

# The Lone Star Dispatch

## July 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>	

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**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.

Its hot in Texas – I hope you are able to get out of the heat and working on your gaming projects! Please send us what you are working on this summer and what new projects you have planned.

Make sure to put MillenniumCon on your calendar, this year we will have Thursday night gaming for the first time. Don't forget to reserve you hotel room at the Wingate early before they fill up. Also make sure to use MillenniumCon for your special rate.

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

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

We are looking for 6 GMs to run a fun and simple game for Thursday night. We would like these game to be easy to learn and fast play. We have allocated 3 hours for these initial games.

Thanks to everyone who attended events in June, we had a number of great games across Texas.

Please continue to send in articles on games and projects. See you at the gaming table.



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/>**



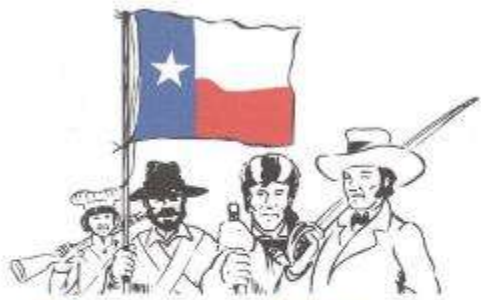
Wingate Hotel & Conference Center  
1209 North Interstate Highway 35  
Round Rock, TX 78664

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



**DRAGON'S LAIR**  
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## **San Antonio Muster VI**

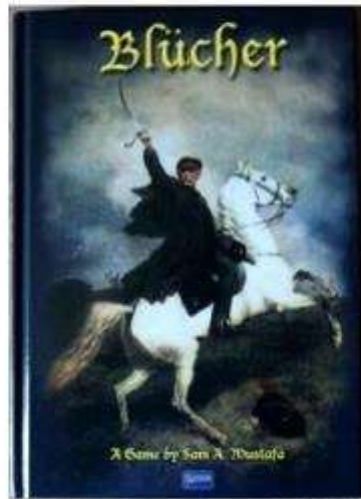
### **Historical Miniatures Games Day**

We had 45 gamers come out for the Muster on 29 June in San Antonio, thanks to everyone who ran a game and played. We also recruited 8 new LSHM members and had 12 members renew.





# The "Bring Out All Your Toys" Battle



**THIS IS IT! THE BIG ONE!!**

**French (and spring 1813 allies) vs All Comers!**

**Requirements: painted 6mm scale, 60x30mm bases.**

**Units will be available for those without figures.**

**Napoleon: Ben Earnest**

**Blücher: Alan Spencer**

**When: Sunday July 28, noon - ?**

**Where: The Game Closet, Waco, TX**

**Recruitment: Email GM (Alan Spencer)  
gamingenglishcivilwar@gmail.com**



**Event sponsored by Lone Star Historical  
Miniatures (Find us on Facebook!)**



# 2019 - Texas Region - Conventions and Events



## **TWISTED-LORDS CON**

7/19/2019 - 7/21/2019

Sheraton Midwest City Hotel & Convention Center -  
Oklahoma City,OK

Contact: Jeff Lawrence,  
jlaw2424@gmail.com

<http://www.twistedlordscon.com>

## **FOWSA - MID WAR XIII**

7/27/2019 -

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

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

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

## **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/>



## **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

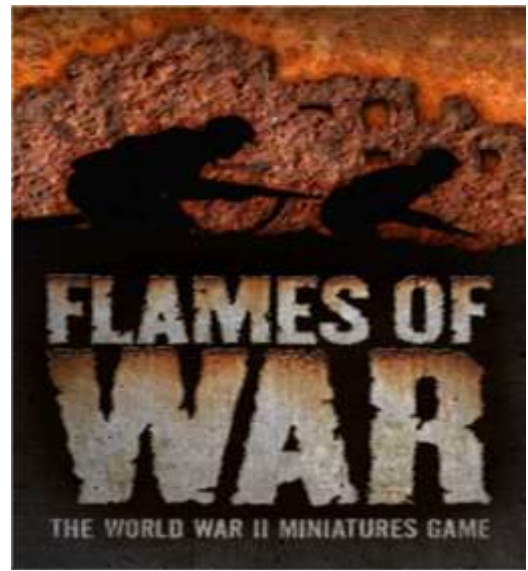
<http://www.millenniumcon.info/>

# Middle FoWSA XIII

## 2019 Mid-War Flames of War San Antonio Tournament

# July 27th, 2019

## at Dragon's Lair



registration opens at 09:00 AM, pairing at 10:15 AM, and play begins at 10:20 AM. Expect play to continue until 7PM. We will play 4th edition rules. Our theme is the battle of Kursk. One mission will be modified to be more Kursk-like.

Please Email all lists to Ian Straus at [ian.straus@att.net](mailto:ian.straus@att.net) by noon July 24th 2019 for approval. Send lists with subject line .Middle FoWSA 13 list., else they will be lost in the spam.

This Mid War Tournament will cost \$15.00 with a \$5 discount for current LSHM members who pre-register and whose membership is paid up before tournament day. (Take your opportunity to pay dues at the LSHM muster!) Tournament fees are payable on the day of event at the door. Lunch (pizza) is included in the entry fee.

For this Tournament , you will use a single list of 109 (one hundred and nine) 4th edition points plus bonuses as described

below. Armies must be built from the current 4th Ed. mid war Army books available as of April 27, 2019: Ghost Panzers, Iron Cross, Red Banner, Enemy at the Gates, Fighting First, Armoured Fist, Afrika Korps, Avanti. Heroes will not be used.

NOTE the on-line guidance from Battlefront that you can mix troops from different list books to some extent . read

[https://www.flamesofwar.com/hobby.aspx?art\\_id=6380](https://www.flamesofwar.com/hobby.aspx?art_id=6380) .Forces may include elements from any book also belonging to the same group as the base Formation in the form of an entire Allied Formation or a Compulsory Unit from an Allied Formation as a Support Unit.

Prizes will be awarded to best overall general, best Axis, and best Allied players. Terrain will be appreciated, and I will give a prize for the best table. (We provide the table, you provide everything on top of it, 4.x6..) We will set up terrain on Saturday at 9:00AM.

Please tell me if you intend to participate in the terrain table contest, so that I may send you table criteria and forms.  
**Ian Straus**, tournament director.

For FoWSA tournament and San Antonio Flames of War events information the facebook page

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

or our blog

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



# Albuera 1811

using “Volley and Bayonet Test of Battle”

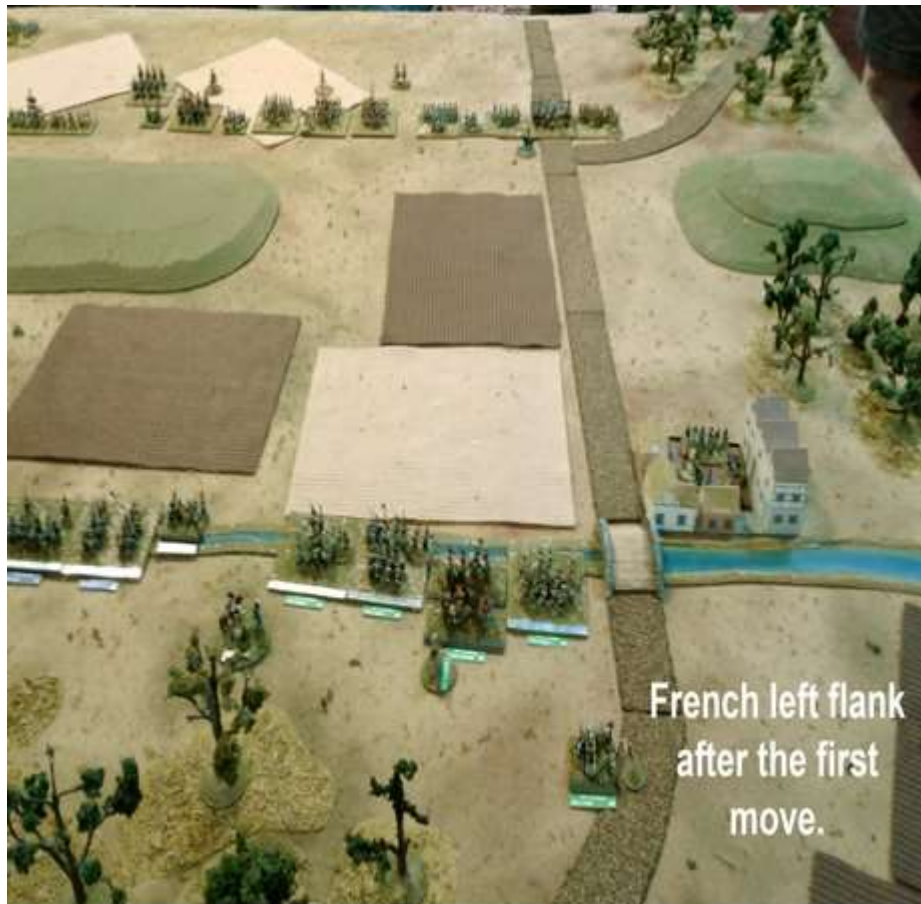
*by Lloyd Eaker*

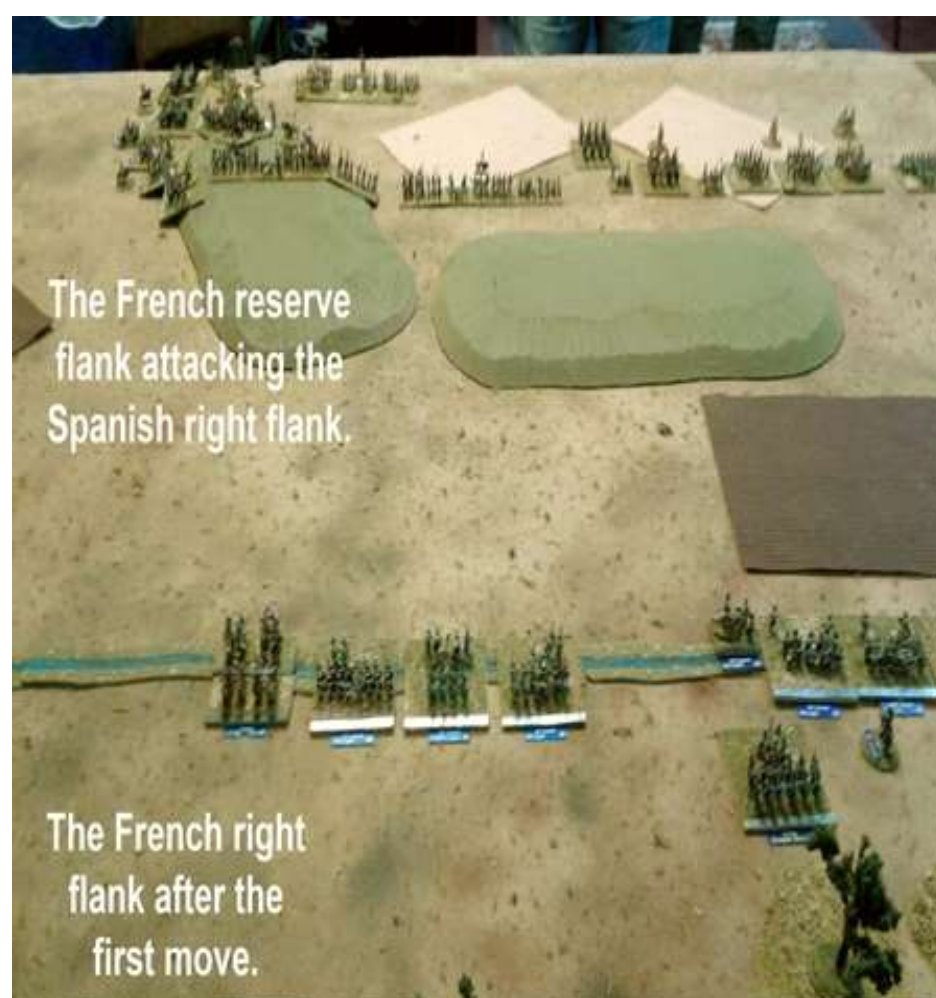


During one of our weekly Sunday games I setup a refight of the Battle of Albuera from 1811. We were using my 15mm Napoleonics based specifically for “Volley and Bayonet”. The twist was the game was played using the V&B “Test of Battle” operational rules. With the players thinking it was a pickup game.

These operational rules are for pickup games using point based armies to fighting one another with special operational cards showing what the general engagement will be. Both armies are split up into four columns, corps or wings (left, center, right and reserve) and they are placed on the table in a specific order as

shown on the various campaign cards. At the end of the first turn a player may end up removing some of the columns on the table. The player may have to remove none or up to three columns. Additionally if a enemy unit moves into contact with a column that is going to be removed the column is removed after the opposing player finished all of his moves. This gives some FOG of war affects.





The French reserve flank attacking the Spanish right flank.

The French right flank after the first move.

The removed columns called “ghost units” will arrive as reinforcements. The reinforcements either arriving near the center of the table, or they may arrive as a flank march. Either way they arrive one at a time, starting on either turn two or three. The more columns are removed and the later the deployment the lower the victory number with flank marches raising the victory number.



# Volley & Bayonet Road to Glory™

Frank Chadwick  
& Greg Novak



# Volley & Bayonet Road to Glory™

The game is won by exhausting the enemies' wings. With ties going to the side with the lower victory number. Since there are only 4 columns a tie is quite likely.

The various cards are operational orders. For instances the one called "Full Defense" calls for the player to remove his reserve unit completely for the rest of the game. A turning card withholds one or two columns, and they will appear on the right or left flank as specified. If both armies have a turning card coming on the same table side, the card with the later arrival is delayed 1 extra turn but that sides victory number becomes smaller.

The battle we played, I gave both sides three cards to choose from. The French army had the highest numbered victory card. The Flank attack. This places the reserve unit on a flank, during deployment and allows that side to move first. but with the highest victory number they lose if the game is tied



**The photo above:** Closeup of the French flank attack on the Anglo-Spanish army under Beresford. The majority of the troops are of the Spanish Army, making up the left column of the army. Behind them is Cole's British division, reserve column of the army.

**On the right:** After the French are finished moving the Spanish turned out to a ghost column and were removed. They will arrive as reinforcements on turn 4 at the British armies' Line of Communications.





**Photo to the left:** After the Anglo-Spanish army finishes their movement for the first turn of the game. Their reserve column, Cole's division, turns out to also be a ghost column and is removed. The road at the top of the photo is the British armies' Line of Communications. Cole's Division will appear near this road on Turn 3.



The British exhaust the attacking French right wing. But the rest of the French army rolls up and exhaust the British units as they arrive. Leaving the Spanish as the last gasp. And the remnants of the Anglo-Spanish Army escape.



Above is the end of the game with The Spanish holding on with some British supports.

Below is a close up of the Spanish.



# 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.



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

***By Blake Radetsky***



Summer School is back in session - and here is the report card!!

Blake runs a summer school program in San Antonio Texas. He has been offering Historical and Gaming classes to middle and high school students for 24+ years. He introduces the concept of gaming, provides the students with models, paints and all the accessories to play the game. For the “final exam” the students run a full game from start to finish using the models they build / painted. Rules and models are furnished by the game companies. For this report Blake introduced one of his classes to Warlord Games CRUEL SEAS.





Day Three of the Cruel Seas Class at Summer at Heights Enrichment Camps.

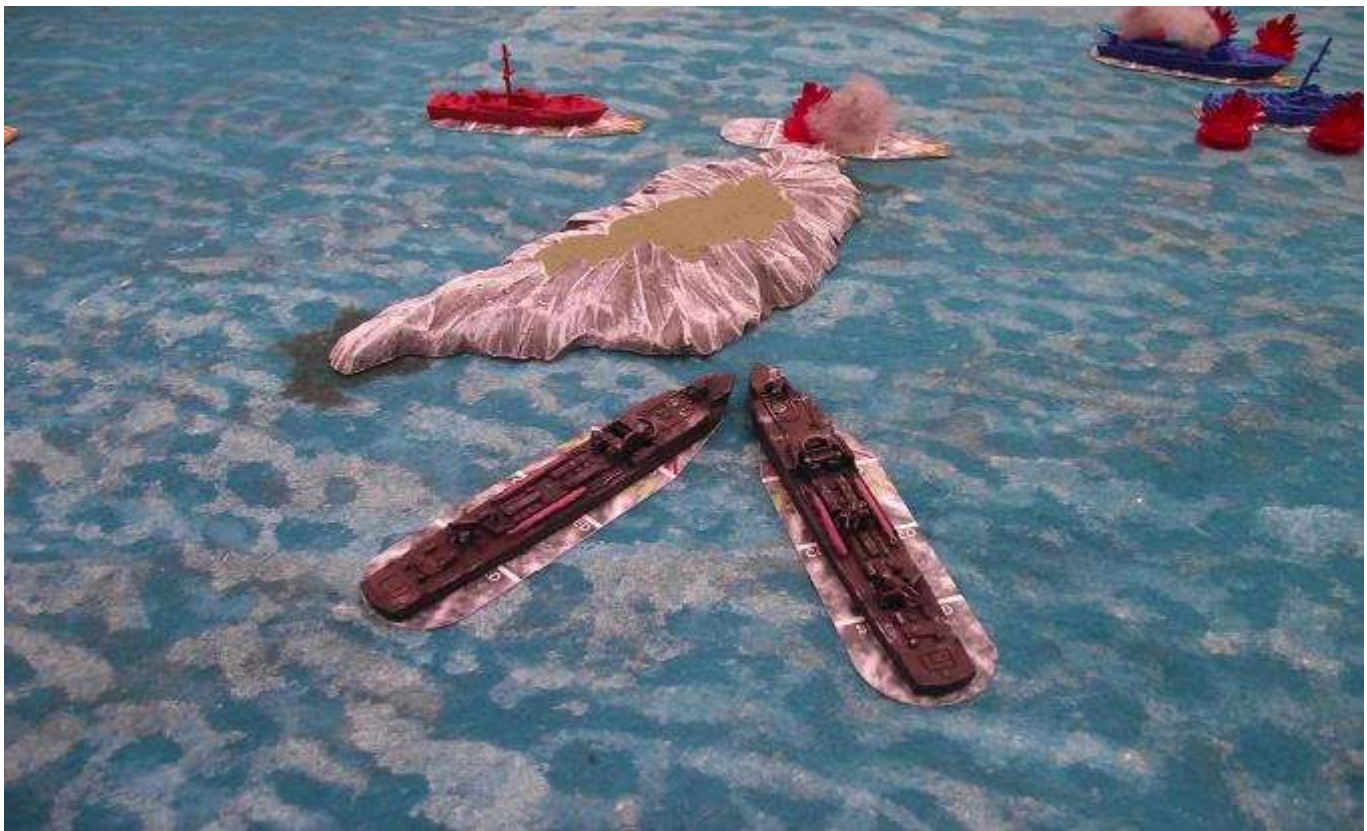
We finished painting and started playing. only got to end of Turn Two with just 4 dice left to be drawn, 3 German and 1 Ally.







So far, 1 US PT boat sank next to small rocky outcrop, 1 US PT boat listing badly and taking water, 1 Vosper half hull points left. Germans had 2, S-100 damaged one with rudder jam, and one crew hit, 1, S-38 with crew hit.





The far side Vosper launched 2 torpedoes and the Russians launched 2 torpedoes.

The concentrated fire of the E-Boats really hammered the US PT boats. Especially with rolling 1s and 2s on d10 needing 3 or less to hit several times!!!

Of course,  
the room is very-very loud.

*Blake Radetsky*



7 – 10 November 2019

# **MILLENNIUMCON XXII**

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# The Skies over

# Stalingrad

## Wings of Glory Game Report

*By Ray Mitchell*



Building a Ares Games Wings of Glory Scenario WW2 Scenario for MilleniumCon 2019

I am a student of the World War 2 air war, so it follows that Wings of Glory WW2 would be my choice of war game. Rather than centering on one-on-one fighter dogfights and individual kill tallies, I like to simulate historical air battles. I had great fun developing Battle of the the Bismarck Sea scenario and running it at MilleniumCon for the previous 2 years. As a game master, I am fascinated by watching the game battle develop, build, and conclude with victorious and vanquished sides; as well as the affirmation that comes from players expressing their enjoyment of the game event.



My interest in developing a Soviet-German scenario was kindled after reading *RED PHOENIX RISING The Soviet Air Force in World War II*, by Von Hardesty and Ilya Grinberg. Soviet Air Operations in the in Stalingrad and Caucasus areas figured prominently in chapter 3. That excellent read fixed my desire to develop a Stalingrad Airlift scenario based on the early days of the airlift in late November 1942.

Next came order of battle considerations and aircraft procurement. From available models produced by Ares, the Yak-1, Messerschmidt Bf-109-E-3 and Bf-109-K-4 are most appropriate. The scenario needed transports in addition to the fighters. To achieve good scenario balance and to understand the qualitative and quantitative differences between the Luftwaffe and Soviet Air Forces, I needed more information from the German point of view. That lead me to read *STOPPED AT STALINGRAD The Luftwaffe and Hitler's Defeat in the East*, by Joel S. A. Hayward.



This also is an excellent read. From these historical sources, along with specific aircraft articles from Wikipedia, I fleshed out the Order of Battle as:

German

- 3 Ju-52 Transports
- 4 Me Bf-109-K-4
- 2 Me Bf-109-E-3

Soviet



Ares Games does not produce or offer Ju-52s so I had to find another source. To fully adapt a model aircraft to play-ability in Wings of Glory you need: a 1/200th scale model (accurately painted if it does not come that way), a Wings of Glory aircraft base and altitude stands, a maneuver card deck, and aircraft characteristics such as damage level, climb rate, armament type, and crew size. A friend recommended the Ju-52 offered by Zvezda in 1/200th scale (Picture 1). After buying 3, I learned that Warlord Games offers a similar model in a Blood Red Skies squadron pack. Turns out the price was about the same. The models required assembly and painting. Since I was a modeler before I was a gamer, those tasks were just fun added (Picture 2). I then attached a cut down Ares bomber altitude stand to the models allow use with Wings of Glory game equipment. Rather than try to fabricate a maneuver card deck and aircraft base, I decided the Ares B-17 deck and base were "close enough". I assigned the other characteristics based on the way the Ju-52s were armed historically and averaged damage level between the Ares B-17 and B-25.



Though a historical stretch for November 1942, I use the Me Bf-109-E-3 under the "go to war with what you've got" rule because I already had them. The E-3 is a close equivalent to the Yak-1, but slower, and with heavier armament.

The Me Bf-109-K-4 posed a different problem. It did not enter combat until mid-1943, well after Stalingrad, and was designed to be a fast climbing interceptor with a bomber-killing 30mm cannon. This fighter was in combat and remained dangerous to all Allied aircraft until the end of the war. The Me Bf-109-G was available at Stalingrad. Faster than the E-3, it had roughly the same armament. The solution was to use 4 109-K-4s but eliminate the 30mm cannon, and increase the climb rate from 2 to 3 steps between altitude levels. This delivers a qualitatively superior German fighter for the scenario, which is historically accurate. But by the time of Stalingrad, the Soviets were catching up fast in aircraft quality, tactics, and pilot skill.





The Yak-1 is a good representative Soviet fighter, readily available in November 1942. The Soviet Air Force did have numerical superiority during the Stalingrad airlift due to the concentration of 3 Air Armies to support the counterattack and encirclement of Stalingrad. I use 8 Yak-1s in the scenario to reflect Soviet numerical superiority.

Next came terrain mat selection. The Ares Wings of Glory game mats are perfect for WW2 games with 4 or so aircraft, but get crowded and congested with large scenarios. Thus began the search for an appropriate 6 x 4 foot mat. I found an "aerial battlefield" at deep-cut [studios.com](http://studios.com) that fit the bill. The online picture looked good, so I placed the order. Turns out deep-cut studios are based in Vilnius, Lithuania no less. The mat and case are high quality and reasonably priced. (Picture 3) Shipping was expensive though.

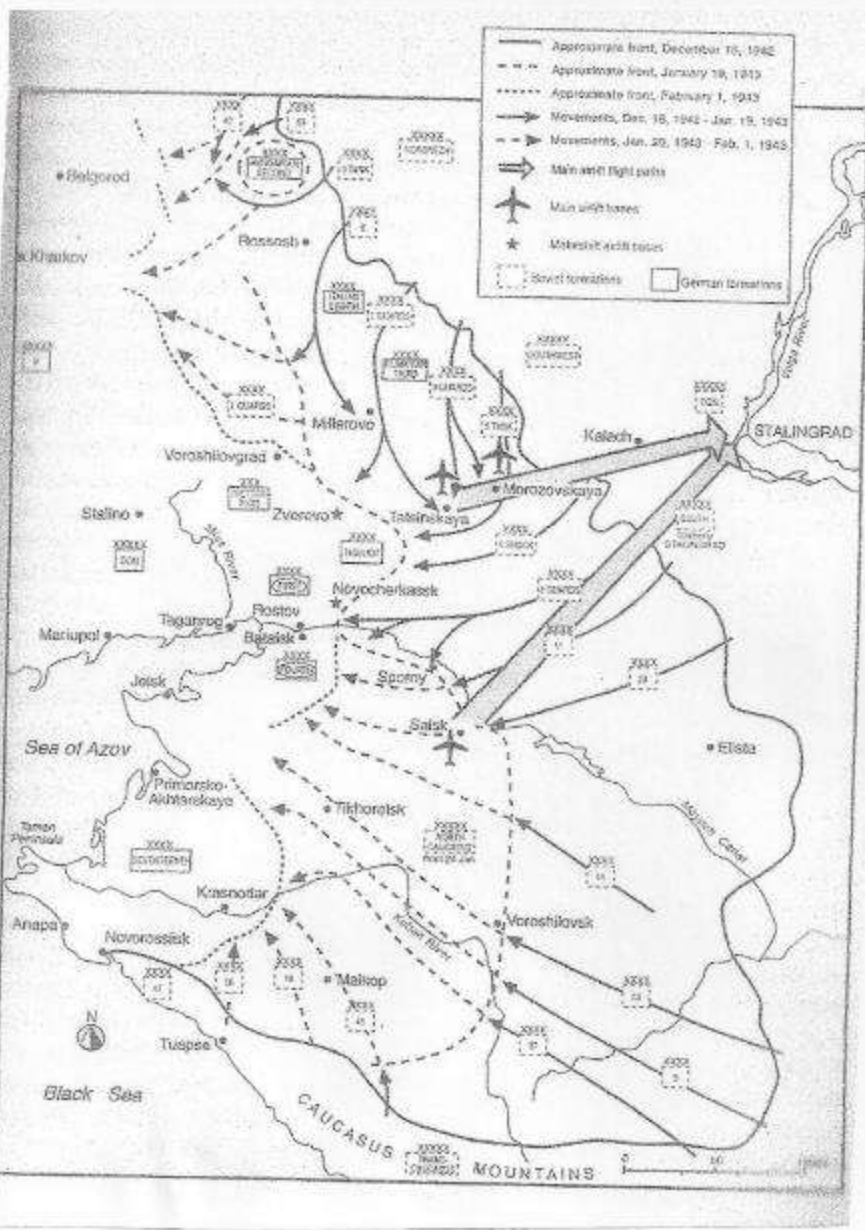


The scenario represents an airlift run from Luftwaffe Tatsinskaya airfield to Pitomnik airfield within the Stalingrad pocket (Picture 4 Battle Map), simulated by the long axis of the terrain mat (about 15 game turns). 3 Ju-52s are making the run escorted by 6 German fighters opposed by 8 Soviet fighters. The 10 to 15-turn game represents about 20 minutes of air combat. Victory conditions are determined by how many transports get through. The west end of the mat is German territory of Army Group South. The east end is the 6th Army Stalingrad pocket. The mat center, roughly 3/5ths of the mat, represents the encircling territory captured by units of the Southwest, Don, and Stalingrad Fronts. These 3 zones are demarcated by terrain features, mostly roads, on the mat. The pocket zone is heavily defended by German anti-aircraft guns. Upon reaching the pocket zone, the Ju-52s began descending to land at Pitomnik. Any Soviet fighter that pursues the transports into that zone is subject to anti-aircraft fire.



Each player assumes the role of flight leader and flies 2 aircraft. This allows more aircraft in the scenario battle and, since it's easy to die in this game, if a player loses one aircraft, he or she is still in the game. This scenario has table space for 7 players with the game master flying the transports. Germans set up first at the west end of the mat with 3 transports in a close 3-ship formation, with German fighters placed at long range gunnery distance and spaced to avoid collisions. For the initial play test, Soviet fighters could enter from the north or south mat edge in anywhere in the center zone with 2, 4, and 2 fighters entering on turns 1-3 respectively. The transports start at altitude level 3, all fighters at altitude level 4.

Dragon's Lair in Shreveport, LA graciously offered to host the play test on 6 June.



The playing space and support was excellent. I had a full table, 6 players, 5 with no experience and 1 experienced player that flew 4 aircraft. We set up the game as planned. All Yak-1s entered the mat at the northeast corner of the center zone, placing the German escort at a serious disadvantage and revealing a correctable flaw in the setup scheme. The Yaks bored in on the rear of the transports, following their experienced leader. The Bf-109s had to reverse heading to engage the Yaks, taking several turns while the transports were getting hammered. Eventually, the Bf-109s did engage and drew off some of the Yaks, but not soon enough to save the transports.

One Ju-52 went down before reaching pocket airspace. The remaining 2 did begin their descent in pocket airspace, doggedly pursued by Yaks flying through heavy antiaircraft fire, and were shot down before reaching Pitomnik airfield. (Pictures 5 through 5f)

Final kill tally:

3 Bf-109s

1 Yak

3 Ju-52s

Major Soviet victory.



## Lessons Learned:

Realistically, German pilots would have visual contact with incoming enemy fighters before entering the terrain mat. Therefore, the current setup scheme is not realistic.

## Solution:

- 1- Yak-1s incoming on turn 1 will set up after Me-109 setup, but will announce entry north or south before first turn maneuvers are selected. Soviet entry zone will be reduced toward the east to preclude Yaks getting to the rear of the transports within the first few turns.
- 2- Yak-1s reinforcements incoming on turn 2 will announce entry direction of north or south Before Me-109s plan maneuver for turn 2.
- 3- To involve all players faster: change Yak-1 entry to 4 and 4 on turns 1 and 2 respectively vice 2/4/2 on turns 1,2, and 3 respectively.

Players pointed out the large quantity of zeros in the damage counter sets, and thought the game would go faster and be more interesting with fewer zeros.

## Solution:

Remove 50% of the zero damage counters from all damage categories.

These player recommendations should make Stalingrad Airlift a better scenario. We'll try them out in the next play test!

--

Ray





## 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!

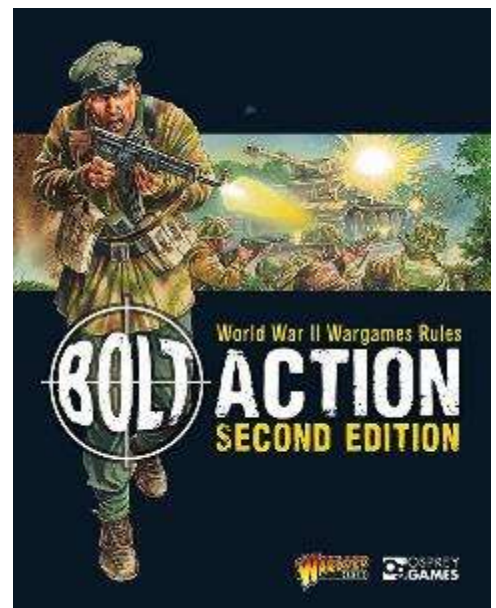


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



## *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



# Texas Bolt Action

## D-Day 75<sup>th</sup> Anniversary Game Report

*By Joe Wicker*

*San Antonio Warlord Games Sarge*



There were 14 Players representing the Germans, Americans, British and French Partisans playing a tribute game to the 75<sup>th</sup> anniversary of the D-Day landings. We had 36 feet of table space representing Omaha Beach, Pegasus Bridge with surrounding hedge row countryside, and the village of ST Mere-Eglise



## DDAY summary:

Josef Goebbels proudly announces that the Axis forces have defeated the presumptuous allied armies in their failed attempt to invade Northern France. The battles were hard fought but the tenacity of Platoon leaders Rob Gravener , Donovan Hubbard (on the Atlantic Wall), and Oscar Barela (Luftwaffe) soundly trounced the allied forces. 3 beaches, Utah, Omaha, and Sword, were represented. Behind each beach was ST Mere-Eglise (STM), Hedgerow Hell (HH), and Pegasus bridge respectively; a total of 6 tables. The battle was fought over 6 turns with a possible 7th.



There were 14 PLT LDRS in attendance making it the most attended re-enactment in San Antonio and central Texas ever! The Allies only won on SWORD beach, it was a draw in HH & in STM, and the Germans won the other 3 areas.





The new DDAY campaign book was partially used since this event was designed back in March & the DDAY book didn't arrive till June. Much of the event used some house rules to replicate the conditions of the Normandy coast.



Allied forces on the beach would “regenerate” once destroyed; thus replenishing the vast reserves of the allies that day. Naval bombardment was used (but not enough), landing craft were used, and the axis had bunkers, Tobrucks, barbwire, hedge hogs, and minefields to help them. David Crowley produced 5 landing craft infantry (LCI), and with the help of Oscar Barela & Robert Williams painting some of them, they added flavor (and DRAMA) to the invasion forces. The inland fights represented “later in the day” action and so some pre-deployment was allowed. Finally, the Pegasus Bridge was built and fought over





Naval bombardment prepped all the beaches to some degree. There was only one round allowed and this will be changed in future re-enactments. On Utah beach, Donovan was able to score direct hits on several LCIs which started a series of bad events for Robert Williams. Robert was able to get some troops to the top of the cliffs but couldn't hold it. David Crowley hit Easy Red beach at Omaha and suffered the same fate as those on Utah beach. Chris Lisanti with his British faced Brian Farrens on SWORD beach. Chris had better luck than his companions and was able to get off the beach and push thru.





Oscar Barela's Luftwaffe troops and Elliot Selle's British (Lord Lovat) fought bloodily over the Pegasus bridge. The scenario was that the Brits are a relief column to the bridge as MAJ Howard had already taken it. The Germans are a counter attacking force to take it back. LT Selle's 17 pdr was able to smash Oblt Barlea's troops but Oblt Barlea's Flakvierling (quad 40mm) smashed LT Selle's troops on the bridge. The Germans won but it was a bloody affair





HH, 4 PLT LDRS faced off under a scenario that axis elements from Jeff Merrill's 17th SS and Joe Wicker's the 352d INF DIV faced allied Fred Brannan's French Partisans and elements from Keith Chin's 101stAB DIV. The mixed axis force and allies met each other in a meeting engagement amongst the thickest and tallest hedgerows around.







Also, 2 WACO gliders had crashed in the hedgerows adding more obstacles. Fred's French used the terrain to his advantage by getting to close range to cut down German attackers. Keith, although initially under heavy assault, used superior training to cut down German troops trying to outflank him. The battle ended in a draw with the French hardly touched and the Americans bruised but holding on



STM ended in a draw also. Elements from Kieth Davendonis 505th PIR/82d ABN DIV met elements from Michael Lisanti's III/Grenadier-Regiment 1058. The scenario was that each was a relief force sent to secure St Mere-Eglise which results in a meeting engagement. 1LT Davendonis stated that accurate arty and his sniper allowed him to hold his own. The open ground in the town square allowed for long range killing sprees. Michael and Keith both said, "It was explosive."



A lot of valuable lessons were learned but I feel everyone had a great time. Some lessons learned are that the allies will get naval bombardment on the beaches the first few turns for free, the axis forces can only have half of their force on the table in the first turn (beaches), and Prep bombardment can affect the minefields. The bunker and Tobruk rules seemed to work well. LCI rules seemed to be effective and realistic. Amphibious tanks rules seemed realistic. Allied units hitting the beach were able to regenerate if reduced to two men and that seemed fair. Overall, with some minor tweaks, everyone mentioned they wanted to try again the next time.



In conclusion, I want to thank Dragons Lair for hosting this event. If you are ever in San Antonio, you would do well to stop by Dragon's Lair and introduce yourself to Cliff and his staff while shopping the wonders of his store. Thanks to Russell Picket for the beach cliffs and supporting terrain.



Thanks to Russell Picket for the beach cliffs and supporting terrain. Thanks to Tom Ferris for painting the truck wrecks. Thanks to David Crowley for the LCIs; Robert and Oscar for painting them. Thanks to LSHM for providing some of the terrain. Thanks to everyone who attended to make this 75th Anniversary of DDAY special; especially the 2 new PLT LDRS Kevin and Keith.







The next tournament at Dragons Lair, SA is 3 AUG (tentative) and will be early war '40 –'41; more info to follow shortly on Facebook. I encourage you to keep up the great BA camaraderie as we see more people become PLT leaders. Join me in bringing new people and teaching them the fun and excitement of Bolt Action. I will be trying new scenarios, looking at new prizes, and new surprises in the upcoming events I'll be hosting. Get your forces ready for the invasion of France, Russia, and the Balkans in the next tourney. Sarge.....OUT.





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## **RESERVATIONS**

**Room Rate Cutoff Date** 07/05/19 by 5:00 pm  
**Room Rate** \$94.00 for a King/Single room  
Mention "Twister Lords" to get this rate and the room includes a Hot Breakfast coupons; delivered at Check In.  
Call +1 (405) 455-1800 for Reservations

**Food:** Close to every gamer's heart; Food. We have arranged with the hotel to setup a snack bar food service just outside of our convention room. Hotdogs, Nachos, Boxed Lunches, Chips, Candy and Soft-Drinks, all of the things gamers need to keep on playing

## **CONVENTION FEE**

<b>Game Masters</b>	<b>No charge for the convention</b>
<b>Game Players</b>	<b>\$12/day or \$20/Entire Convention(pre-register on website)</b>
<b>Dealers</b>	<b>Each 6' table \$25/day or \$50/Entire Convention</b>
<b>Flea Market</b>	<b>Each 6' table \$5</b>

## **PLAYERS & GM REGISTRATION OPEN FOR 2019**

**Players Registration** is open so make your plans and come play a game at Twisted Lords 2019. Simply fill out the online form and send it in, we will be in contact with you shortly.

### **Game Masters GM Registration deadline is May 1<sup>st</sup> 2019**

Switch over to the GM Registration page and register your game(s) there. By registering your games you are also registering yourself. We can process PayPal, MC, Visa, Amex, and Discover by mail and at the door. Checks or MO need to be made Payable to Jeff Lawrence or Jon Russell, Treasurers.

## **GAMEMASTERS**

**GMs** - Free convention entry with pre-registered game/s.

Easy registration of your game(s) can happen on the website. All games must use painted miniatures, be a board game you supply, or be an approved RPG. The site is now open for Game Master Registration. GMs for Twisted Lords do not pay to enter and run their games. Game masters, when you arrive @ registration see a staff member for table assignments.

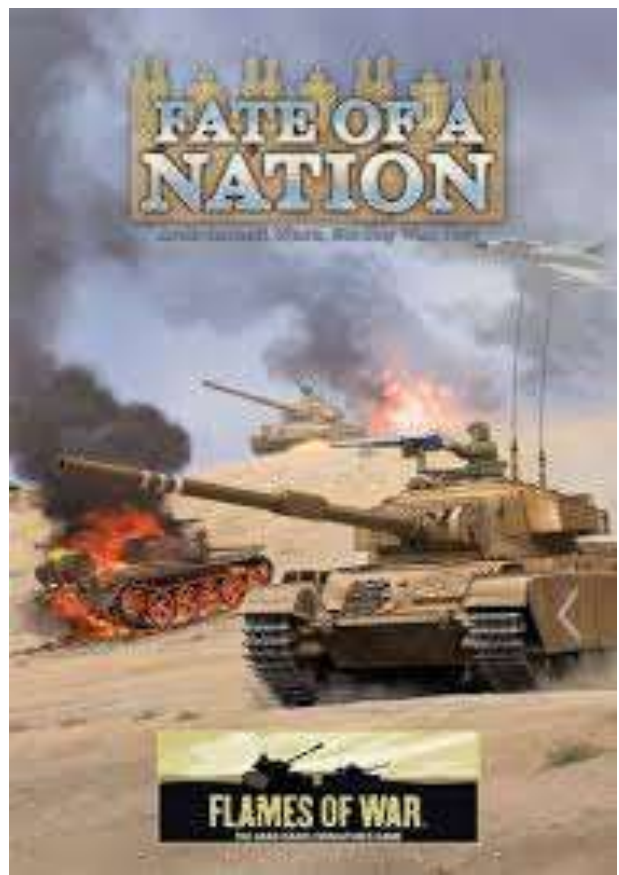
**Game Masters July 1st, 2019 is the deadline to have your game in the program book. So book your game ASAP!**

# Arab-Israeli War

By Chris Lisanti

## Tournament Results

Fate of A Nation + 'Nam  
Tournament Wrap-up. We had 8  
players in the tournament playing  
two games each.



Here are the final results:

1. Kevin Chin (Israeli Sho't) (Top Gunner with 13 tank on tank kills)
2. Chris Lisanti (Jordanian Centurion + Patton)
3. Wes Knight (Egyptian Thunderbolt) (Best Painted Winner)
4. Mark Leroux (PAVN Infantry + T-54)
5. Tony Squeo (Egyptian BMP-1)
6. Rob Shelton (Israeli Paratroopers)
7. Mark Reed (Israeli Sho't)
8. David Crowley (Israeli Isherman)







Join the Lone Star Historical Miniatures facebook page to get involved in Texas wargaming. We also have the Texas Bolt Action and Flames of War San Antonio facebook pages.





A great time was had at our first ever San Antonio tournament for Fate of A Nation + 'Nam.





Thanks to Wes and David for bringing tables, Lone Star Historical Miniatures and Battlefront for prize support, and Multiverse Games for hosting the event.

*Chris Lisanti*



# 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/>

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