

The Lone Star Dispatch

February 2017



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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.

I wanted to take this opportunity to say a special thanks to Joe Shaffer who has been the President of LSHM these past 5 years. Joe has decided not to serve another year, but plans to stay active in the club. Joe presided over some great growth in the club these past five years. We will miss Joe on the board of the LSHM, but look forward to seeing him at events and games. When you see Joe make sure to thank him for all he has done.

The newly elected board looks much like last years board. I was glad to accept the position of president for this next year. I look forward to continuing the forward movement and growth of our gaming club. All of us on the board are here to promote our hobby across Texas. Keep us posted on what you are gaming and what projects you are working on. We hope to see you at some of our many events across Texas.

We need your input – please consider writing an article for the newsletter, include pictures and your contact information. We want to hear about your 2017 projects and what you have planned this year.

There are a lot of gaming opportunities – see inside this issue for events throughout the early part of 2017. Get your armies painted and come out and join in the gaming.

There are also a number of LSHM sponsors and stores listed in the newsletter, make sure you contact them, buy their products and let them know you are with LSHM.

See you at the gaming table.

Charlie Torok

First San Antonio Team Yankee Tournament

Saturday, February 25, 2017

The first San Antonio Team Yankee tournament will be held Saturday, February 25th, 2017 at Dragon's Lair / San Antonio.

[In the annex at Dragon's Lair Comics, 7959 Fredericksburg Rd # 129 San Antonio, Texas (Fredericksburg Rd and Medical Dr.)]

Pre register by email, deadline Feb. 18th. First come, first served until we fill up our reserved table space. To pre-register, Email your list to be checked to ian.straus@att.net with subject line "San Antonio Team Yankee list".

Players will each use a single list with a maximum of 70 points of troops.

Lists must show: Player name, source book and page, company/battalion name (the force diagram name), and a list of platoons showing for each one the platoon's point cost and the count and description of teams, including upgrades.



Sign-in from 9:30 to 10:00 AM, tournament begins 10 AM.

There will be a lunch break. Several restaurants are nearby in walking distance. Expect the tournament to last to 6PM.

\$10 player fee payable at the door.

Three rounds will be played.

Missions to be played: Free For All, Counterattack, and No Retreat.

Miniatures must be painted in two or more colors. Bring your rules & cards, your miniatures, copies of your list, measuring devices, and dice.

Prizes will be awarded for 1st, 2nd, and 3rd place commanders.

This is a Lone Star Historical Miniatures event sponsored by Dragon's Lair.

Tournament administrator: Ian Straus. Tournament referee: Wes Knight. Staff will play.





Upcoming Events for 2017



OwlCon XXXVI: the weekend of February 10th-12th, 2017.

Volunteer to run games designed to entertain 48 gamer-hours (two games running four hours each, each designed to entertain six players) to receive free weekend admission and a free t-shirt.

Please visit

<http://www.owlcon.com>, log-in or register, and volunteer as a gamer master today.



Texas Bolt Action *Mediterranean / North Africa Tournament*

4 March 2017

Dragon's Lair in San Antonio

Contact Joe Wicker (see information in this newsletter)

From the shores of Morocco to the Island of Crete, from Rome to El Alamein Egypt, do you dare to relive the battles of The Mediterranean and North Africa? Break out your desert armies; breakout your Italian Airborne troops; breakout your Syrian partisans for some Bolt Action March Madness! Time period is 1943. Lists are due on 27 FEB.



Mark your calendar now!!



TWISTERCON **March 10-11, 2017**

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POC - "Jeff Lawrence"

<jlaw2424@gmail.com>

Bloody Broadships



Admirals, Midshipmen, and Johnny-Jack-Tars!
Prepare your fleets for the Bloody Broadships
Texas Team bash in **April 2017** at The Game
Closet in Waco, TX. Final date and details to be
determined VERY soon.



Also, it looks as if The First Sea Lord of the
Admiralty himself, Jeff Hunt (of Portsmouth
Miniatures), may be joining us for this event.
(Three cheers lads!)

So get yer craftsmen and dockyards working - and
get ready to make sail!



Mark your calendar now!!

Post your convention / event / tournament here!!

San Antonio Muster IV Historical Miniatures Games Day

When: 29 July 2017

Where: Dragon's Lair SA

Time: 10am – 4pm

Cost: Free to LSHM members

**This event is open to all interested in
Historical Miniatures War Gaming**



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San Antonio Muster IV

Historical Miniatures Games Day

When: 29 July 2017

Where: Dragon's Lair SA

Time: 10am – 4pm

Cost: Free to LSHM members

**This event is open to all interested in
Historical Miniatures War Gaming**



2-4 players per game

Specific games to be announced. If you are interested in running a game at the Muster contact Charlie Torok: torokc@Hotmail.com

Texas Gaming for 2017

Mark Leroux has put together a master list of Texas gaming events, If your event is not listed please contact one of the LSHM board members so we can add you to our list.

Local Texas Conventions and Events

<u>Name</u>	<u>City</u>	<u>State</u>	<u>2017 Start Date</u>
Bane of War	Austin	TX	January 16, 2017
OwlCon	Houston	TX	February 10, 2017
TwisterCon	Midwest City	OK	March 10, 2017
FoWSA - Early War	San Antonio	TX	April 29, 2017
Chupacabra Con	Austin	TX	May 12, 2017
Texicon	DFW	TX	TBA
Bayou Wars!	St. Francisville	LA	TBA
FoWSA - Mid War	San Antonio	TX	June 22, 2017
Bayou Battles	Houston	TX	August 11, 2017
Wargames Con	Austin	TX	August 18, 2017
FoWSA - Late War	San Antonio	TX	TBA
Texas Broadside!	La Porte	TX	TBA
ReaperCon	Lewisville	TX	October 19, 2017
LoneStarGameExpo	DFW	TX	October 27, 2017
GamExpo	San Antonio	TX	November 3, 2017
MillenniumCon	Austin	TX	November 10, 2017
BGG.con	DFW	TX	November 16, 2017

Texas Bolt Action – Barbarossa tournament

By Joe Wicker

Texas Bolt Action Warlords SARG



Barbarossa Tournament summary:

Had these battles impacted the course of history, the Germans may have never been 18 kilometers from Moscow; it was a decisive allied victory. The point totals were Allies 433 and the Axis 261. Best Allied General was Oscar Barela, with Jacob Mayer and Nate Culver close behind. The Best Axis General was Carlos Sierra and Michael Lisanti followed by Alex Montileone.



Texas Bolt Action – Barbarossa tournament



Texas Bolt Action – Barbarossa tournament

There were several key moments (including FUBARS) in the tournament but when... the Bald Headed Spaniard fighting for Zhukov in the 29th INF Division (Russia) was ordered to punch through Alex Montileone's Italians, it was hard not to be impressed with the wall of Russians rushing through ruins, debris, and dead Italians to get to their objective.



I heard that a couple of commissars executed almost as many Russian soldiers as the Germans did. Russian players may want to consider using Commissars in early war lists. Casey was the only one that brought a Russian air observer and I understand he was used effectively.



Four new Lieutenants, Jon Cox, Erik Mendoza, Jim Hencerling, and Alex Montileone, firmly establish their legacy in the Texas Bolt Action community by wracking up a 115 victory points out of 261 for an impressive 44% of the Axis force total. Nathan Brakel was a new comer that played for the allies and he also did VERY well. You all are a great welcome to our Texas BA community.



It has been 3 months since the version two rules were released. Many PLT leaders are still learning the new rules but this didn't dampen the friendly spirit of competition. Each player was patient with his opponent as they discussed the new rules or they calmly consulted with me to clarify or de-conflict issues. I concluded that some of the biggest rule changes are Rally, the use of HE, and going down. Each person improved his rule knowledge as did I and I expect that each battle will get better as we continue to understand the new rules which will make our games even better; thus encouraging more people to play Bolt Action.



Texas Bolt Action – Barbarossa tournament



Join the Texas Bolt Action group and Lone Star Historical Miniatures (LSHM) club



Texas Bolt Action – Barbarossa tournament



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

Texas Bolt Action – Barbarossa tournament



Finally, 22 PLT leaders wanted to participate in this tournament. Sadly, I had to turn 2 away. As distressing as that is, I am overjoyed with the enthusiasm central Texas is showing toward this Game and WW II history. Several people submitted historical backgrounds behind their platoons. Many expressed the excitement of researching a force they will portray on the tabletop and how it adds more meaning to their game. And again, the points made a few differences in tournament placement.

In conclusion, keep up the great BA camaraderie as we see more people become PLT leaders of their respective armies. 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. I'll be placing more emphasis on Tank War so get your tank platoons ready.
Sarge.....OUT.

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We are back again giving you the opportunity to try all of the tabletop wargaming products from Warlord Games and we have expanded for other companies as well. Hail Caesar, Pike & Shotte, Black Powder, Bolt Action, Beyond the Gates of Antares, Project Z, Judge Dredd, Terminator Genisys, Konflikt '47, and Savage Core. We will even have a 28mm version of the Avalon Hill game Circus Maximus!!

If you want to show off your skills as a battlefield general we will have two tournaments - Bolt Action and Beyond the Gates of Antares - so bring your armies.

Are the miniatures you paint pieces of art? Then why not enter our painting contest for the chance to win wonderful prizes.

We are looking forward to seeing you this Memorial Day Weekend!

Weekend Pass w/Tournament:

\$45 (One tournament only)

Weekend Pass Only:

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One Day Pass:

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First 25 pre-paid registrations will get a bonus item in their swag bag. If you have questions or you want to pre-register you can visit us at the sites above or email us at:

WarlordDemoTeam@yahoo.com.





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Flames of War: Team Yankee

By Michael Lisanti

Got my West German 70pt force done today. The Leopards and Marders were painted by my dad. I'm very pleased with how they all turned out.



Over the Hills – Napoleonic rules

By Dave Bennett



Fun game today... Brits vs French...

American players felt that British authors might have overdone the British a bit smile emoticon:) ... but the French won, so who knows !

Over the Hills is a new set of Napoleonic rules. The guys from Austin will continue to report on their thoughts of the rules and when they plan to play more games.

Over the Hills – Napoleonic rules

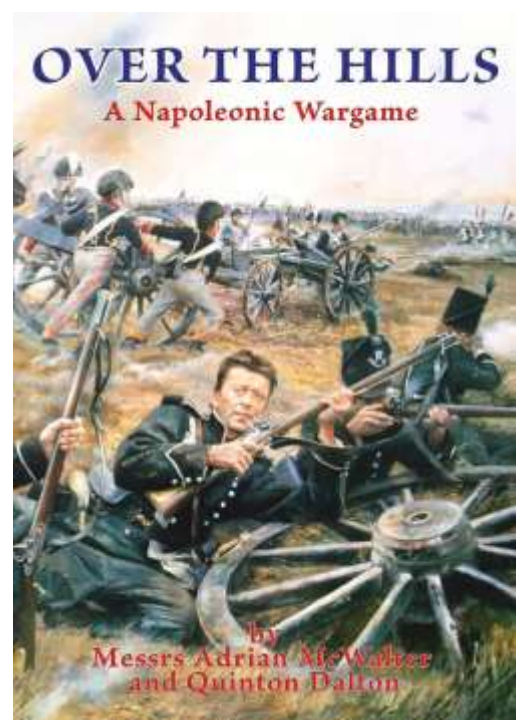
Rob Smith I was stunned that the brits lost. As the highlanders and lights approached, and the damage from our guns was shrugged off, I thought we were done for. But General Vert's (Bob Green) deft tactical maneuver to throw in the reserve battalion as a counter attack turned the day!



Over the Hills

Napoleonic rules

And here is our esteemed Francisco Luis Erize (in white) as we at getting started. Co-commander and host Adam Rios and his granddaughter survey the coming carnage!



Here is Francisco's Scot Greys fighting my chasseurs. He opted for a 2 against one fight because the next turn it would have been three against one. Even with the dragoons outnumbered 2 to 1 they still very nearly beat my chasseurs and we were pretty mauled when the Brits broke and ran away.



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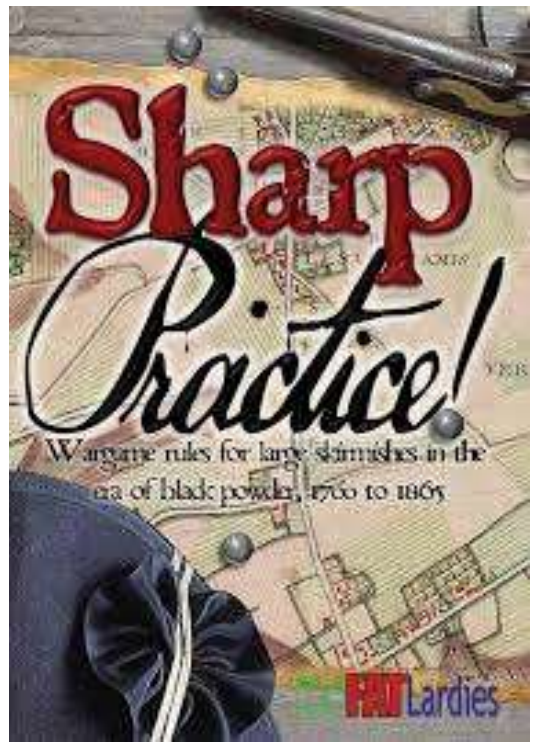


Sharp Practice - Wargame

By *Pete Atack*

Wargame played in Austin Texas

In an effort to expand the historical gaming in Dragon's Lair in Austin beyond SAGA and Bolt Action, over the next few months I've worked with some of the guys to open the gates to other games / systems in order to get more games played in 2017.



First to take up the challenge was Matt Kibbe with **Sharp Practice**. A new system for us, Matt built two small army lists for the French and Indian War which pitted a British list (led by myself) composed of regulars, militia, Rangers and frontier scouts against a French and Indian list (led by Jacob Meyer) composed of French marines, some French-Canadian frontiersmen, and of course - some Indians. The scenario called for the British force to simply sneak into a quiet Indian village, rescue two hostages, and walk out the gate to freedom. Simple, right? With most of the French and Indians off raiding, only a small force was in the camp, with the others arriving from off table.

Deploying quickly into the village, the British irregulars began searching (and unfortunately, looting) and found two young ladies in the last building searched. Startled (and plagued by poor activation dice) the native garrison was hammered by multiple volleys over 2-3 turns and quickly broke apart and fled.



But the gunfire rapidly brought reinforcements which slowly moved to block in the raiders by defending the two exits. Long range fire from the French Marines hit the British in the front while an Indian warband attacked their flank. Not slowing down to fire, the charge with tomahawks shattered two units of Rangers who died almost to a man. Moving slowly, the British regulars moved to the sound of the fighting planning to engage the French Marines, but as they pushed forward, a devastating volley from the French-Canadian woodsmen cut down 6-8 regulars and wounded their officer. At that point, the surviving British in the camp scattered, climbed over the Indian stockade, and headed off into the wilderness.



Accompanied by an "Honorable Ranger Officer", the two female hostages made their way toward an escape, but most folks were running too fast to look back and see if they made it...

If you missed out and want to try the system, currently we plan on playing again on Wednesday, Feb 8th.



Next up will be James Hughes running some learning games of DBA on Wednesday, Jan 25th.



FoWSA tournaments for 2017

in 2017 we will again have three Flames of War San Antonio (FoWSA) tournaments: Early, Middle, and Late war played in that order.

April 29th, Early FoWSA (Saturday) at Dragon's Lair / San Antonio.

This tournament will use 3rd edition rules, because 4th edition will only have been out since March.

July 22nd Middle FoWSA (Saturday) at Dragon's Lair / San Antonio.

This tournament will tentatively use 4th edition rules. More on that when Battlefront tips their hand a little more on 4th edition.

The mid war tournament will be themed to the Stalingrad campaign, and will include at least one 3'x4' urban table for fighting in built up areas. Yes, this will affect choice of lists! But note that any category of troops will be historical: The Germans committed a Panzer division to Stalingrad.

and **Late FoWSA** in September, date TBA.

For more information on all of these, watch this blog; the FoWSA facebook group and LSHM facebook group; the LSHM yahoo Groups, and of course the LSHM newsletter.

News from Tabletop Generals

By William Gaskins

"TabletopGenerals is an online and convention dealer out of San Antonio, Texas. The company is slowly growing and reaching out to more conventions within Texas. Next year will be a busy one and we will possibly be attending OwlCon 2017 in February.

At conventions, if you were wondering who has been appearing at our booth, it would be the duo of Tara Dragunov and Danii Makarov. Tara is the Managing Partner and figure painter for TabletopGenerals and helps William, the Owner, out at all the events. Danii appears during convention for help, figure painting, and demoing games. So, if you have any questions and aren't able to get in contact with William you can go ahead and contact Tara Dragunov for information regarding the company.

For the Christmas season, our eBay shop will be running a constant sale of 20% off everything in our shop starting November 30th. We are more than happy to make great deals on large orders for shipping as well! Happy holidays from TabletopGenerals."

Website & Email information:

[facebook.com/thetabletopgenerals](https://www.facebook.com/thetabletopgenerals)
stores.ebay.com/tabletopgenerals

ttgenerals@gmail.com

taradragunovttg@gmail.com



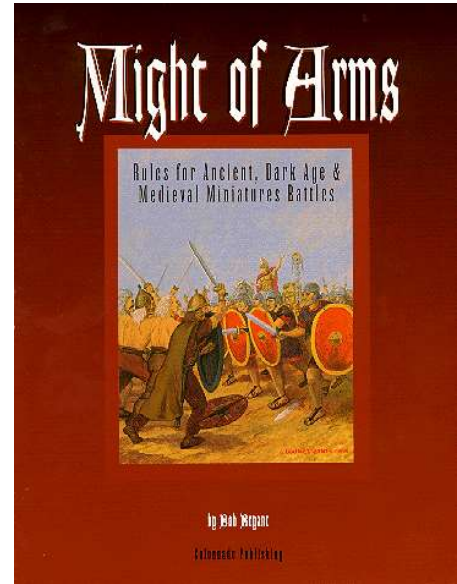
Might of Arms (MoA) Ancients Battle Report

By Steve Miller

David Baker and I played a great MoA game tonight. It was Dave's first game. He picked up the mechanics in about 10 minutes.

We played Spanish Visigoths (Theo...doric) vs. Late Roman Foederati (Aetius)

The game was a hotly contested affair with Theodoric's forces buckling the last game turn.





MoA is a great set of Ancients rules. Fast play, straightforward in game mechanics. It can be played in both 15mm and 28mm. My collections are 28mm mainly. Finally got to dust off some of the best figures in my collection.

If you've not considered MoA, you should!

No clunky mechanics, tons of charts, or never ending re-writes. Highly recommended!



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\$15.00 per day at the door. Preregister on the website at \$20.00 for the weekend. 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, Treasurer.

Points of Contact:

Jeff Lawrence jlaw2424@gmail.com
Cal Kinzer ckinzer@juno.com
Tim Harwood tim95th@gmail.com

Web Master is Jeff Hunt.

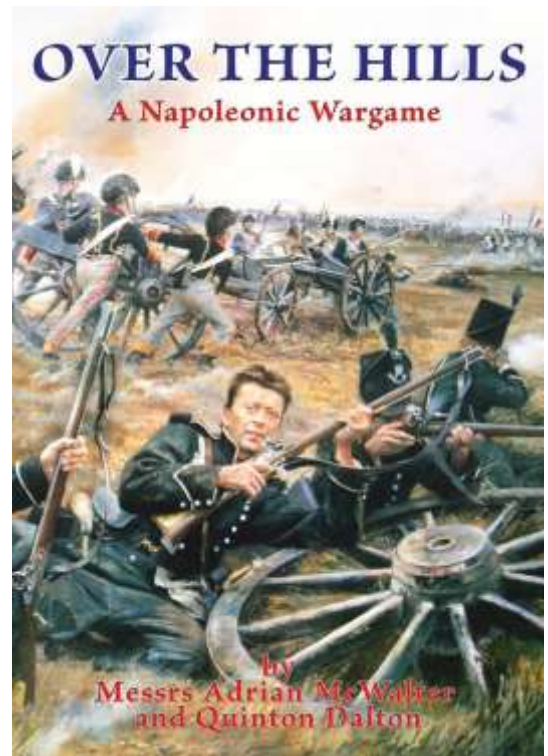
GAMEMASTERS

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 Maneuvers do not pay to enter and run their games. Gamemasters, when you arrive see a staff member for table assignments.

Over the Hills - Napoleonic Rules

By Charlie Torok

Rob Gravener and I tried out a new set of Napoleonic rules today at Dragons Lair - San Antonio. Rob and I are constantly looking for the "right set" of rules covering our favorite period of military history! [Notice I did not say perfect set of rules - because none will ever exist].





Over the Hills was published last summer out of England by a group who developed the rules using pieces of rulesets they liked. We ran a simple scenario to get a feel of the rules. We used my 28mm Old Glory collection. This trial game pitted 1 x French Infantry brigade + 1 x Wurttemberg infantry brigade and 1 x French cavalry brigade. This force was pitted against 1 x Austrian infantry brigade + 1 x Austrian light advance guard brigade and an Austrian cavalry brigade.





The mechanics of the rules we liked, it took us a while to walk through each turn sequence just because we did not know the rules (I had read them once). However it did not take us long to get the turns moving. We both liked what we saw. More to follow, but we plan to play more games in the future.





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Bloody Broadships

By Alan Spencer

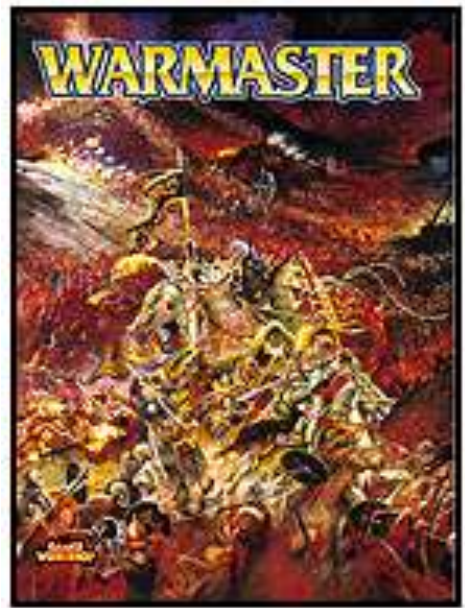
Bloody Broadships pirates battle for control of Port Royal at The Game Closet.



Battle Report

The Texas Lone Star Historical Miniatures (LSHM) club played a Warmaster game in San Antonio Texas.

By Mark Leroux



Warmaster, a classic Fantasy strategy game. Played an epic 3000 point High Elves vs. Undead battle! This game was played at Dragon's Lair San Antonio.



Both sides battled hard, Chip made a bold attack deep into undead territory with all the aerial units, including the two units of eagles and a dragon.



They disrupted the undead battle lines before getting wiped out by a Bone giant and carrion birds.



On the other side of the table me and Johnny Rod had a huge chariot duel with Johnny's chariots forced to fall back in spite of terrible die rolling on my part.



Had a great time with long time LSHM members Chip Aaron, Blake Radetzky and John Robert Rodriguez.



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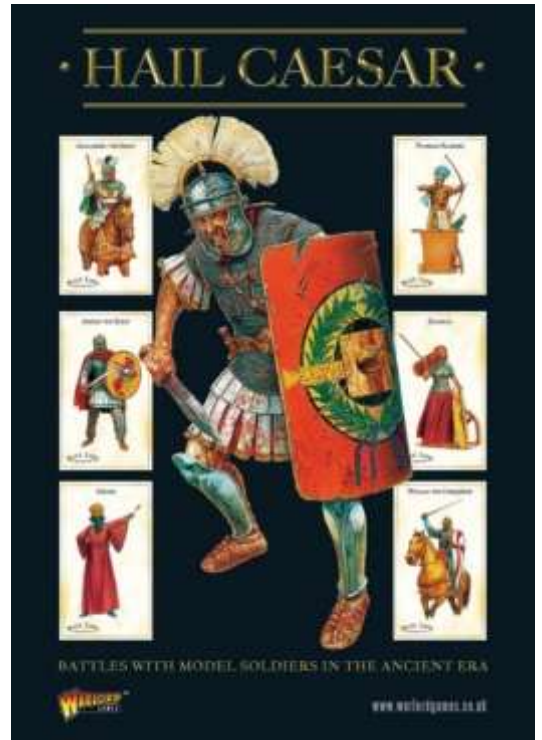
Joe Wicker used the European Fields Battle Mat for his WWI Wings of War game at the SA Muster last year.

Hail Caesar Battle Report

By Pete Attack

Got in a game of Hail Caesar with Albert DiMarco and Jame Hughes on the 22d.

Tired of frontier raiding and looking to take advantage of a tribal feud, a Roman army with a large host of Germanic mercenaries marched into the wilderness. In an interesting deployment, the Romans posted their German allies (who were all mounted) to the center with the plan of having this mobile division rapidly advance and disrupt the barbarian lines before the foot troops arrived. On each flank was a Roman division : to the left a large host of legionaries and to the right a division of auxiliary troops. The Germanic defenders were far more conventional - opposing the Romans with a long line of medium infantry flanked by medium and light cavalry and skirmishers to the front.



Hail Caesar Battle Report



Both sides opening advances were cautious with the infantry staying in solid lines and skirmishers and cav moving forward on the flanks. In the center, the Roman allies were hesitant to fight their fellow barbarians as they slowly moved up and generally failed to disrupt the barbarian lines (their general was rated a 7 - which in game terms is below average).



Hail Caesar Battle Report

Annoyed by the lack of progress in the center, Centurions gave the orders to quicken the pace and the infantry lines clashed. Several units of light infantry or skirmishers failed to evade their heavily armed opponents and were crushed or scattered but as the lines locked, initially neither side gave much ground. In a fierce display, the German tribes withstood the volleys of pilum and started to inflict heavily losses on the heavily armored Romans.



In a rare occurrence, the morale and discipline of the legionaries cracked. Several front line units collapsed unexpectedly and the second line began to break as well under the swell of numbers. Sensing the panic, the auxiliaries on the Roman right broke as well with few of them escaping the barbarian charge. The mounted "allies" began using their mobility to seek safer ground and the battle ended.



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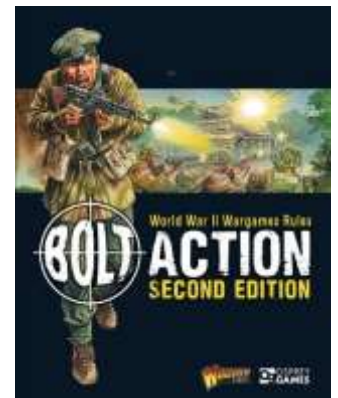
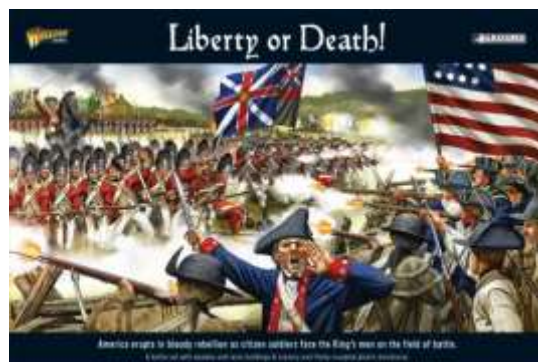
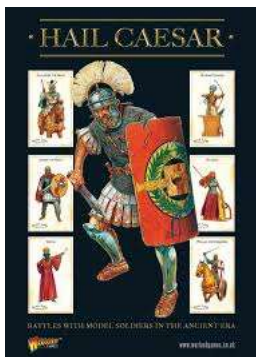


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Dragon's Lair now carries most Warlords rules and products, if it is not on the shelf just ask and they will order it for you – saving you the shipping cost.

Here is another great company supporting LSHM & MillenniumCon19



Gamers Workbench

By Oscar Barela

Hey my battle peeps!!!!
Just finished up some more Soviets in motivation of our Barbarossa Tourney!!! Added a couple more NKVD troops with rifles a regular LMG squad and a medium mortar. Having fun painting up these Brave troops!!! For the Motherland!!!!!!



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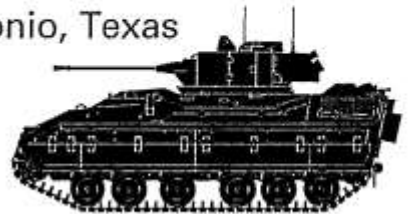
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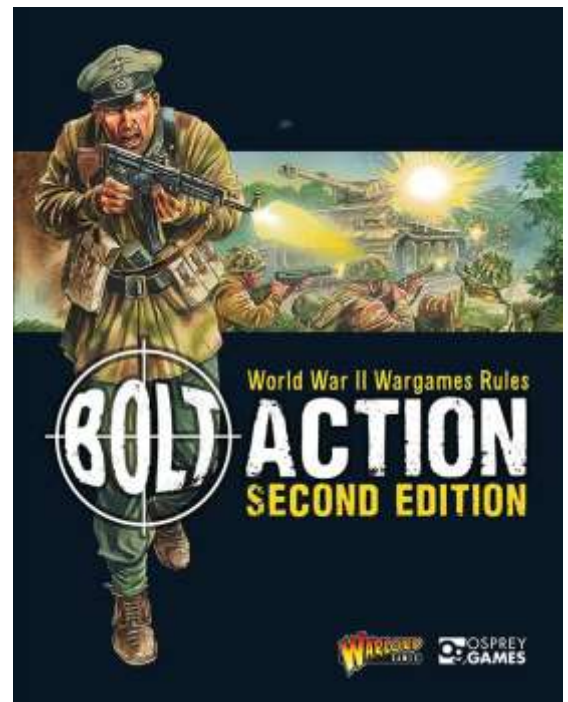
By Steve Miller (DFW)

I've painted Warlord's ECW General's Coach and Dragoon Horse Holders over the Christmas break.

These vignettes are outstanding and a challenge to paint and pose where they look right. If you have an existing 28mm ECW collection, you really should consider putting these gems into it. If you don't have an ECW collection, you need to paint one up!! Warlord puts out some great miniatures! Highly recommended



***Upcoming Texas Bolt Action Events
San Antonio Texas***



4 MAR 17 – Mediterranean theme; Dragon's Lair

9 APR 17 – Unknown theme; Knight Watch Games

5 AUG 17 – Theme TBA, Dragon's Lair

Contact Joe Wicker or visit Texas Bolt Action at:

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Johnston at Shiloh painted by Cory Ring of Cigar Box Battle.com

www.ACWGamer.com

Bolt Action Battle Report

By John Bradley

Texas Bolt Action

British vs. Early War Germans - Erik Anthony

Mission: Double Envelopment

Points: 1000



We placed terrain to have a nice chateau on top of a hill, with a spread out settlement around it.

First round, activation with the Sherman Firefly was a direct hit with an HE 3" on German Grenadiers. Wiped 4 out and the rest broke. Germans moved their HQ up the flank avoiding fire, and generally being sneaky.

Second round, the British moved two rifle squads up the hill to the chateau. Likewise the Germans marched up the other side securing cover quicker and laid down some pin markers. The German halftrack missed the Bren Carrier on the flank, but pioneers moved up the flank to intercept. The Panzer MKIII rolled on and missed point blank on the Sherman side armor. The British 25 pdr was annihilated by the MkIII MMG.



Bolt Action Battle Report

Third round, the MKIII got busted by the Firefly. The Bren Carrier lived another round. The pioneers pushed a hard flank, forcing a Piat team to retreat, British secured the chateau. Sneaky German HQ continued on the flank.

Fourth round, Bren Carrier bit the dust at the hands of the Halftrack. British HQ rallied some troops, then promptly was wiped out by a MMG. Three pioneers took heavy fire from the chateau but pressed forward. Firefly, silenced a mortar with a MMG fire.



Fifth round, German HQ sneaked off the board but not before a MMG team popped a couple shots at them. Brits held firm in the face of fire (literally, pioneers burned the chateau with a flamethrower). One German Grenadier squad was take out. The halftrack advanced up the flank. The Sniper team and Piat poised to beat feet for the German deployment zone.

Bolt Action Battle Report

Sixth round, Firefly, Forward Observer off, Piat and sniper team advance. Germans advance and score few hits. Halftrack loaded with Grenadiers advances up the flank.

Seventh round, pioneers sprung for the deployment zone. British rifle team forced the halftrack down with antitank grenades (on fire result). Grenadiers piled out to get in deployment zone. Piat team made a run and lost one. Sniper team mowed down by an LMG.



Final score: British 13 to
Germans 11

Great game, very hard
fought, though I had an
advantage with my
Firefly.



[Jeff Caruso](#) **Pass-of-the-North**

Jeff Caruso from Pass-of-the-North Miniatures displays his Mexican 28mm figures.



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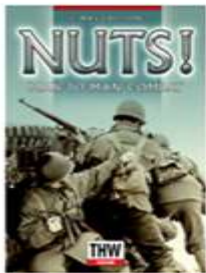
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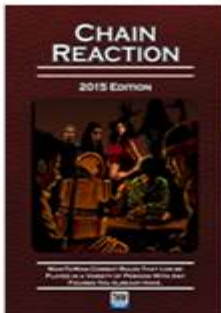
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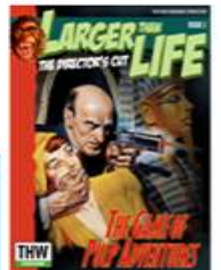
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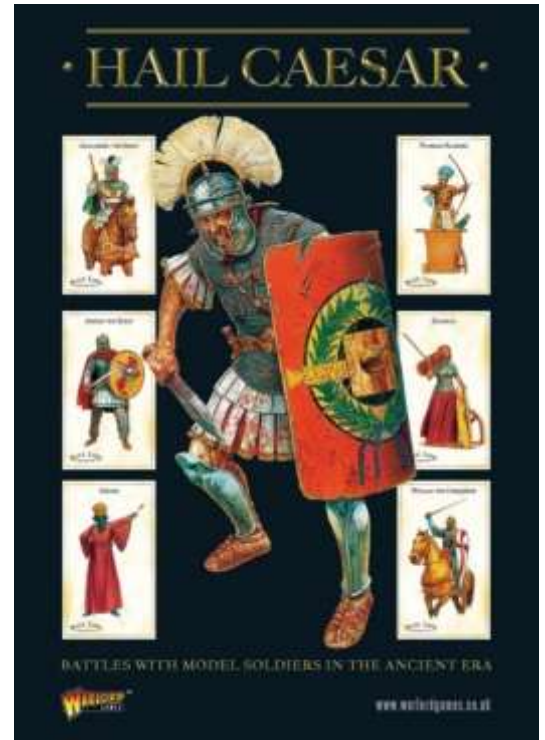
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Hail Caesar Battle Report

By Pete Attack

Met up with Todd Serpico and Albert DiMarco to pit to ancient adversaries against one another. The game was played on a 6'x4' table with an 800 point list. Todd built a Roman army based on the Marian list which fielded 5 divisions : two of Legion, two of Spanish medium infantry, and one of German warbands (medium infantry). The non-Roman divisions were well supported with light troops / skirmishers and cavalry while the Roman divisions leaned on their veteran troops and heavy armor to carry the battle. Marching onto the green fields of the Roman Empire was a Carthaginian force of 4 divisions led by two generals not named Hannibal. Albert fielded a large Gallic division (warband infantry & light and medium cavalry) and a Celt-Iberian division (medium infantry). To fill out the army I fielded a division of veteran Libyan infantry (heavy infantry) and a Spanish division (medium infantry and medium cavalry).





The scenario had the Roman army fully deployed (Legion in the center, Spanish on the far right and far left, and Germans on the left between the Romans and Spanish) and prepared to defend. The Carthaginians were only partially deployed. The Libyans held the center with the Spanish on their right and the Celt-Iberians to the left. The Gallic horde was not initially deployed as they had been sent on a flank march to the left. Their entry was random (both turn and location), but as Roman scouts were shadowing them, the Roman commander knew where and when they would appear while the Carthaginians wondered when their allies would appear.



Both sides moved forward at a measured pace (partly caution and partly a whole mess of failed command rolls). The Libyans and Spanish were well screened by skirmishers while Roman light troops fanned out to hold some key ground. The Romans were quick to occupy the key high ground (3 hills that would granny VPs at the end of the game) and easily fended off javelins thrown by skirmishers. The main battle initiated as the Gauls appeared at the earliest possible turn and immediately moved against the Spanish on the Roman right. The resulting push cleared away light Roman forces and began to wear down the Spanish medium infantry holding the Roman flank. In the center, the Celt-Iberians refused to advance (failing 5 command rolls in a row that only required an 8 or less to move) leaving the Libyans to deal with the bulk of two Roman divisions.



On the Roman left, both the Germans and the Spanish were hesitant to get into the fight, and the Carthaginian Spanish decided to refuse the flank instead of charging ahead. In the heavy fighting, the Libyans and Legionnaires largely fought one another to a standstill – the Libyans held the center, but losses made them largely ineffective. The Germans charged, but largely got the worst in their battles with the Libyans and “Cartho”-Spanish, while the opposing Spanish divisions fought over the flank and hills and ended up with a draw as both sides took heavy casualties.



As the battle ended, the center was quiet, but favored Carthage, the left was likely close to breaking under the Gallic charge, and the right was going to see some light skirmishing that favored neither side. The Roman Legions still had a large, fresh force, but their flanks were look shaky and if the Celt-Iberians could just move they would add pressure to the front as well. VP wise, the battle was a draw with both sides claiming two VPs (total possible was 3 VPs based off terrain and a variable amount based on breaking opponents divisions or killing generals).



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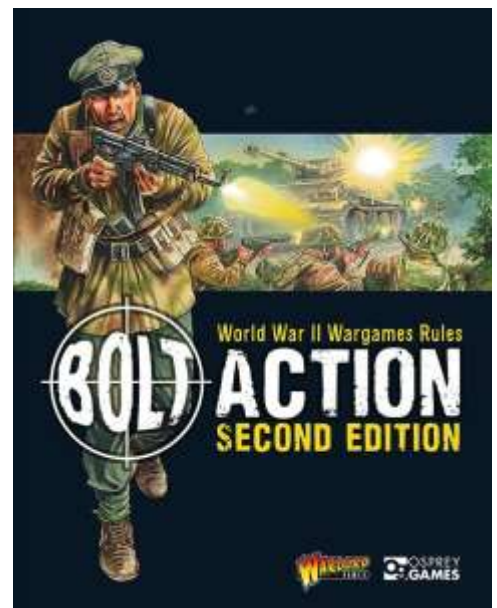


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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



Future Events



SAGA every 3rd Friday at
Dragon's Lair San Antonio

We need your event here!!!