

# The Lone Star Dispatch

## May 2020

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- Welcome & BOD update**
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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.

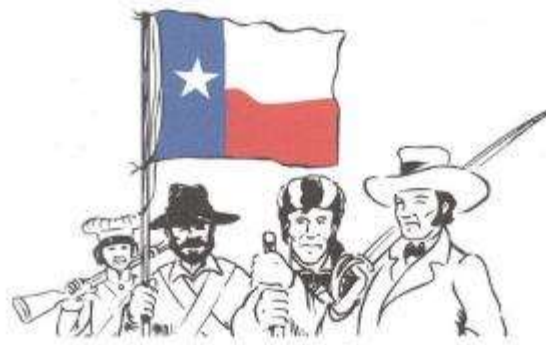
Hey everybody – I hope this May newsletter finds you doing ok, things are slowly moving forward. Hopefully by the end of the month we will have game stores re-opening and some gaming taking place. If you have been like me – these past 2 months of Stay Home have been a really good time to knock out painting projects that have been sitting around for years.

It looks like most convention and group gaming events have been cancelled or postponed for the next few months, but hopefully by the mid summer we will be back at the gaming tables. I do miss playing the games but most of all the camaraderie of hanging out with friends and meeting new gamers interested in Military History and the games we play.

We continue to add members to our roles, this past month nearly 30 additional gamers were added to the LSHM contact list.

Best wishes to you and your family and hopefully we see each other soon at the gaming tables.

*Charlie Torok*



# Lone Star Historical Miniatures

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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!!!

Contact Charlie Torok (LSHM President) at:  
[torok@hotmail.com](mailto:torok@hotmail.com)



**LSHM MillenniumCon  
held every November in  
Round Rock, Texas**



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

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

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

# 2020 - Texas Region –

## Conventions and Events *Update - May 2020*

### Status Explanation:

**Cancelled** = The event has been cancelled, will not be held again in 2020

**No Update** = Official sources have not made any announcement at this time

**Date Change** = The event has been moved to a new date, new dates highlighted

**Postponed** = The event has been moved to a new date. New date has not been announced at this time.

**As Scheduled** = Official sources have announced they will have the event. Be aware, this status could change before the event date.

### **DALLAS OPEN GT 2020 Status: Cancelled**

5/1/2020 - 5/3/2020

Sheraton DFW - DFW, TX

Contact: Matthew O. Porter DALLASOPENGT@GMAIL.COM

<https://www.dallasopen.org/>

### **THE ALAMO GT (MAJOR) Status: UNKNOWN – presume cancelled**

5/16/2020 - 5/17/2020

St. Joseph's Catholic Society Hall - San Antonio, TX

Contact: @redstargamingsa

<https://www.alamo40kgt.com>

### **BOARDGAMEGEEK CON-SPRING Status: Cancelled**

5/22/2020 - 5/25/2020

Hyatt Regency - DFW Airport - DFW, TX

Contact: [bggspring@boardgamegeek.com](mailto:bggspring@boardgamegeek.com)

<https://boardgamegeek.com/thread/2285500/unofficial-bggcon-spring-2020-links-and-resources>

### **BAYOU BATTLES-BOLT ACTION Status: No final call yet – stand by**

5/30/2020 - 5/31/2020

Goldmine Games - Richmond, TX

Contact: Rick Hoy [bayoubattles@gmail.com](mailto:bayoubattles@gmail.com)

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

**(continued)**

**BAYOU WARS! Status: No Update**

6/12/2020 - 6/14/2020

D'Iberville Civic Center - D'Iberville,MS

Contact: Chris Johnston bayouwars@gmail.com

<http://www.bayouwars.org/>

**ORIGINS ONLINE GAME FAIR Status: As Scheduled**

6/19/2020 - 6/21/2020

Online Event - ,

Contact:

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

**CARNECON 2020 Status: Cancelled**

6/27/2020 - 6/28/2020

Mansfield Activities Center - Mansfield, TX

Contact: Philip Medick

<http://www.meatshank.com>

**HISTORICON Status: As Scheduled**

7/8/2020 - 7/12/2020

Lancaster County Convention Center - Lancaster, PA

Contact: HMGS

<http://www.hmgs.org>

**WARGAMES CON XII Status: No Update**

7/17/2020 - 7/19/2020

Renaissance Hotel Austin - Austin, TX

Contact: wgc@wargamescon.com

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

**(continued)**

**SAN ANTONIO SUMMER MUSTER Status: As Scheduled**

7/25/2020 -

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

Contact: Charles Torok torokc@hotmail.com

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

**GENCON Status: As Scheduled**

7/30/2020 - 8/2/2020

Indiana Convention Center - Indianapolis, IN

Contact:

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

**BAYOU BATTLES-KINGS OF WAR Status: No Update**

8/7/2020 - 8/9/2020

Wyndham Houston West - Energy Corridor - Houston, TX

Contact: Rick Hoy bayoubattles@gmail.com

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

**CONSIM WORLD EXPO 2020 Status: Date Change**

8/15/2020 - 8/22/2020

Tempe Mission Palms - Tempe, AZ

Contact:

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

**REAPERCON Status: Cancelled**

9/3/2020 - 9/6/2020

Embassy Suites - Denton Convention Center - Denton, TX

Contact: [questions@reapercon.com](mailto:questions@reapercon.com)

<https://reapercon.com/>

**(continued)**

**THE CLIFF BLAND MEMORIAL CRUSH, THE CON Status:  
Date Change**

9/11/2020 - 9/13/2020

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

Contact: Thomas Morgan

<https://dlair.net/medicalcenter/>

**ORIGINS GAME FAIR Status: Date Change**

10/7/2020 - 10/11/2020

Greater Columbus Convention Center - Columbus, OH

Contact:

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

**LONE STAR GAME EXPO Status: As Scheduled**

10/9/2020 - 10/11/2020

Grapevine Civic Center - Grapevine, TX

Contact: Jamie Matthews [info@lonestargameexpo.com](mailto:info@lonestargameexpo.com)

<http://lonestargameexpo.com>

**FALL IN Status: As Scheduled**

10/22/2020 - 10/25/2020

Valley Forge Casino Resort - King of Prussia, PA

Contact: HMGS [director@fall-in.org](mailto:director@fall-in.org)

<https://www.hmgs.org/page/FIHome>

***MILLENNIUMCON XXIII - 2020***

**Status: As Scheduled – see you there!!!!**

11/5/2020 - 11/8/2020

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charles Torok [torokc@hotmail.com](mailto:torokc@hotmail.com)

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

**(continued)**



## **MANEUVERSCON 2020 Status: Date Change**

12/4/2020 - 12/6/2020

Wyndam Tulsa - Tulsa,OK

Contact: Jeff Lawrence [jlw2424@gmail.com](mailto:jlw2424@gmail.com)

<http://www.maneuverscon.com>

## **FOWSA - EARLY WAR 2020 Status: Postponed**

TBD -

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

Contact: Ian Straus [ian.straus@att.net](mailto:ian.straus@att.net)

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

## **ROMAN GAME DAY Status: Postponed**

TBD -

The Game Closet - Waco,TX

Contact: Alan Spencer [gamingenglishcivilwar@gmail.com](mailto:gamingenglishcivilwar@gmail.com)

<https://www.facebook.com/events/258116871821212>

## **BATTLE OF BERLIN - 75TH ANNIVERSARY GAME Status: Postponed**

TBD -

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

Contact: Robert Williams [robert.Williams@swri.org](mailto:robert.Williams@swri.org)

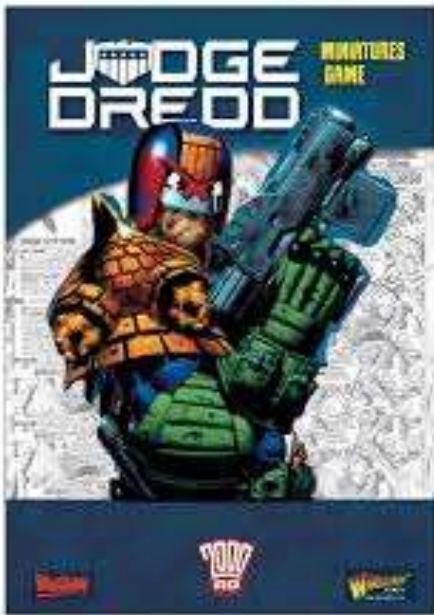
<https://www.facebook.com/groups/708364662615535/>

# Judge Dredd



Stay Home Update

By Adam Rios



Adam Rio's from Austin has been busy during this "Stay Home" time period, here is some of his work. Also he is looking to run some Judge Dredd events at MillenniumCon this year.







In Judge Dredd the Fatties have a barf attack that leaves terrain behind, here is my take on it, does it need more green?







Barrow Mound Complete, fun project, and lessons learned on my first Foam Terrain Build.









# LSHM Member Grant Program

LSHM is looking to support your event this year – if you have a gaming event you would like us to sponsor fill out the following and submit it to the LSHM Board of Directors for approval.

## Member Event Support Form

Please submit this form prior to the event. Information below can be e-mailed to the LSHM President (Charlie Torok at: [torokc@hotmail.com](mailto:torokc@hotmail.com))

LSHM Member name:

Contact information (e-mail):

Phone

Mailing address

Event date:

Event name:

Location of event:

(Fill out the below info as best as you can)

1. Grant request amount and a brief description of how the funds will be used: (\$25 / \$50 / \$75 / \$100 / other):
2. Description of the event (include the game(s) played, rules system, number of players expected, event location, any other sponsors, and amount of player entry fee (if any)):
3. I promise to provide an After Action Review (AAR) following the event (to include pictures) for publication in the LSHM Newsletter and Facebook page, as well as to complete and return the LSHM Event Support Documentation Form with appropriate receipts.

(Note: once the form is submitted the LSHM Board of Directors will approve or deny the request – a check will be mailed to the event coordinator).



**Support local Hobby / Game shops**

**- They need you now more than ever!!:**



**DRAGON'S LAIR<sup>®</sup>**  
**COMICS & FANTASY**



Dragon's Lair Comics and Fantasy<sup>®</sup>  
7959 Fredricksburg Rd. Suite 129  
San Antonio, TX 78229

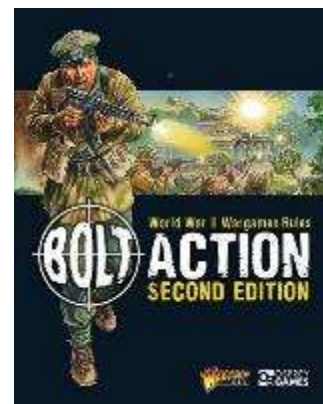
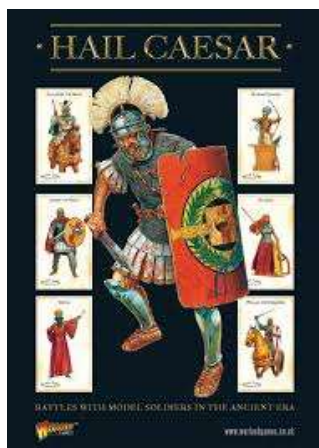
Ph. #: (210) 615-1229

**Dragon's Lair 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  
local store supporting*

**LSHM**





# Painting Projects

Stay Home / Stay Safe Update

By Steve Wirth

I am in South Louisiana between Baton Rouge and New Orleans. Only tried file one time and Norton sanitized and closed it.

Will use link you sent. Here are some 15mm Romans and Gauls plus some 20mm plastic Napoleonic's. Hope all is well with you and yours.

Steve Wirth.





## Battle Of Berlin

Event for [Texas Bolt Action](#) - Hosted by [Robert Williams](#) and [Texas Bolt Action](#)

# Bolt Action Game Day

**Date – To be determined: stand-by**



 Dragon's Lair San Antonio  
7959 Fredericksburg Rd, Ste 129, San Antonio, Texas 78229

Russian players – contact Charlie Torok at: [torokc@hotmail.com](mailto:torokc@hotmail.com)  
German players – contact Bob Williams at: [robert.Williams@swri.org](mailto:robert.Williams@swri.org)

### Battle of Berlin

Dateline New York April 22, 1945 Today Soviet forces attacked Berlin with a massive 20,000 cannon barrage prior to entering the city and attacking the vaunted Third Reich. Come join us on March 21, 2020 to recreate that battle. Lone Star Historical Miniatures announces the first big game of the 2020 San Antonio Bolt Action group gaming year. Play either Russian, Polish or German troops and defend Berlin or Crush the Fascist hordes for Mother Russia. Forces will consist of German 1000 point platoons versus Soviet/Polish forces of 1500 points. This is the one you've been waiting on for so long. Anything goes. Dig out those King Tigers, SturmTigers, Jagdpanthers and Jagdtigers. Besides the designa... [See More](#)

**DATE TO BE DETERMINED**



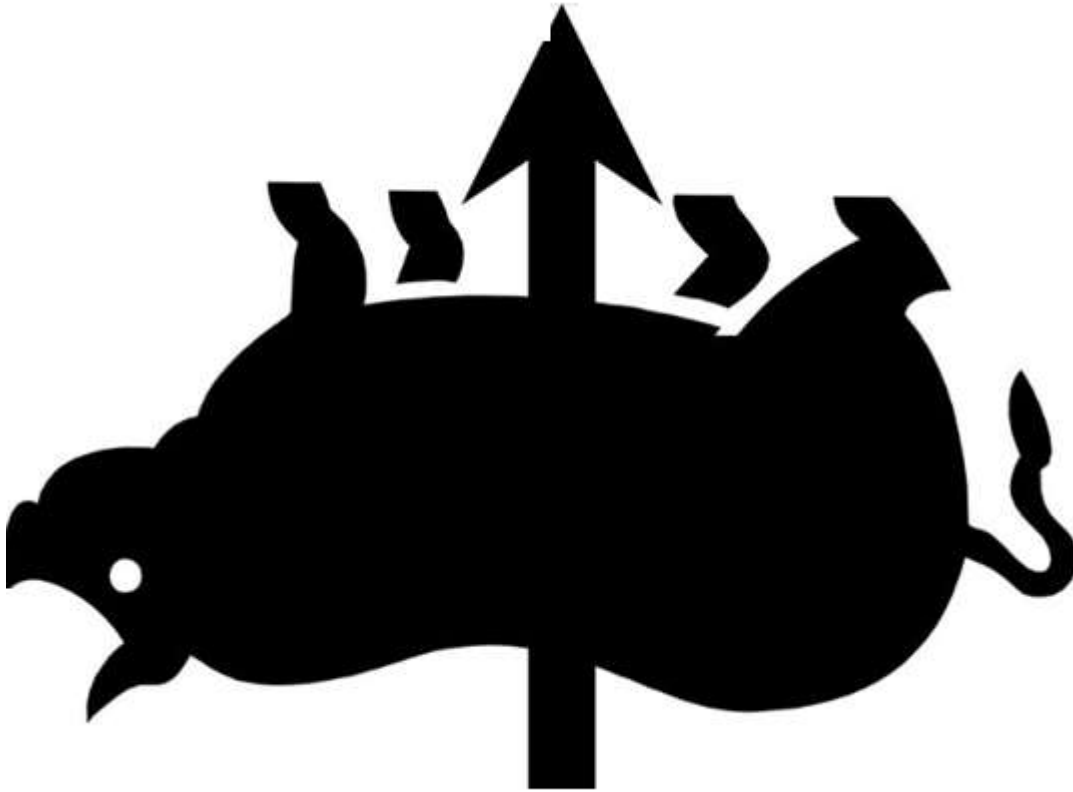
Philip Medick shared a post.

November 22 at 9:12 PM

Registration is up and running! Come be a part of CC20 and help set a record for food donations and fun!!! Got to love charity disguised as a Bolt Action game day.

[www.meatshank.com](http://www.meatshank.com)

# CARNECON 2020



**Welcome to CarneCon 2020 presented by MEATSHANK!**

CarneCon is a Charity Drive, Bolt Action tournament, and BBQ.

*\*\*Note that this is a 1000 (standard/K&A) / 2000 (tank) point list tournament\*\**

Saturday, June 27th, 2019

Sunday, June 28th, 2019

Registration (including lunch both days):

\$65.00

Feed your Army:

\$10.00

## LOCATION

Mansfield Activites Center

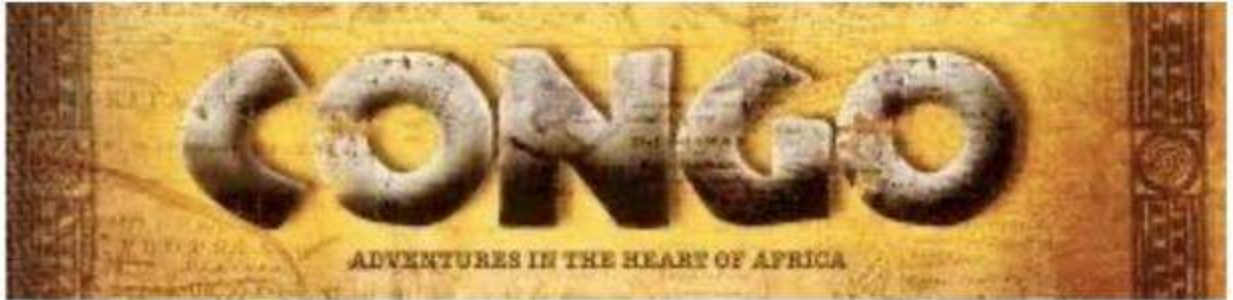
106 S Wisteria St, Mansfield, TX 76063

**CANCELLED**  
**see you in 2021**

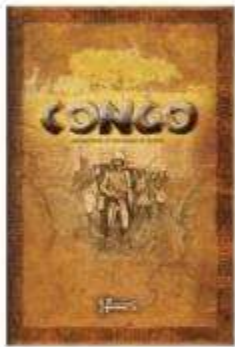


# Games That Should Get Played More

by Frank Thompson



Some of you may have seen me posting pictures of models set in “Darkest Africa”. These have been for the Studio Tomahawk game, Congo. It has been one of my favorites for a couple years now. The LSHM folks have been playing it off and on at Dragon’s Lair San Antonio with about ten people having ‘columns’ (what the game calls armies) of figures.



In a nutshell, Congo is a skirmish game set in a romanticized nineteenth century Africa. It uses a card based activation and Command system, and has mechanics for friction and morale built in. What makes Congo special is its scenario driven games and variety of random events and encounters that occur during play. The following link will take you to a well written review of the system, but I’m writing today about how players choose a column to run in a game (<https://wargaminggallimaufry.blogspot.com/2016/08/congo.html>).

Congo has four proper factions; White Expeditions (well armed europeans with a lot of local help), Zanzibari (Arab Slavers and Mercenaries), African Kingdoms (your Zulu and Matabele sorts of Savannah warriors), and Forest Tribes (Jungle dwellers with cannibals and pygmies). When choosing a column for Congo, players pick from one of the faction lists to a point value set by the scenario. Seventy points is pretty common.





In a game of Congo, players choose units at a fixed points cost, most of which can be taken repeatedly, if that is what you want to do. All units have fixed numbers of models and these have no 'optional upgrades'. So, a unit of Askaris will always start the game with four men. Besides choosing units, the column must have at least one, and usually two characters. Each faction has six different characters in its list and can even be randomized if players are after a challenge. These characters do not cost points but taking the 'weaker' ones can give you an edge in some scenarios, and will give up fewer victory points. Lastly, each faction has access to either Bearers or Sacred Warriors which can be added to some units before the game. You can take up to four, but I find them really as just a way to spend a couple leftover points.

### **The Forest Tribes**

For a trip to Darkest Africa my faction of choice are the Forest Tribes, because of their fantastic models and the diversity of available units. They are almost two factions in one because of their trusty pygmy allies. As I have painted the whole faction now, I will briefly cover each unit in the list.

### **Warriors and Young Warriors**



Often the backbone of a column these guys (in my case girls) can throw spears and give the enemy a serious threat in melee. Warriors and Young Warriors both have identical stats in combat, but the Warriors are much steadier and less prone to morale issues. On the other hand they cost more. One trick the Young Warriors have going for them is that they can activate for free when being led by the Champion (leopard skin shield lady in my tribe). You never seem have enough activations to move everything you want to in this game, so this is not a trick to be sneered at.



## Archers and Hunters



The quality difference between Hunters and Archers is pretty dramatic, as is cost. The Hunters are more dangerous, but come in smaller units. I wondered about this during my first few games as it makes the Hunters fragile, but I quickly realized they would be broken if they came in big units, as they reliably kill the poop out of their targets. As it is, they benefit greatly from adding a character with some shooting ability, a Chieftain is ideal, or a Sacred Warrior to bulk them out. Archers, on the other hand, are great for holding important ground because of their numbers and not needing to move forward to hit an enemy.



## Cannibals



These are the terror troops for the Forest tribes. They fight about as well as warriors, but can't throw spears, but they cause stress markers to propagate in nearby enemies when they win combats. This is a key ability and can really change the momentum of a game if your opponent isn't ready for it. I have seen a lot of colorfully painted versions of this unit, but I went with some very angry apes, as I have no trouble imagining them eating the odd foe and causing no end of panic.

## Bundukis

These guys are the only gunpowder armed troops in the faction, and they do not have the best weapons. Armed with (old) muskets, the Bundukis are more bark than bite. But, they are cheap, and the effect of musket fire synergies well with a cannibal charge. Note, I said "musket fire" not musket hits. The stress effect from the fire is what is important here, actually hitting anything is gravy.



## Scouts

See man Scout teams are the only unit in Congo available to every faction, and they are indispensable. They can't fight worth a damn but they prevent terrible things from being disturbed by your forces in rough terrain. Nothing ruins plans faster than an angry lion on your flank.





## The Pygmies

The pygmies are an odd bunch in Congo and bring a lot of unique capability to a



force. More than any other models, Pygmy units can spread out and fight to full effect. Even their character, the Pygmy King, gives his morale buff to every pygmy on the table, no matter where he is. The Pygmy Archers also have some activation shenanigans where they operate in paired units activating together regardless of where they are on the table.

In general, I am a big proponent of games which are minis agnostic and let me use whatever I want. My Congo models are from Wargames Foundry, North Star Miniatures, Copplestone Casting, and Lucid Eye.

Overall, I can't say enough good things about Congo. It was my experience with Congo that led me to buy in to the new edition of Muskets & Tomahawks, which was written by the same folks.

Happy gaming, may your dice roll consistently above average.

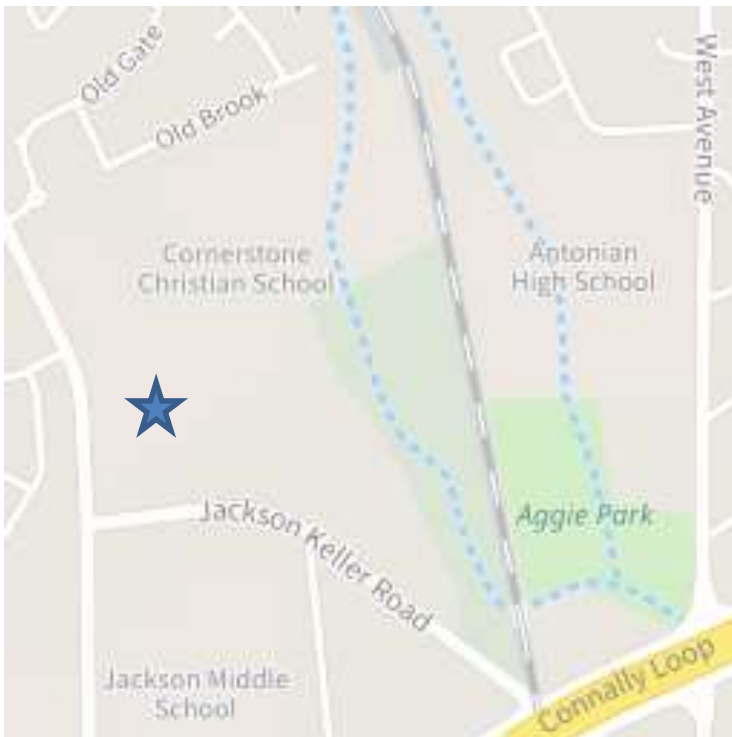


**Support local Hobby / Game shops  
- They need you now more than ever!!:**

# TABLETOP GENERALS

2543 Jackson Keller Road  
San Antonio, Texas 78230

(210) 908-9945



TableTopGenerals, started in 2012, is a Brick and Mortar and convention retailer. We also host pop-up gaming events, corporate Dungeons & Dragons sessions, and occasionally open a "Game Store Speakeasy". Feel free to message us if you are interested in joining one of our ongoing games, or would like to start a new one!





# Welcome to the Dallas Open

<http://www.dallasopen.org/>

DFW's Premier Tabletop  
& Warhammer Event.  
May 1-3, 2020

**CANCELLED**  
**see you in 2021**  
**2020 Bolt Action Tournament**

Our goal here at the Dallas Open is to host table top games where people from all over can come and enjoy a few days of rolling dice and hobby talk. It doesn't matter if you are looking to prove you are the best Bolt Action player of the day, or be part of a great story created by a group of like-minded individuals.



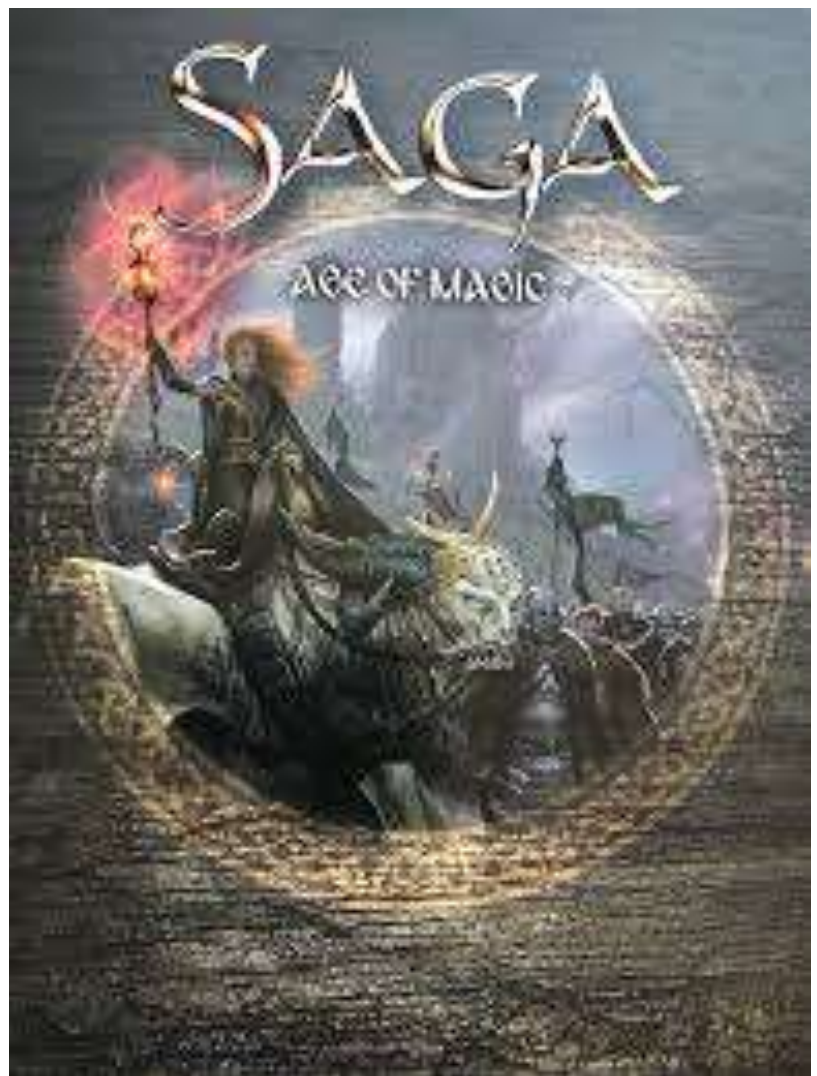
We work hard to ensure your event is fun and enjoyable for all participants. That means common sense items like 1 flamer only, and removing the imbalance of sector rules. You want great terrain and good judges? Our event is run by Warlord employees, and features all the Warlord prizes you know, plus the grand prize M1911 Tournament Champion Trophy, or best Axis or Allies beer glass.

Don't forget to check out all the cool models and gear that you can pick up in our vendor hall. Buy your tickets now. [Dallasopen.org](http://Dallasopen.org)



# Masters of the Underdark for SAGA: Age of Magic

*By Mark Leroux*



## ***What is SAGA?***

SAGA is best known as a historical game set in the early middle ages, pitting warbands of Vikings, Saxons, Welsh and Danes, against each other in gritty, bloody, Dark Age combat. The rules are an innovative system that uses Saga Dice and Battle Boards. Depending on the combination of the dice rolls and the Battle Board, you determine which special Saga Abilities your army can use during your turn. Initially, the game was focused on the Age of Vikings. Some of the first expansions included the Age of Crusades and the Age of Arthur which included some semi-historical armies. In each of these 'universes', the basic rules and units stay the same while the Battle Boards and specific abilities for each army would change.



### ***SAGA-Age of Magic***

With the new second edition rules, SAGA has moved into a new universe. The latest SAGA expansion is called Age of Magic (AoM)! In this universe, the classic armies from fantasy literature appear on the field of battle. As in previous editions, the basic rules still stay the same, but with some fun twists. New unit types have been added and magic spells can be cast by the special Sorcerer unit. Also, Magic Dice have been added to existing Saga Dice that SAGA players are already familiar with. This creates new combinations of abilities for your armies.

### ***SAGA World Cup 2020***

MillenniumCon has hosted some SAGA tournaments in the past, and they were very popular. This year, we are happy and fortunate to host the SAGA World Cup 2020! Russell Helms is the tournament coordinator. The World Cup is a team event. Each team will have 4 participants; 2 with Age of Crusades armies and 2 with Age of Magic armies. With the new expansion, I intend to build a list and qualify for a team as an Age of Magic player. More detailed info about the SAGA World Cup can be found here <http://sagaworldcup.com/>



## ***Which Faction to play?***

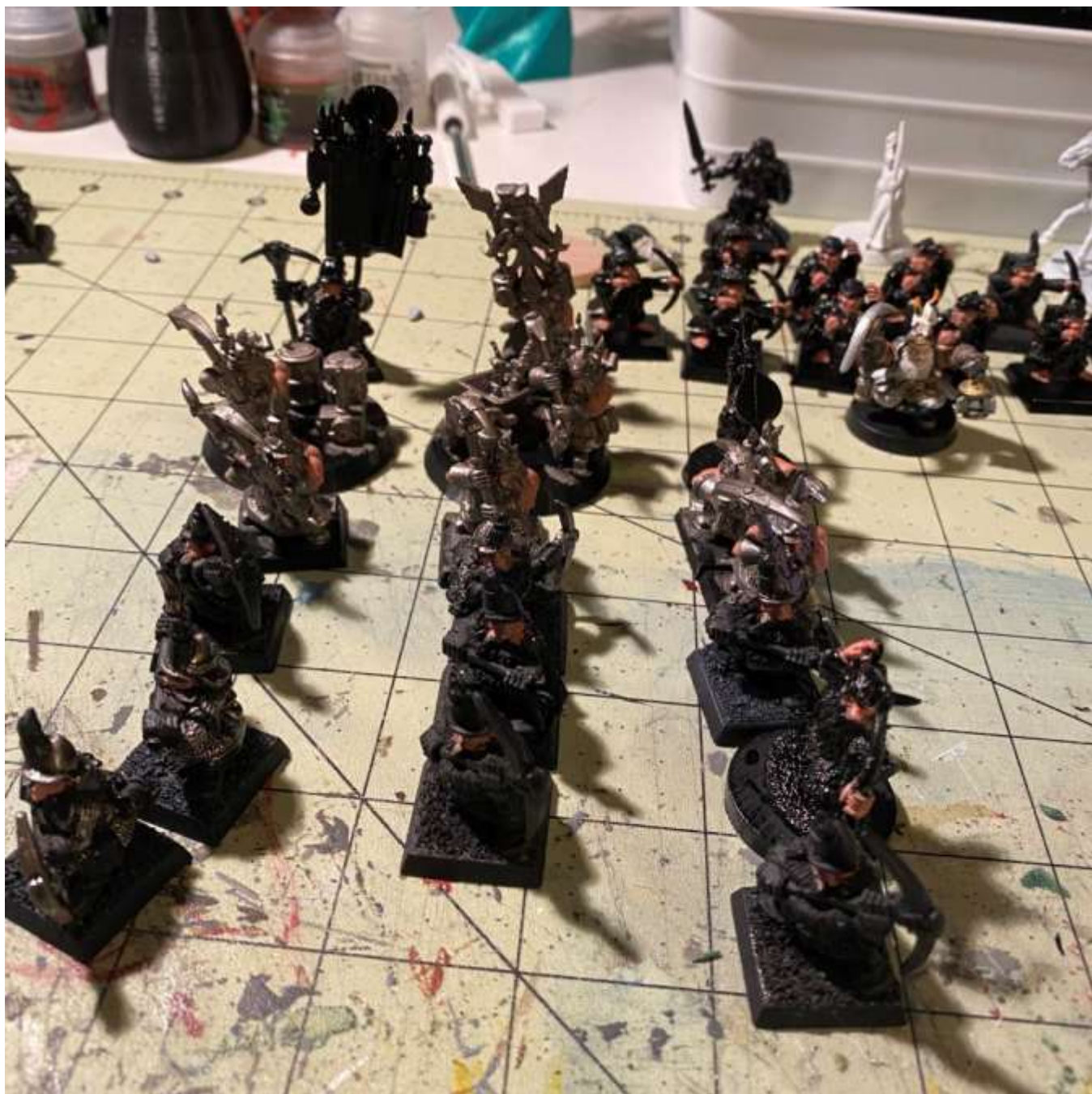


The first decision to make when building an AoM list, is to choose a faction for your army. In AoM, the factions are based on archetypes rather than races, nations, or cultures. The game includes the following factions: The Great Kingdoms, The Lords of the Wilds, The Undead Legions, The Horde, The Otherworld, and The Masters of the Underearth. Miniature figures from any race can be used in any of the factions. It is really up to your personal preference how you build your list. But, the choice of faction will determine which Battle Board your army uses and which spells your Sorcerer can cast. Since I am fielding a Dwarf army, it was logical that I choose Masters of the Underearth as my faction.



## ***My Project - Dwarves***

I am building an AoM army by re-purposing an existing project. The original project was to take an old GW plastic Dwarf Miners box set that my brother gave me and use them as a Hordes of the Things list. Though progress was slow. I assembled and painted two individual Miners for use in a local painting contest. Later, those same Miners were used as part of a Song of Blades and Heroes warband but they never performed well. Gradually, I added figures to the collection. I picked up some metal Miners and an Old Glory War Machine at the MillenniumCon flea market.







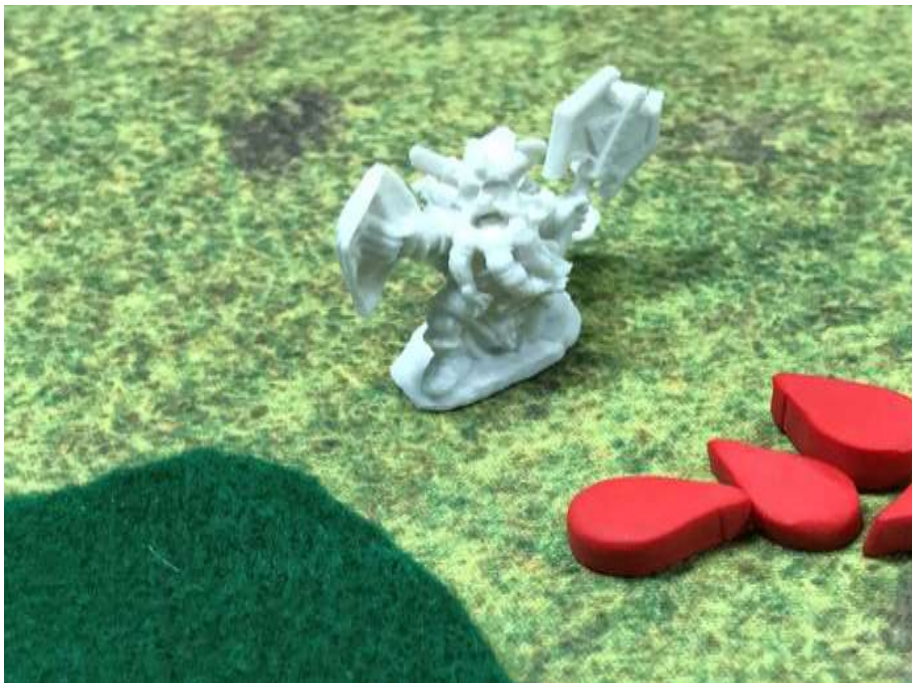
Then, I purchased a batch of GW Halfling Archers and Dwarf Troll Slayers through EBay.







Later, I added a Warlord and Rune Lord from Reaper Bones line to serve as the Warlord and Sorcerer.



The original Hordes of the Things army never came to be, but I have a enough figs now for a fine Age of Magic list. As a bonus, the same figs can be used on multiple game systems, such as Dragon Rampant and Warlords of Erehwon.

## ***Preparing for the SAGA World Cup***

Currently, I am furiously painting my Dwarfs so they will be ready for action as soon as possible. I live in San Antonio. When the Coronavirus restrictions are lifted, I hope to start playing face-to-face games with 4 point warbands. The AoM rules have a lot of nuance and each faction has a very unique play style. So playing small games at the start will help us learn the basic rules and how to manage the Battle Boards. Then, we will add units to the lists until we are playing with full 8 point warbands.



Russell Helms brought up the idea of having a group of Houston players come to San Antonio for a game day in the near future. Check our LSHM Facebook group for any updates on this event. I also hope to have a regular game night as soon as it is possible so check the Facebook group for location and times. New players are very welcome to join in for Age of Magic or any other SAGA Ages like Crusades or Vikings. Hope to see my fellow gamers at the game table soon so they can feel the wrath of the Masters of the Underearth!

***By Mark Leroux***





# Portsmouth<sup>TM</sup> Miniatures

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 Broadships 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				

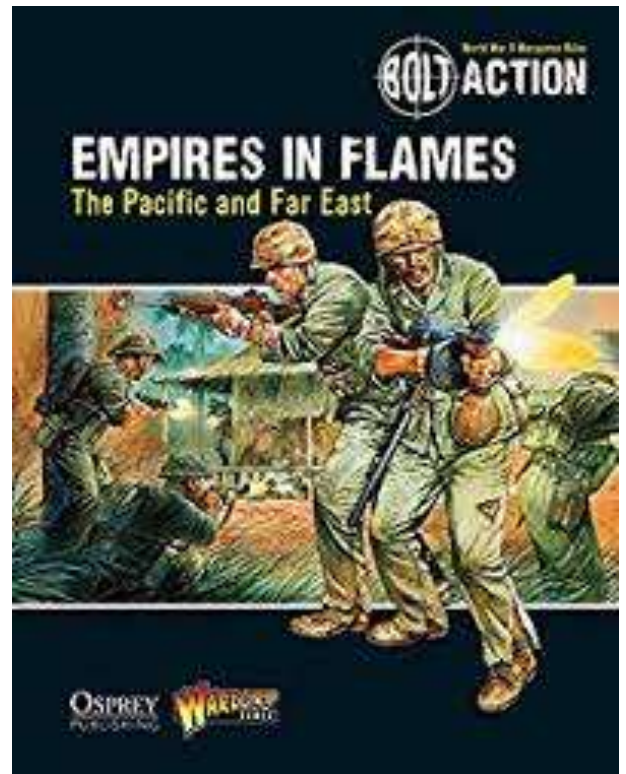


# Bolt Action Pacific War

Stay Home / Stay Safe Update

By Mike Porterfield

Bolt Action Sunday finds the Americans facing off against the Japanese defenders at Peleliu airfield in the Pacific.



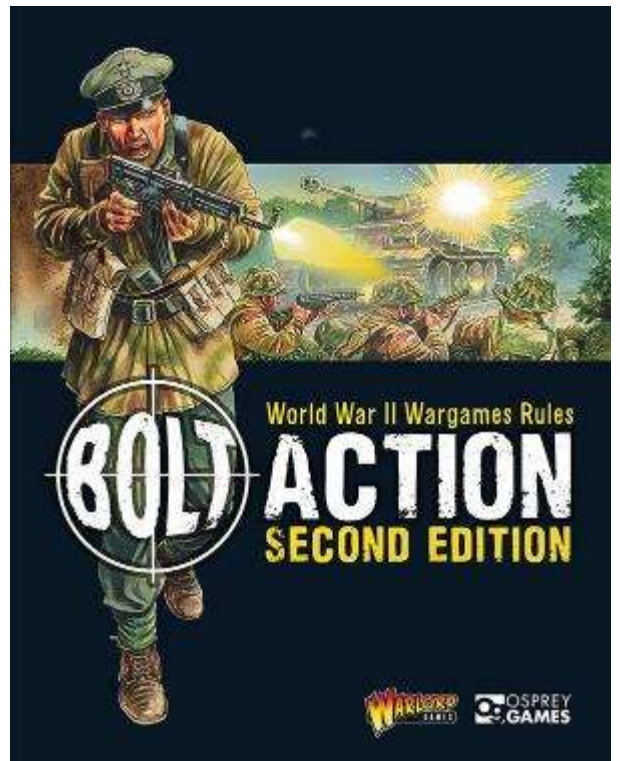




The Battle of Peleliu, codenamed Operation Stalemate II by the United States military, was fought between the U.S. and Japan during the Mariana and Palau Campaign of World War II, from September to November 1944, on the island of Peleliu.











Bolt Action solo play during  
"Stay Home / Stay Safe"

By *Mike Porterfield*

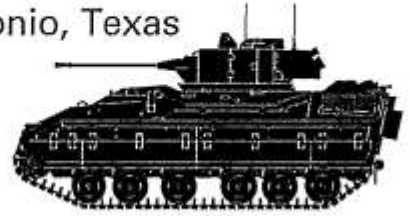




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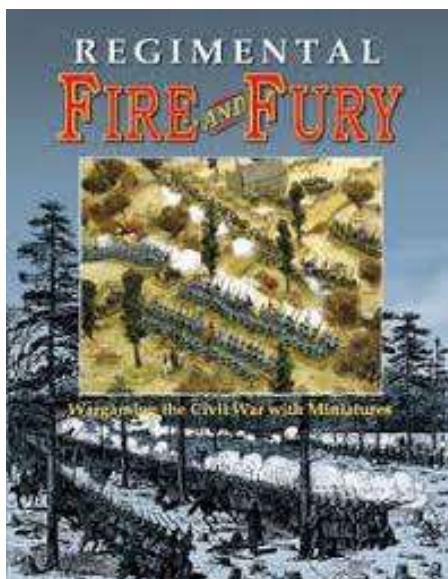
- the serious gamer (historical, fantasy, miniature, trading card)
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The **Early FoWSA tournament in 2020** will be **Saturday April 4th**. Using the 3rd edition points and books, 4th edition rules. At Dragon's Lair San Antonio Medical Center.

This is the tournament with style! In what other period can you see 5-turreted tanks? Unless you're playing Ogre.

A flyer will be forthcoming. If you have suggestions on theme tell me.

APRIL 4, 1939 (TUESDAY)

Hungary and the Slovak Republic signed a peace treaty in Budapest ending their short conflict. Slovakia ceded a small amount of territory to Hungary.[5]

APRIL 4, 1940 (THURSDAY)

Neville Chamberlain gave a speech to the Conservative Party in London stating he was confident of victory and that Hitler had "missed the bus" by not taking advantage of Germany's military superiority over Britain at the beginning of the war.[11]

APRIL 4, 1941 (FRIDAY)

The Germans and Italians took Benghazi.[5]

Hitler issued Directive No. 27, Plan of Attack on Greece.



# “Washington Slept Here”

An isolation Sharp Practice 2 solo game played during the Great Rona Plague of 2020

54mm Gaming in Texas!

By Steve Miller-Rat Palace Gamers-Red Oak, Texas

I played a Sharp Practice2 54mm AWI solo game over the past two days. Here's an AAR with photo. Great game! Damn...I wish we all were throwing dice these days. Solo is ok but it's the human factor that's most important!





## **Background Overview:**

General Washington tended toward a very “hands on” approach to command. He frequently would arrive unannounced with several staff members and a small escort to review planning, logistics and overall morale. This habit did not escape the British spymaster, Richard Rogers. After blackmailing a young Rebel spy, he passed on a meeting location, date and time to higher command in New York. A “flying force” was hastily dispatched to a small farm near Middletown/Newburgh on the Hudson consisting of a mixed bag of Germans, Tory Militia, and British Light Infantry. It was all command had available to move quickly.



The provincials were not unaware of the situation as the blackmailed spy had reported his subsequent turning thus becoming a double agent. A small mobile force of state line, local militia and several units of local farm boys usually used to hunting was put on the road to Middletown.

The Revolution depended upon the spirit of Washington to keep hope alive. The Rebels must keep Washington alive and out of the hands of the Crown.



## Special Game Parameters:

As per Carole Flint's suggestion (Sharp Practice FB group member), the orders for both forces were simple, direct and to the point. Sharp Practice2 does not usually depend upon written orders in the game system. Since this was a solo game, orders fit the bill and gave a framework of organization to the game. Thanks Carole!

## British 17th Dragoons:

Move quickly up the Royal Road to Miller's Farm. Act as a blocking force to keep Washington from escaping to the southwest.

## Banastre Tarleton (Tory Commander): Tarleton's Legion Infantry

Directly engage the Rebels at the farm. Inflict major casualties. Capture Washington, his rebel staff, dead or alive.

## Col. Von Rall: Knyphausen Fusiliers/Anhalt Zerbst Depot Battalion, Jaegers, Dismounted Dragoons

Jaegers and Dismounted Dragoons support the 17th in blocking escape routes to the southwest and southeast of the farm. Knyphausen and Anhalt battalions support Tarleton's assault upon the farmhouse. Inflict major casualties upon Rebel forces. Take Washington dead or alive. It does not matter

## Ensign Clayton Fruitbat-Smythe: British Light Infantry (the Yellow Fellows)

Move through the farm, clearing barn and outbuildings. Fire the buildings to make sure no powder stores are hidden there.



## **Rebel Orders:**

### **Col Barrett Travis: New Jersey State Line and Detachment-Marines**

Advance smartly to protect General Washington. Provide cordon for his escape. Banastre Tarleton is rumored to be with the British force. Find him, kill him without prejudice. The great Peter Francisco is part of Washington's guard. Seek him out, ensure his formidable skills protect Washington at all costs.



### **Col Charles Sanders: 3rd and 6th Middletown/Newburgh Militias**

Act as "backdoor guard", keeping any British forces from assaulting the farm through the graveyard and wheat field. Move the powder cache from the barn.

### **Capt. Ben "Big" Johnson: Light skirmishers taken from the Militias-best shots!**

Clear woods along the Royal Road. Prevent any flanking action by the British.

### **Sgt. Ben Dover: Henry Knox's Artillery**

This is not your first action! Provide timely and proper artillery support to the escape of General Washington.

### **Peter Francisco: Private/Personal Guard to Washington**

Protect Washington at all costs. Tarleton is rumored to be commanding his infamous Tory Legion. Find him, kill him as you did his four Dragoons at the public house in New Jersey last year. Exact your revenge for killing your younger sister. It is your time.



After Action Report:

Starting Force Morales: British: 9 , Rebels: 11

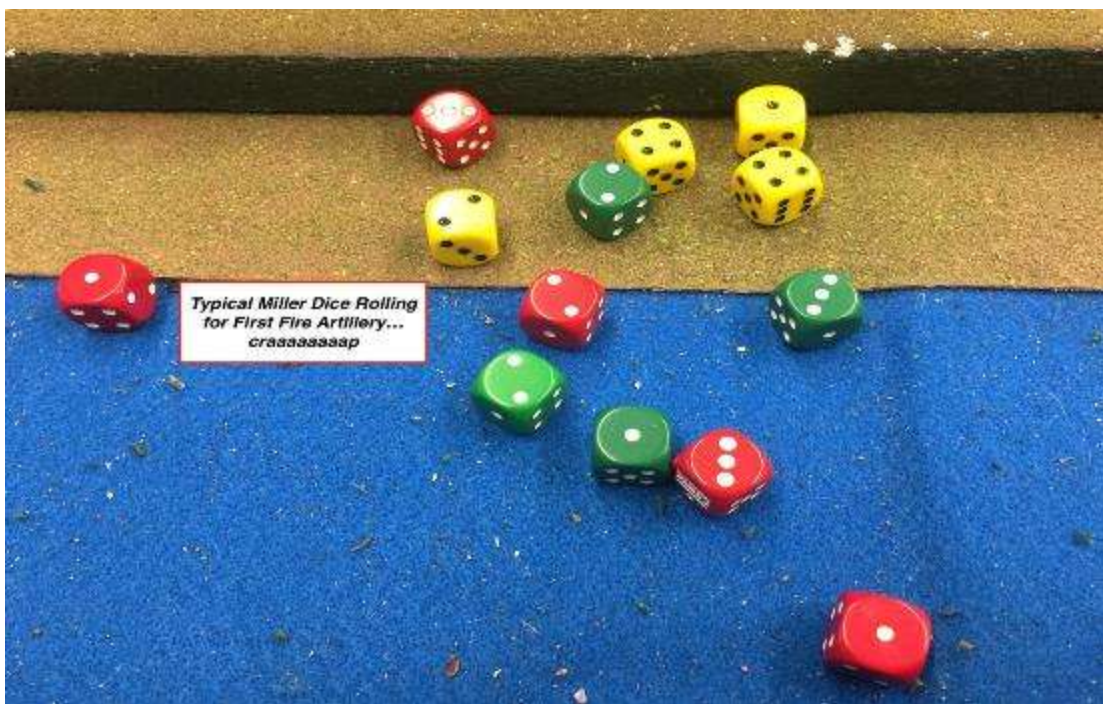
No support available as both forces were hastily developed and moving. I was just too lazy and forgot to do it actually.

### Turn 1:

- Rebel Artillery arrive on table “Spitting Feathers”. Must drop one pip on dice for moving the rest of the game since no water wagon or source other than the well at the farm is available.
- Tarleton arrives with Legion. Shoots long range at Washington’s Light Horse pickets. 1 picket dropped and shock applied. Light horse move closer to the farmhouse.
- General rebel advance along wood lines and along road.
- 17th Dragoons arrive and immediately begin to canter up the Royal road to split the Rebel forces arriving on the heights.
- Jaegers and Dismounted Dragoons deploy and move forward as per orders through the wooded area.







## Turn 2:

- Tarleton's Legion shoots again at pickets. Nothing...absolutely nothing...a complete woof! A voice is heard over the din from inside the house... "Charge the Tory bastardos". It's the voice of Peter Francisco: Portuguese hero of Saratoga.
- Light gun shoots at Tarleton's Legion. Not a hit. The powder MUST be still damp from the damp march.
- Von Rall arrives with the Germans. The battle is ON!
- Washington's pickets are shot dead by British Light Infantry. (Rolled a -2 on Bad Things Table)







### Turn 3:

- Short Turn: Tiffin showed up after two chit pulls
- 17th Moves up to the Rebel entry point, cutting the force in two.
- Jaegers and Dismounted Dragoons move up the left flank to support 17th putting 4 shocks on Rebel Skirmishers. Skirmishers forced back, lose another Force Morale via Bad Things Happen table.







**Death Ride of the 17th and  
final stand of the State  
Line**

#### **Turn 4:**

- Rebels shoot up Tarleton's Legion
- Jaegers and Dismounted Dragoons force Rebel skirmishers back again wiping out unit. Skirmisher leader shot through and dies. Good rolls on Bad Things Happen table. -1 on Force Morale.
- 17th Dragoons charge flank of Light Guns-krew wiped out and leader killed. -2 on FM due to good rolls for the Rebels on Bad Things Happen table





### **Turn 5:**

- Tarleton demands Washington to come forth . A door opens slightly. Peter Francisco dumps the contents of last night's chamberpot on young Ensign Fruitbat-Smythe. As the sounds of raucous laughter resound from inside the house, Tarleton orders the heavy door to be breached. If that fails, fire the house with Washington in it. The Tories set to breaching the heavy Stout Door=12 task points. Their first roll is a 3. This may prove to be tougher than it looked!
- Dismounted Dragoons and Jaegers continue their envelopment of the Rebel forces in support of the now bloodied 17th Dragoons.

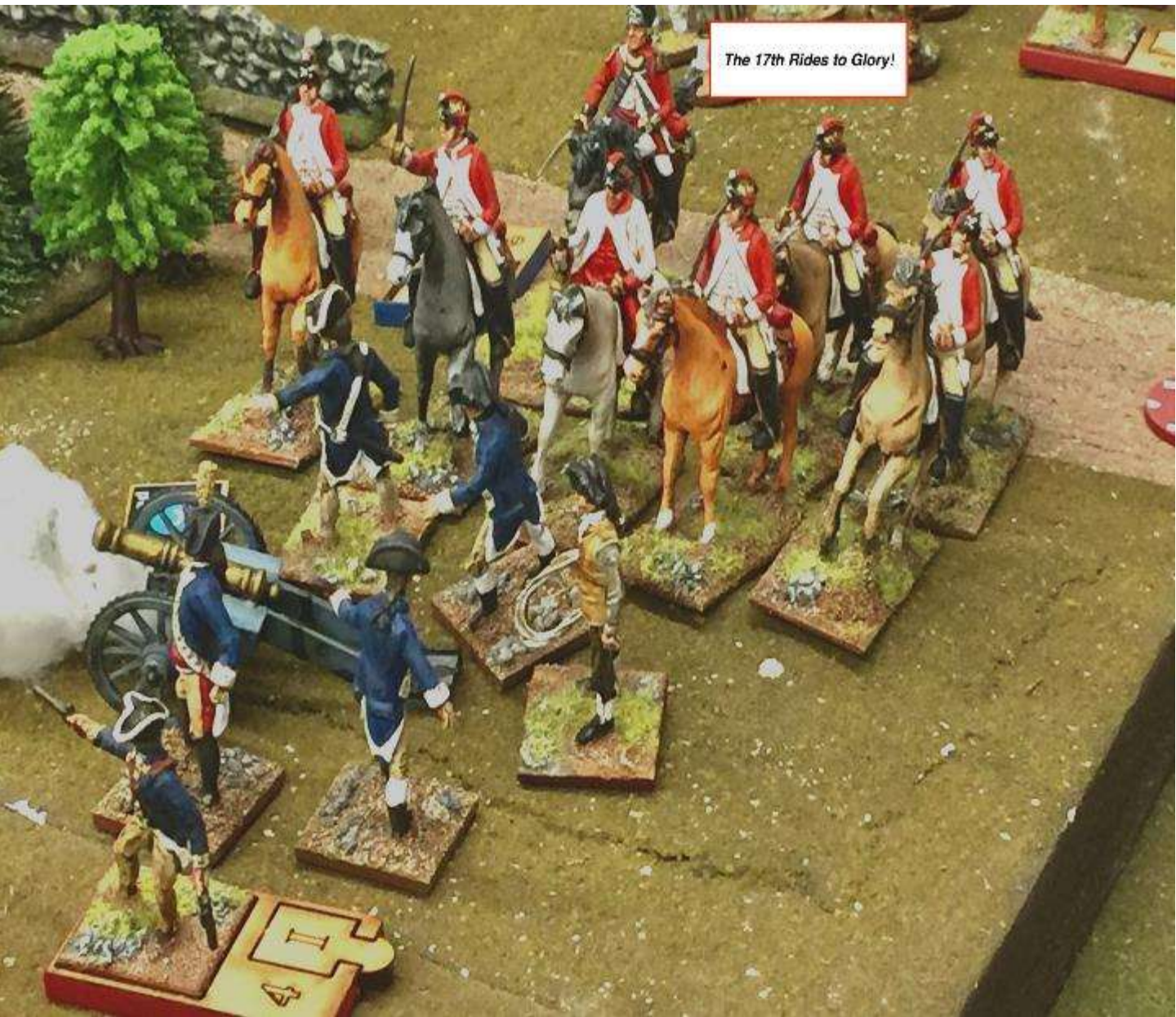


## Turn 7:

- Sanders continues to advance against Tarleton's Legion and lights them up! Forces the unit back from the breaching operation with a resulting -1 to Force Morale. Shouts of "Huzzah" from inside the farm house.
- State Line shoots at the Tories causing total shock to exceed x2 the number of effectives. Tories rout with a -2 to Force Morale.
- British force loses two command flags at this Force Morale level. Resources are getting thin!







### **Turn 8:**

- Remaining 17th Dragoons charge weakened State Line. 2 rounds of combat. 17th wiped out. -2 Force Morale State Line is routed due to accumulated casualties/group breaking/shock. -1 Force Morale
- Ensign Fruitbat-Smythe shot through the groin, dies. -2 Force Morale. British Lights retire -1 Force Morale.

British fall back as dusk impedes further action. Washington is safe....this time! Peter Francisco goes on to more legendary feats such as carrying a light cannon barrel on his shoulder as he retreats from battle to keep it out of the hands of the British.





## Conclusion and parting thoughts:

I played the game over two days while doing other more mundane things. This was a fun game with lots of twists. Sharp Practice2 lends itself quite well as a solo game. Combining it with some of my 54mm collections makes it fun. The narrative element of Sharp Practice, the addition of "characters" and specific situations makes this game my game of choice for 1v1 or 2v2 AWI/Napoleonic/ACW 54mm war gaming. Highly recommended!

Hopefully, BBQ Lard will happen in the fall! We're scheduled to have a Day o' Lard at a DFW convention. If you're attending, come roll some dice with the Rat Palace Gamers.

*Steve Miller*



# Early FoWSA VII

## EARLY FOWSA



The 7<sup>th</sup> early war San Antonio Flames of War tournament will be played Saturday, April 4th, 2020 in the Annex at Dragon's Lair / San Antonio, 7959 Fredericksburg Rd # 129 San Antonio, Texas (Fredericksburg Rd and Medical Dr., in the Annex).

Bring your **1,500 point army**, drawn from any Early War FoW book!  
*THEME: 80<sup>th</sup> anniversary of the Nazi invasion of Belgium and France. Players using lists from the Blitzkrieg book get to use a 15 point list bonus.*

4<sup>th</sup> edition rules will be used. Note that we will use the Sept. 2017 early and late war update PDF, in which your army's point cost is modified by the Redundant Teams Rebate and Early War Soviet Forces rules. If you don't have this PDF then ask for it before you make your lists.

The Tournament will cost \$15.00, but \$10 if you are already a dues-paid member of LSHM at the time of registration. Tournament fees are payable on the day of event at the door in cash. Lunch (pizza) is included in the entry fee. On the day of the event, registration opens at 10:00 AM and play begins at 10:30 AM.

**DATE TO BE DETERMINED**

Lists: since no 4<sup>th</sup> edition early war list books have been published yet, make 1500 point lists (1515 if from Blitzkrieg) from the (3<sup>rd</sup> edition) books Barbarossa, Blitzkrieg, Burning Empires, Hearts and Back, King of the Hill, or the early war columns of Gung Ho or Banzai books. (Request permission for PDFs.) Please email all lists to ian.strauss@att.net by March 29th at 6PM, central time, for approval, with subject line "Early FoWSA VII". (My email is full of spam just like yours, I will search for that subject line.) Bring a copy of your list and the source book to show to your opponents. Lists must show: The player's name, the source book and page, company name, type, and numbers of units in each platoon, and point costs; and should list any special rules and options that apply to your forces.

Three rounds will be played. Pairings will be done with these priorities: No repeat pairings; opponents from different cities; historical opponent armies. And in round 3, priorities will be: No repeat pairings; the highest vs. highest-scoring players; opponents from different cities. Rounds will be 2 ½ hours, plus up to 15 minutes to finish the current turn. Missions will be announced at 10AM and will be from the 4th edition rulebook or 4<sup>th</sup> edition PDF missions. Be ready to stay past 6PM.

Tables will be assigned to the theaters of war depending on the forces pre-registered. Table contest: Terrain will be appreciated, and I will give a prize for the best 4'x6' table setup. (We provide the table, which will likely be 5x6; and you provide everything on top of it.) Please tell me if you intend to participate in the table contest. Tables must have a density of at least one terrain feature per 2'x2' area, and the whole table must have at least five terrain features that limit line of sight. Impassable terrain and major rivers in the center of the board are not to be used, nor may more than half the table be difficult terrain. Lone houses are not acceptable, as not realistic for any theater of this war. Terrain will be defined in writing using the FoWSA table form.

Miniatures must be 15mm of any brand or brands (other scales for aircraft are acceptable), and must be painted. (Just primed or painted in one color does not qualify.) Proxies are only acceptable if close to the actual listed equipment, and "close" will be defined by arbitrary rulings of the Umpire.

Prizes will be awarded to best overall general and for 2nd place, and best terrain table. (There is no point talking about best Axis or best Allied in early war. Where would you classify the Soviets as they invade Poland?). Additional prizes depend on turn-out.

Ian Straus      ian.strauss@att.net

Tournament organizer

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

<https://www.facebook.com/groups/fowsa/>; or the LSHM Facebook or Yahoo groups.

## Roman



## Day

## Games



Cesar invites you to a day of Roman Games. There will be gladiator fights (Arena Games, 28mm) and chariot races (Circus Citius 15mm).

In addition to the games, there will be betting (using play money) to see who is the shrewdest in figuring out the odds of the gods.

When: Sunday, April 26, 2020, 12 noon -?

Where: The Game Closet, 4008 Bosque Blvd.  
Frisco, TX

What to Bring: Fun competitive attitude.

Number of Players: 8 for each game, those just betting unlimited.



GM: Alan Spencer, LSHM member and bottle-washer second class

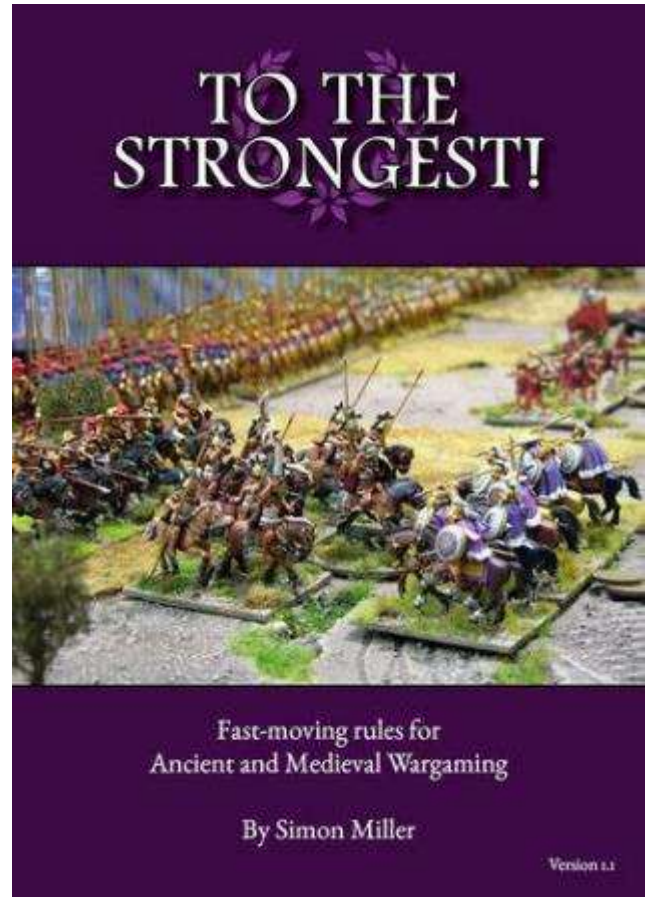


# David Beeson builds his Carthaginians

Stay Home Project Update  
San Antonio Texas

Join the San Antonio 10mm  
ancients club today and start  
building your army now:

To the Strongest is a rule set for the  
Ancient and Medieval periods  
written by Simon Miller. Check it out  
on YouTube for battle reports. Our  
little group thinks it will be great for  
Millennium Con as it is quick to pick  
up but not simple to master.





Those who are collecting / building / and plan to play.:

David Beeson

Carthage

Blake Radetsky

Republican Romans and Classical Indians

Chip Aaron

Macedonians

Dan Warner

Carthage and Imperial Romans

Oscar Barela

Spanish

Bruce

Dacians

Charlie Torok

Republican Romans







The Miniatures I use are Magister Militum they have great service.







Pendracken is also good but I like the Magister better for this period. The rules are very cool, glade you are joining us!

Old Glory also makes 10mm Ancients.





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# MANEUVERS 2020

## APRIL 3-5 2020 - TULSA OK

[WWW.MANEUVERSCON.COM](http://WWW.MANEUVERSCON.COM)

ManeuversCon 2020 will place April 3-5 2020 at the Wyndham Tulsa OK.

*Demo Games - We will work to have dealers have table/s assigned to them for demo games by or near their dealer tables. We have access to round tables too if this would suit your demo better. Typically up to 2 tables assigned for demo games (about a 6'x6' area). They may be re-assigned for sessions you are not running demo.*

**THE WYNDHAM Tulsa** 10918 E. 41<sup>st</sup> Street Tulsa, OK 918-627-5000 call for reservations  
**Room Rate** \$89.00 + taxes Single/Double room Mention ManeuversCon  
Current taxes: (state 8.517%, occupancy 5% & Tulsa Tourism improvement district assessment fee 3%  
Breakfast coupon included in room rate for up to 4 per room night based upon room occupancy.  
Room rates will be available three (3) days before and after the Group's event, subject to availability.

### POINTS OF CONTACT

Convention Director	Tim Harwood	<a href="mailto:tim95th@gmail.com">tim95th@gmail.com</a>	954 562 7927 mobile
Convention Director	Jeff Lawrence	<a href="mailto:jlaw2424@gmail.com">jlaw2424@gmail.com</a>	505 554 2621 land
Convention Director	Jon Russell	<a href="mailto:jon.russell@warlordgames.com">jon.russell@warlordgames.com</a>	406 579 7700 mobile
Web Master	Jeff Hunt	<a href="mailto:jh@portsmouthminiatures.com">jh@portsmouthminiatures.com</a>	

<https://tabletop.events/conventions/maneuverscon-2020>

**Update #7: Event Schedule as of Feb 25th**

Gamers - Come one. Come All!

Here is the latest event schedule for Maneuvers 2020. More games, more GMs and more vendors too!

Remember to sign up online for early bird pricing, ability to pre-register for games, get a flea market table or purchase raffle tickets.

GMs - The March 15 deadline to register events is coming up fast now. With pre-registered events you get free access to the Con for the day you are running a game. This only applies GMs who pre-register games. GM's who want to add a game at the Con will need to purchase a valid pass for the day or the Convention - so sign up early to take advantage!

Cheers

Tim Harwood

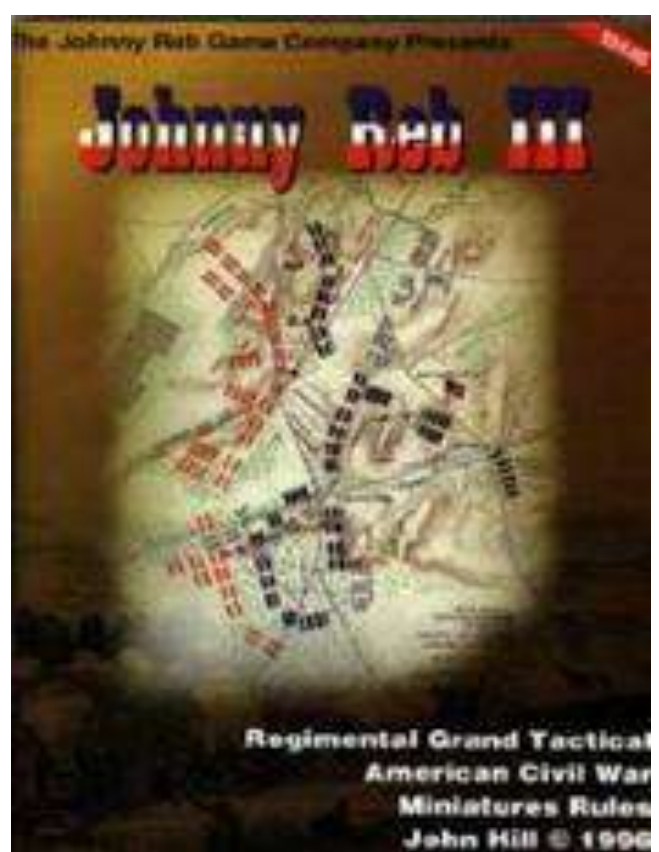


# Johnny Reb III Game

By Joe Shaffer

This game is being re-scheduled, contact Joe Shaffer for more information if you would like to play.

I'm running Fredericksburg--Lee's Right Flank where I Corps & VI Corps hit Jackson in an attempt to turn the Confederate flank and force Lee off his line on the Rappahannock. This was actually Burnside's plan in the first place--more or less--so this game will be a broad "What-If" game. Another big one--57,000 troops, 30 batteries and over 95 regiments.





# Join the San Antonio and DFW Middle Earth Strategy Battle Game Communities



**San Antonio group:**

<https://www.facebook.com/groups/2288738281377158/>

**Dallas/Fort Worth group**

<https://www.facebook.com/groups/366011617557063/>



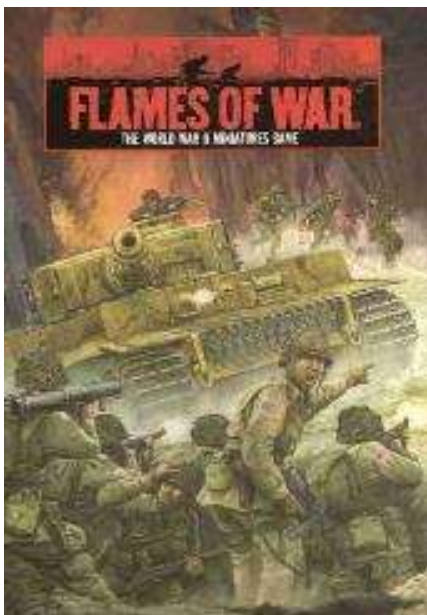
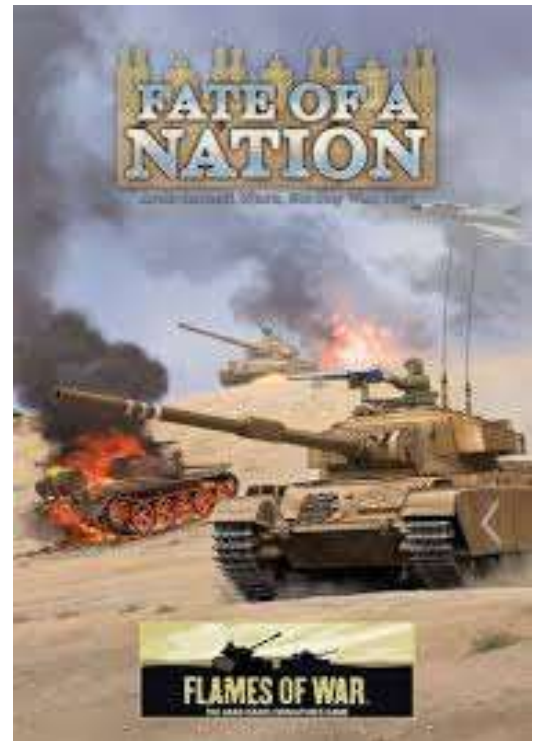
Contact Charlie Torok:  
torokc@hotmail.com



# *Flames of War San Antonio (FOWSA)*

## *Thursday Night Club*

Join Chris Lisanti and crew for some flames of War on Thursday nights at Multiverse Games in San Antonio. **The club meets around 6:00 pm** to play FOW WWII, Team Yankee and Fate of Nations Arab-Israeli War.



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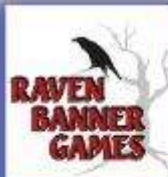
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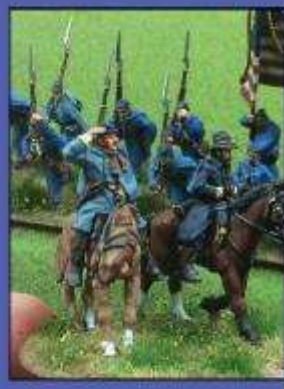
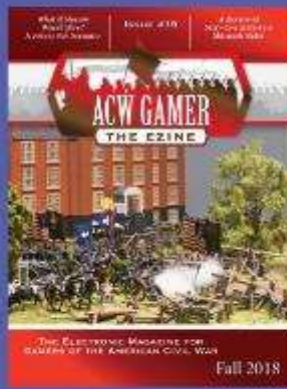


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*Miniatures and photo  
by Paulalba*

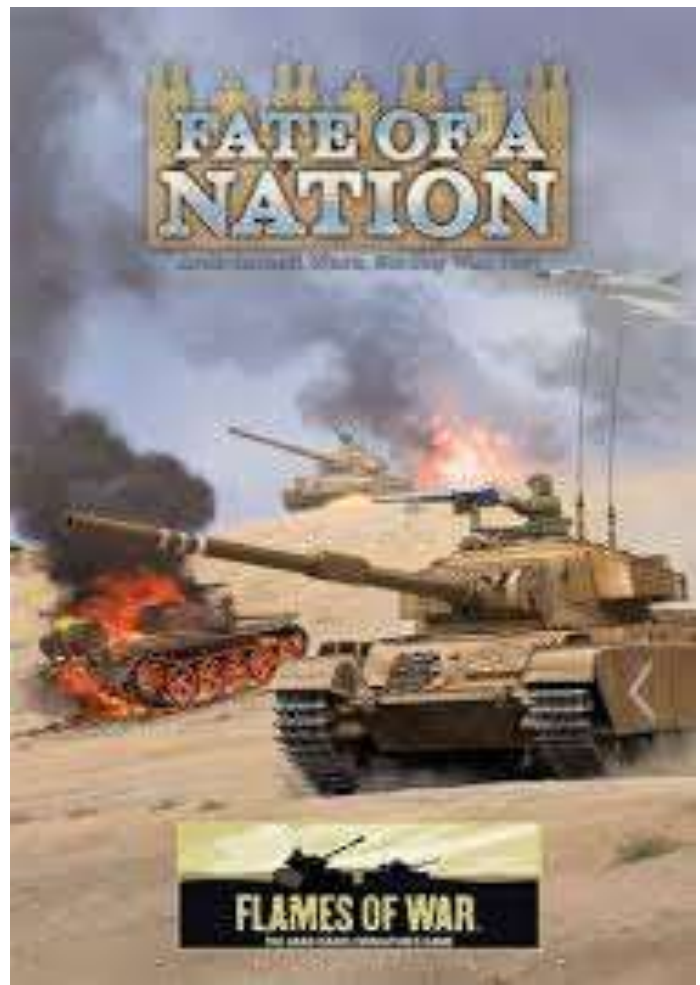


# Fate of Nations Israeli Armor

Stay Home / Stay Safe Update

By Chris Lisanti

Hi Guys. I wrapped up my current IDF projects with these five Magach 6s. They will do double duty both in Fate of a Nation and Team Yankee WWII. I hope you guys are taking advantage of extra time at home to get all sorts of projects done.











# FATE OF A NATION

*Arab Israeli Wars, Six-Day War, 1967*

Chris Lisanti and his group typically play (when not in lockdown) every Thursday night at Multiverse Games in San Antonio, Texas. They also play Flames of War WWII, and Team Yankee WWII.



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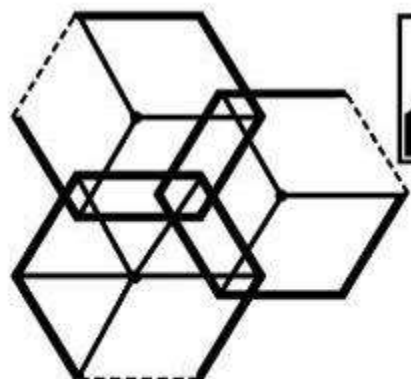
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# FOOTSORE MINIATURES & GAMES

**More SAGA World Cup news:**

**SAGA**  
WORLD CUP  
7-8 November 2020  
MillenniumCon  
Visit [www.SagaWorldCup.com](http://www.SagaWorldCup.com) for news and updates.

Greeting! My name is Tim Spakowski. I am the US Director of Operations for Footsore Miniatures. I am based in Saint Louis Missouri where I mold, cast and sell Footsore Miniatures for North America. I had a great conversation with [Russell Helms](#) last night and he invited me into your group.

Footsore North America is sponsoring the SAGA World Cup along with your areas SAGA league.



To help you guys build your armies for SAGA and possibly buy new Warbands all together, I am offering your league a 15% discount. This discount covers all the Footsore Miniatures that I produce. This includes Modern, Dark ages as well as Mortal Gods Metals. Most important, this discount is for the Houston Area Gamers SAGA league.

<https://www.footsorenorthamerica.com/Default.asp>

Please use the coupon code "HOUSAGA" when you check out.



Footsore  
MINIATURES







# Lord of the Rings Middle Earth Strategy Battle Game (MESBG) Easterlings project

I've had some Easterlings laying around for a few years now, and decided to knock them out while stuck at home, I have a few more to finish up but here is my current progress on this army. I still need to add another box of 6 x Kataphracts.





In this army I have modified the Pikemen by using Brentonian Spear arms and weapons as opposed to the Easterling pikes. I did this because there are limited pikemen (4 per box) and I needed more for this army.



### Easterling Pikemen

I also used bits from the Kataphract box to make a foot Captain, Drummer and banner. I also used one of the dead models on the cavalry sprue's to build a Dragon Knight hero (the one holding 2 swords and wearing a cape).





Easterling Archers and Swordsmen





Easterling command and Kataphracts



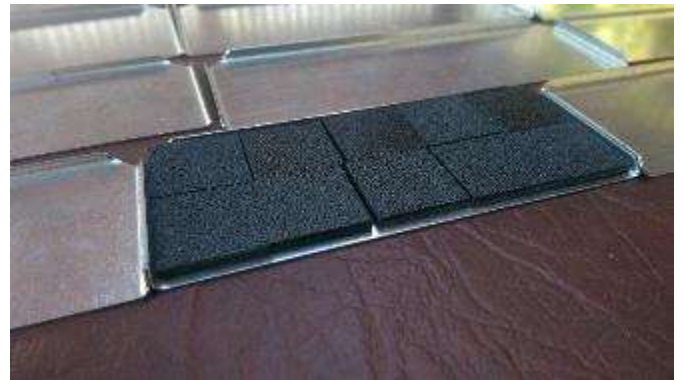


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## Join LSHM

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!

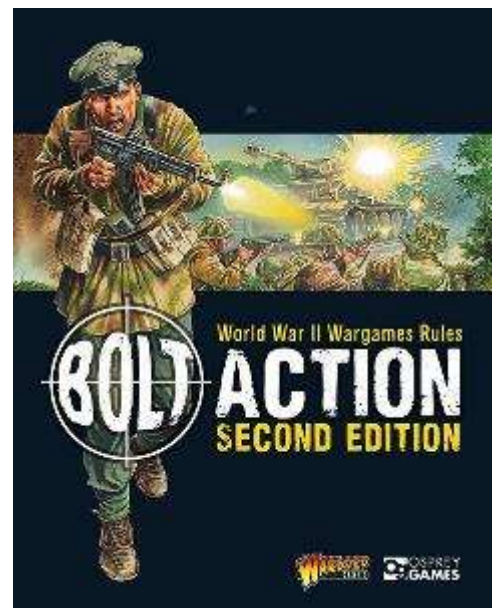


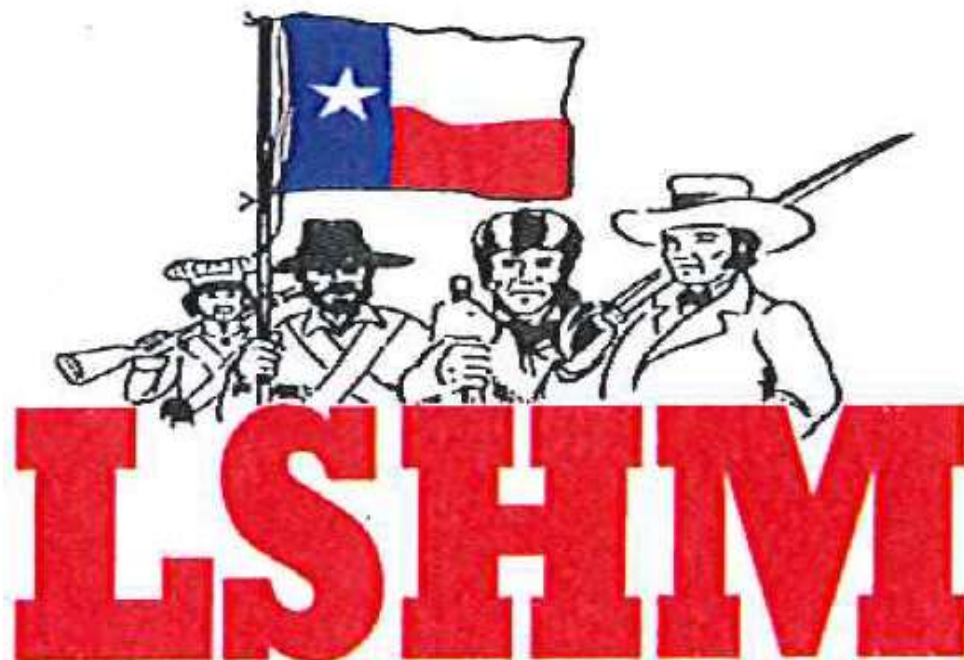
The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



## *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





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