnam figures.



Hammer of  
Democracy

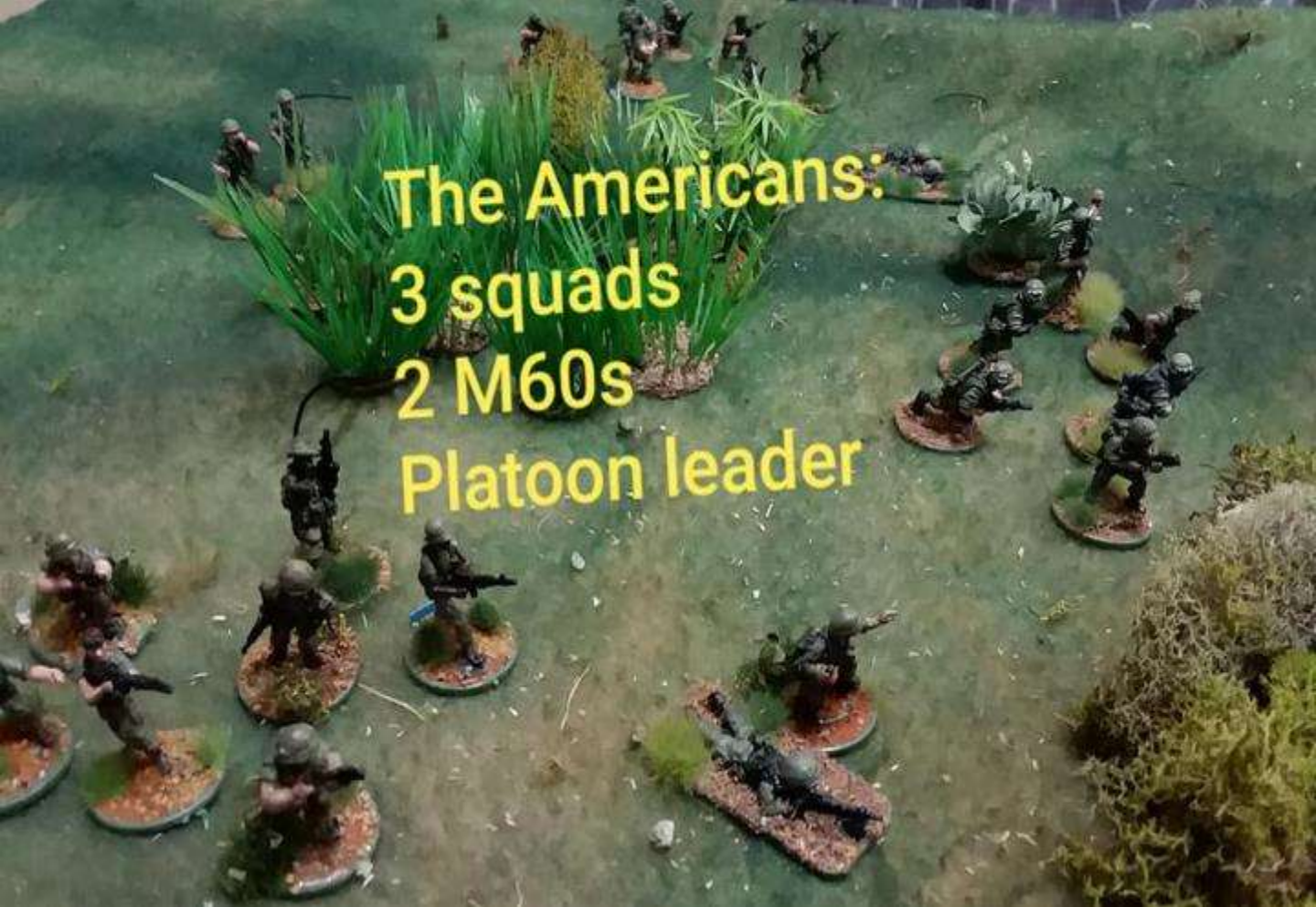
Vietnam Edition!

Hammer of  
Democracy



Friendly  
Battle rules for  
The Second World War





The rules are simple and work very well. I might use these to run Vietnam games at Millennium Con.





My painted communist forces for 20mm Vietnam, so far. They are a mix of Platoon 20, Britannia, plastic Revell, RAFM, and Elhiem.



The NVA:  
5 squads  
1 MMG  
Platoon Leader



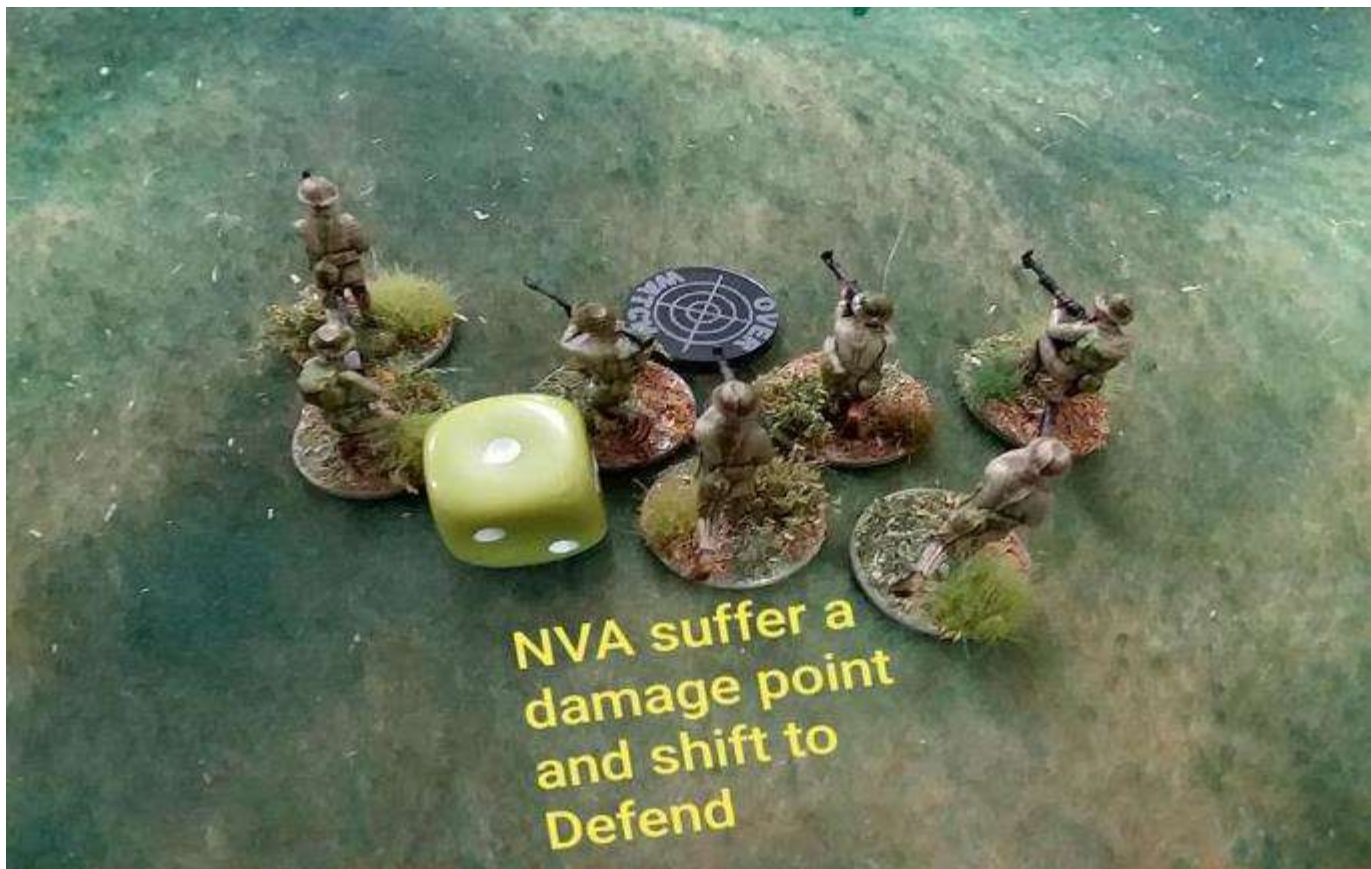
Americans move out



...and casualties compel both sides to fall back.







More games to follow as I get ready to run a couple of games at the Lone Star Historical Miniatures (LSHM) gaming convention held 7-10 November in Austin Texas.

*By Nathaniel Weber*







**Matthew O. Porter** shared an event.

18 hrs

Bolt Action Tournament August 24th at TTS. Hope to see you there!



**SAT, AUG 24 AT 10 AM**

**Bolt Action Tournament At Texas Toy Soldier!**

Texas Toy Soldier - Carrollton, TX

★ Interested



Shared to Texas Bolt Action



# ***Lone Star Historical Miniatures (LSHM)***



**Lone Star  
Historical Miniatures**

***By Dave Bennett***

Well we played our second game of General d' Armees today. I am still digging these rules in a major way. We played the same scenario we played yesterday only we switched sides.

We fumbled around the rules a lot less with one game under our belt and consulted the holy book of rules only a few times and always finding what we were looking for in short order.





Today's game was even more of a meat-grinder than yesterday's game. It went a LOT faster on the second play through. We got in about 6 turns the first time and we played to 12 turns today with a clear winner (not me) at the end of the 12th turn.

I am thinking we could easily use the scenarios from NaW for smaller games playable in 4 hours or less. Build a historical division and detach or attach units from the corps as needed to balance the games.





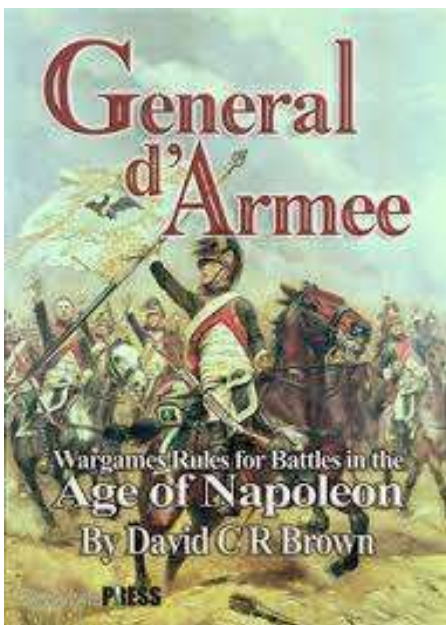
Just as a side note, in today's battle the Italian 1/5th infantry covered itself in glory as it took half of Rischen and held it even though the rest of its brigade faltered and ran off.







The Neapolitan Guards stayed at their post and protected the gun battery they were assigned to guard even though two skirmish screens and then two Russian Jager battalions were blasting away at them for 3 turns.







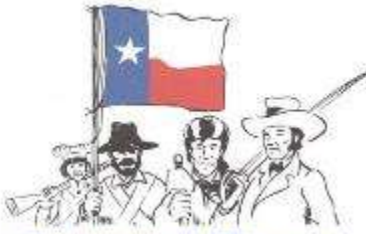
The only Russian glory moment came when our cavalry brigade routed the French cavalry. It was a short lived victory because they wanted to loot the bodies of the French dragoons and refused to move for 2 critical turns no matter how many ADC's I threw at them so our opportunity to turn the French flank and fall on their artillery brigade was lost.

*By Dave Bennett*



7 – 10 November 2019

# MILLENNIUMCON XXII



**Lone Star**

**Historical Miniatures**

Texas' largest War-Gaming Convention

Round Rock, Texas

<http://www.millenniumcon.info/>

Save your \$ to spend at MillenniumCon

## Registered Vendors for 2019

Myth Adventures  
Portable Warfare  
Snake Eyes Gaming  
TableTopGenerals  
Shogun Miniatures  
Armies and Archives  
Black Site Studios  
Spectre Miniatures  
Hardware Studios  
Frontline Games  
Portsmouth Miniatures  
Warlord Games  
Wyrms Hole Hobbies  
Kempral's miniatures  
Raven Banner Games  
Mechanical Mind studios  
More for War  
Sherwood Wargames  
Discover Games  
Baron's Armory  
James Grifford Games  
Jeff Key Gaming

**Featuring:**

**350 + attendees**

**21 vendors**

**100+ games**



Wingate Hotel & Conference Center  
1209 North Interstate Highway 35  
Round Rock, TX 78664

Website: <http://wingateroundrock.com/>

Reservations: **512-341-7000**

Room Rate \$94 MillenniumCon



# ***News from the Master Hobbyist:***

***All Things Wargaming!***

***“The Rat Palace” Red Oak TX,***

*By Steve Miller*



We played a great Napoleon at War V1 game at the Rat Palace in Red Oak Texas. Yes, Virginia, some folks DO still play Napoleon at War.







I ended up supporting 5 players at about 4K points per side. Westphalia VIII Corps vs. a combined British & Brunswick force.

We played Scenario 1 straight from the book. It was a grim day for Greg's cavalry on the left flank while Scott held both David's and Jim's advance to a reverse slope on a ridge that ran across the table.







Dave's aggressive drive across the table ended up with a depleted force. He took force morale and it was time for a beer for him.

If you're not playing Napoleonics at the Rat Palace you should be! If you're not playing Napoleonics, better git' paintin' Skippy







Great day, great game, great friends. The gaming schedule is filling for July so if you want to host a game, let's get it onto the events page.

Until next time – *Steve Miller*







## Join LSHM

If you are not a member of LSHM please think about joining now. This would be a great time to join. We hope to see everyone at the gaming table!!!

Please support your local gaming club!

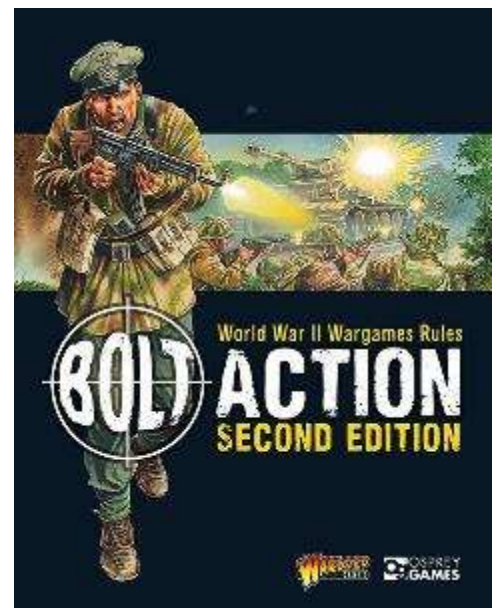
The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



Membership Matters!

## *Friday Night is Bolt Action Night* *At Dragon's Lair San Antonio!!* **Texas Bolt Action**

Come out to Dragon's Lair just about every Friday Night for some Bolt Action – both regulars and new Players welcome! We usually start around 5/6pm





# 2019 Texas Broadside

October 18 – 20, 2019



**Andy Bouffard** shared an event.

April 18 at 1:01 PM

Planning has begun!



## **TEXAS BROADSIDE!**

10/18/2019 - 10/20/2019

Houston Maritime Museum - Houston, TX -  
(updated!)

Contact: Andy

Broussard, texasbroadside@comcast.net

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



# **More** News from the **Master Hobbyist:**

**All Things Wargaming!**

**“The Rat Palace” Red Oak TX,**

 [By Steve Miller](#)

“Your Duke-ness:



I regret to inform you that the Raton Bridge and ford have been lost to the perfidious French under Capt. Legume. The men fought well but were overcome by the lack of training time, shooting and drill as they were newly raised. The French forces were larger than anticipated; including a squadron of regular Hussars and a medium gun.





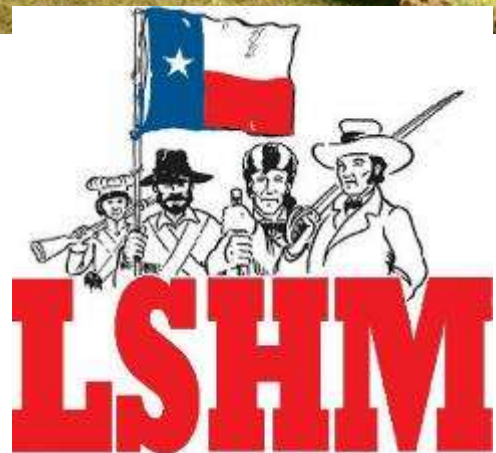


Fondler's Light infantry, detached to this miniscule force, broke and ran under the hooves of the Hussars. A sad day indeed for the vaunted Chosen Men. They were sabered to a man although Fondler seemed to find his way to the peasant's chicken farm and missed the fates of his men. He should be investigated and if found guilty, broken through the ranks.





The line infantry held their own throughout the battle, taking heinous casualties without breaking from fire. The French under Legume pressed their advance to the Puto River tributary but were held there by consistent fire. The Westfalian and Swiss contingents under Epinace played little part in the battle, content to hold a second line position and reinforcing the right flank as the squadron of Miller's Light Dragoons attempted to cross the Puto at the ford, applying late but needed pressure upon the French.







The farm buildings caught fire as some of the men were caught roasting a piglet at high noon rather than doing their duty. The unfortunate piglet was shared out to the men as the perpetrators of the deed were held behind the line for company punishment. The privy in the yard provided a tinged smoke that was unpleasant for both sides and hurried the men to their duties.







The famous petard maker, Ben Dover, from the previously known American colony of Pennsylvania, was present along with two Spaniards of base birth to destroy the bridge. The Spaniards failed in this operation miserably under a harsh artillery blizzard from the French whilst Mr. Dover abandoned his petard/charges and moved to the rear of our position.







I am advising Mr. Dover's wages to be held pending an investigation by the proper authorities. I have received word that Mr. Dover may not be all he seems and carries the scars of many trysts and quite possibly the pox from his time in Paris. This is definitely rumor and unconfirmed.







The battle ended with an orderly withdrawal after Mr. Dover personally failed in his attempt to reach the damnable bridge. Great derision was heard from the French ranks as we moved away from both the bridge and ford.







I put the failure of the operation solely in the hands of that rogue, Richard Fondler and will testify to the fact that his actions today were questionable and bordered upon insubordinate. The Line troops fought with distinction as did the Line officers and me. We look forward to assuaging the honor of the battalion at your pleasure."





We played the battle in 54mm, using primarily All the King's Men and Italieri figures. We used Sharp Practice 2 by Too Fat Lardies. We played the game on an 8x6 table with four players, using the sparse terrain of Spain. A single force morale card was issued to both sides. The game flowed quite quickly and smoothly. As this was our third battle using SP2, we took extra time to ensure we got the rules right. The game went over 3 hours. We did take beer breaks and enjoyed the afternoon.



The game itself was a fit for four players with the table size fitting the troop density involved. A smaller table (depth) would have resulted in a faster result but a crowded table is not always the most fun table. We played two core forces straight from the rule book. British and French. I did use a unit of Neuchatel and Westfalian line infantry as well as French line and a small contingent of Victrix French Grenadiers. The British were predominately All the King's Men with a smattering of classic Italieri generals and officers.





I've expanded my Sharp Practice 2 "footprint" with the addition of 28mm French, 1812 Russians and both sides for the American Civil War. We're looking forward to kicking off our ACW campaign and continuing the Fondler "chronicles" in 54mm. We also have the option of playing American Revolutionary War in 54mm using several of TFL's "pint sized campaigns".







The rules and game philosophy are highly recommended for those that are bored with tweaking lists for maximum win at all costs games and those that have a love for a good narrative story line. Sharp Practice 2 gives the wargamer those options and sets them loose in the world of characters of their own making. If you're in the DFW area or just passin' through, come on by and roll some dice at the Rat Palace. You are definitely welcome and will get an above average game experience. Hopefully, I'll see most if not all of y'all at Millennium Con in Austin if not sooner.

*Steve Miller*

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