

# The Lone Star Dispatch

## February 2020

### 2020 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>	
Nate Culver	<a href="mailto:neculver@hotmail.com">neculver@hotmail.com</a>	
Robert Williams	<a href="mailto:robert.Williams@swri.org">robert.Williams@swri.org</a>	



Inside this issue:

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

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

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

I just want to start out with some BIG NEWS this year – first off we added two new members to the LSHM Board of Directors bringing us to 9 members. This is very indicative of our growth over the past 3-5 years – so we needed more board members to help out!!

Second – LSHM and MillenniumCon will host the 2020 SAGA World Cup Championship. This is the second year of the World Cup, last years was held in London. Team USA won the event over 11 other teams (4 players each) and thus won the right to host the tournament in their country. Russell Helms out of Houston was instrumental in building Team USA, he along with the other participants decided to bring the tournament to MillenniumCon.

What does this mean for MillenniumCon? Expect to see some new faces, but overall we will deliver the same quality event you have grown accustomed to.

Finally the LSHM BOD approved a Grant Program to support members who run events and are looking for prize support to help promote their game/ event. Look for more information as we move forward in better supporting the LSHM membership and promoting our hobby.

*Charlie Torok*



# 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).



# LSHM Contact list update

We are updating our contact list for the club – please e-mail me or go to the LSHM Face-Book page and record you city location. This allows us to connect players from around Texas and beyond. The LSHM contact list has over 750 gamers on it!!



# SAGA WORLD CUP



7-8 November 2020

**MillenniumCon**

Texas' Biggest Historical Miniatures Wargame Convention

— Round Rock, Texas —

**DETAILS COMING SOON**

Visit [www.SagaWorldCup.com](http://www.SagaWorldCup.com) for news and updates.

# ***Team USA Wins SAGA World Cup 2019***

Hello, fellow Saga players!

As an introduction, my name is Russell Helms and I run a Saga league based in the area of North Houston. In 2019, the 4th year of the league, 32 players on two teams participated in eight rounds from April to August and culminated in a 10-man championship tournament.

In September 2019, I and seven other American Saga players in two teams of four traveled to London to take part in the first ever Saga World Cup. Out of a field of 12 such teams from the UK, Germany, France, Hungary, and other nations around Europe, one of those American teams (not mine) won and brought home the World Cup title. In doing so, the United States won the privilege of hosting the Saga World Cup in 2020 and I was chosen to organize the tournament.

After some searching, MillenniumCon was approached with the possibility of hosting the 2020 Saga World Cup and has graciously agreed.

Here are a few details about the World cup tournament this year...



2019 US team members [Erik Nelson](#), [Royce Franzoni](#), [Robert Silsbee](#), [Stephen H. Holdeman III](#), [Tyler Coughlin](#), [Jeff Millsbaugh](#), [Jimmy Garrett](#) and [Russell Helms](#)

Similar to the 2019 World Cup, teams of four players will compete from one of two Saga supplements. Last year it was Age of Vikings and age of Crusades. This year, it will be the Age of Crusades and the Age of Magic books.

## **NO LEGENDARY UNTIS**

Unlike last year, legendary units are not allowed at this year's tournament. Due to some rough lists based around Legendary units that dominated the field in last year's World Cup, it seemed prudent to remove the possibility this year. Most Saga tournaments don't allow them anyway.

## **2021 HOSTING**

Regardless of which nation wins the 2020 World Cup, the privilege of hosting the NEXT World Cup will go to the highest scoring non-US team. This is to help ensure the World Cup continues to be a world-wide event. To that end, although there are slots reserved for a total of 12 teams, until 1 May, there are 10 team slots reserved only for non-US teams. After 1 May, any empty team slots will become open on a first come first served basis.

## SCORING

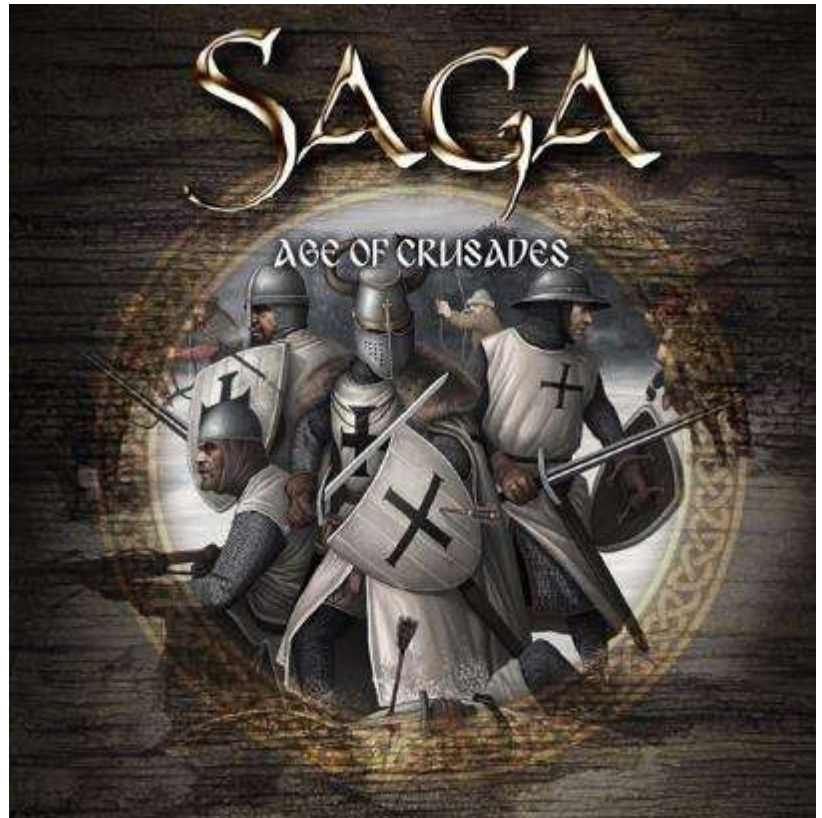
This tournament will NOT be scored in the usual Win=5, Draw=3, Lose=1 fashion. We will use a 20 point system that should provide a better depiction of a battle's outcome. For example, a very close victory would award the winner and loser points closer to the middle while a total victory (e.g., the total annihilation of one side and very little loss for the other) would result in very high points for the winner and very low points for the loser and many possible outcomes between.

Perhaps the most important thing to know is there is now a website associated with the World Cup: [www.sagaworldcup.com](http://www.sagaworldcup.com)

Please also join us on the "**2020 Saga World Cup**" Facebook group to share any questions you may have about this year's Saga World Cup.

Thank you and I look forward to seeing you at MillenniumCon and the 2020 Saga World Cup in November!

Russell Helms  
2020 Saga World Cup Organizer



# Vikings (Oscar Barela) Vs Normans (Charlie Torok)



Oscar and I met up for a great and fun game of SAGA at Dragon's Lair in San Antonio on 31 January. We had a hard fought game and it ended with our armies suffering 75% casualties – just like the Viking age should!

We look forward to playing a lot more SAGA – maybe even at the World Cup at MillenniumCon 2020!!!



Future SAGA player – Tony??



# Support local Hobby / Game shops:



# DRAGON'S LAIR<sup>®</sup>

## COMICS & FANTASY



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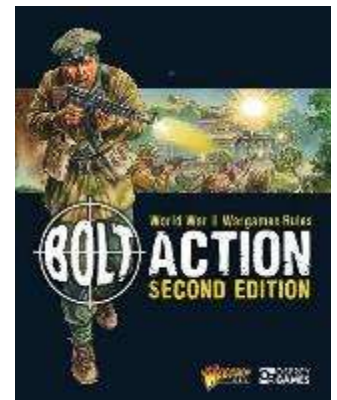
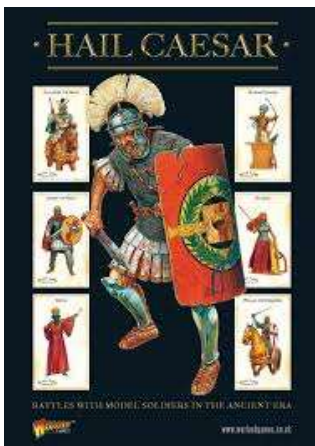
Ph. #: (210) 615-1229

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**







MAR  
21

## Battle Of Berlin

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

# Bolt Action Game Day

🕒 Saturday, March 21, 2020 at 10 AM – 10 PM

📍 [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

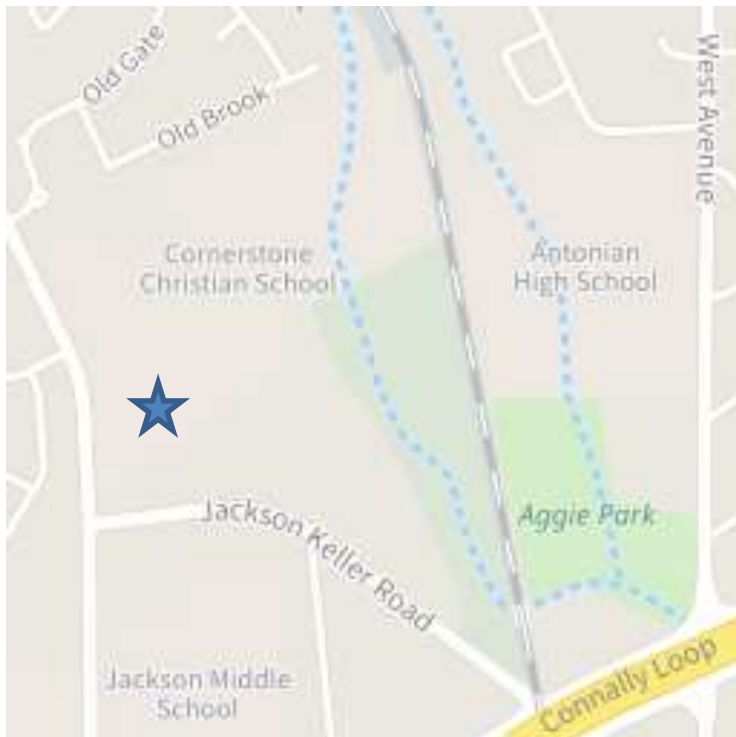
Dateline New York April 22, 1945 Today Soviet forces attacked Berlin with a massive 20,000 cannon barrage prior to entering the city and attacking the vaunted Third Reich. Come join us on March 21, 2020 to recreate that battle. Lone Star Historical Miniatures announces the first big game of the 2020 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](#)



# TABLETOP GENERALS

2543 Jackson Keller Road  
San Antonio, Texas 78230

(210) 908-9945

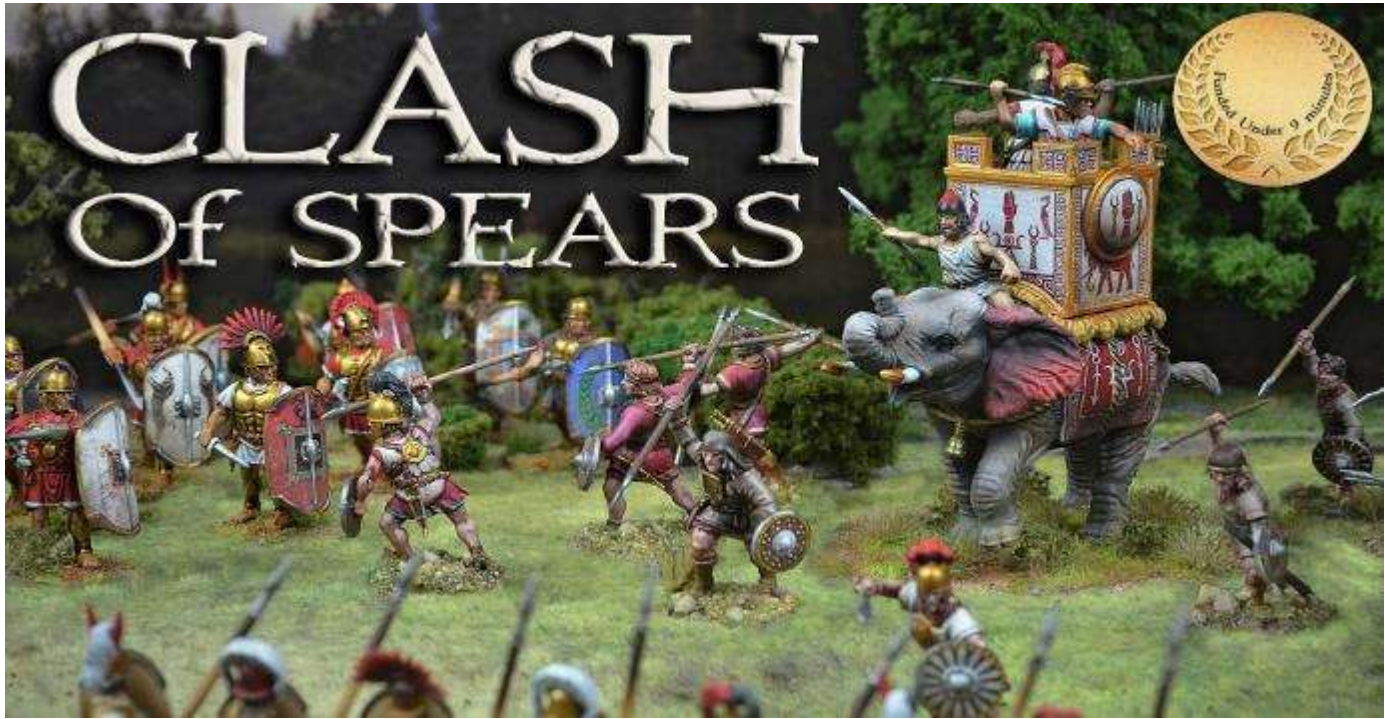


TableTopGenerals, started in 2012, is a Brick and Mortar and convention retailer. We also host pop-up gaming events, corporate Dungeons & Dragons sessions, and occasionally open a "Game Store Speakeasy". Feel free to message us if you are interested in joining one of our ongoing games, or would like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



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

# Demo Game at the "Rat Palace" by Steve Miller Lone Star Historical Miniatures (LSHM) Club - TEXAS



Francisco Erize graciously came up to the Rat Palace in Red Oak to introduce us to Clash of Spears. Clash of Spears is a new Ancients "semi-skirmish" game that gives ...a deeper, more tactical, decision filled game experience than a simple skirmish game with a few figures.





*Celts get their "dander up"  
and get after the  
Carthaginians!*

We had six (6 for Greg) players join us and proceeded to throw down. The problem for the Carthaginians was to get their war elephant across the table to relative safety. The Celt's problem was stopping the movement of the elephant and putting a bruise on the invading Carthaginians.



*A close run thing for the  
Carthaginians at this point  
of the battle!*



Level V	3+	5+	3+	4+	10"	4	full armor & shield	wounds (3), iron Will	125
Level IV	3+	5+	3+	4+	8"	3	full armor & shield	attacks (2), wounds (2), iron Will	95
Level III	3+	5+	3+	4+	8"	2	full armor & shield	wounds (2), iron Will	65
Level II	3+	5+	3+	4+	8"				



The game moved smoothly as both sides jabbed with light infantry and tried to move into positions to exploit gaps in the respective battle lines. Unlike several ancients rules sets, missile troops are vital and put numerous fatigues upon advancing units. Fatigue is the central element in this rule set. It is imperative to place at least 3 fatigues upon units before attacking unless you feel very lucky...well...do ya'?



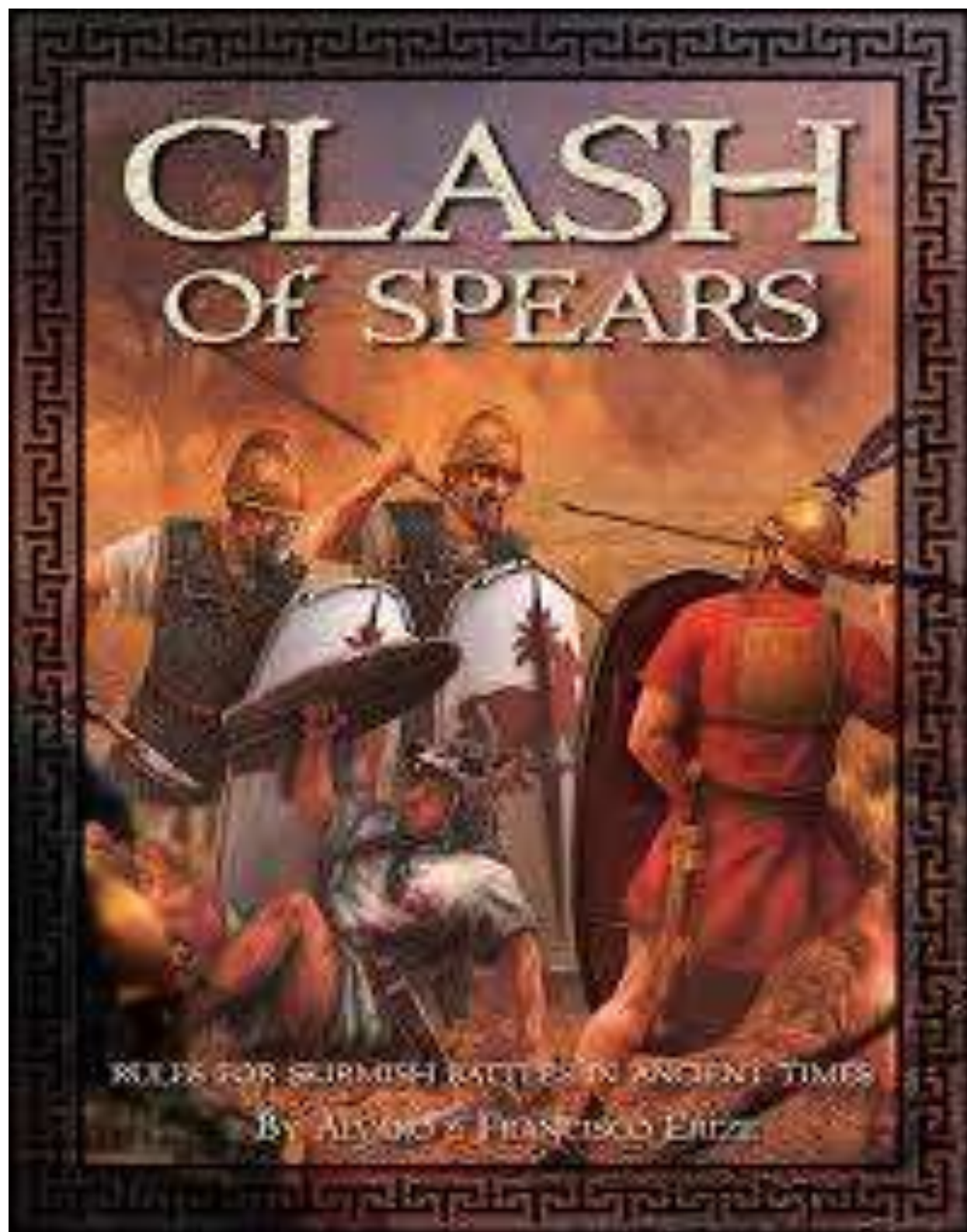
Elephant screen of Numidians and Carthaginians



The Carthaginians got their elephant across the field using their main force as a screen upon which the Celts continued to throw themselves. Clash of Spears is not very forgiving to poor tactics. This is written from personal experience. Clash is a classic wargame in that one MUST have a cogent plan and not get flustered when that plan does not work out entirely.



Would I play Clash of Spears regularly? Heck yeah!!! It's a much more refined system than that crap SPQR, is a bit more granular than Mortal Gods and fits my gaming style. Figure density is a relative term these days. Suffice it to be adequate even for we old guys that like to watch our game tables bend with the weight of figures. This system is begging for a campaign system and expansion to the East for more enemies and allies (not factions) and backwards in time to include classical and perhaps...Biblical enemies? Hint..hint!





Celts say "no pasaran"!

The game designers have packaged rules, figures from Victrix with the system plus will have or do have by now everything needed (see measuring device photo for example). This makes the Clash of Spears "guys" a one stop shop.







Francisco (far right and author of Clash of Spears) shows members of the Rat Palace the mechanics of the rules

The bottom line for me and hopefully echoed by the Rat Palace Gamers is that we can and will play this again, it was well worth the time invested by Francisco in the introduction and just for me, am looking forward to dropping dice with my own Celts and Marian Romans. A great day with great friends! You should be playing Clash of Spears at the Rat Palace!!!

Steve Miller

# Welcome to the Dallas Open

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

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

**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)

# Thanks for attending MillenniumCon XXII

June 20, 2019



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



Part#	Description	Price		Part#	Description	Price
M001	Single Decker Kit	\$9		P005	Struck Single Decker	\$29
M002	Small Dbl Decker Kit	\$14		P006	Struck Small Dbl Decker	\$36
M003	Large Dbl Decker Kit	\$15		P007	Struck Large Dbl Decker	\$37
M004	Triple Decker Kit	\$19		P008	Struck Triple Decker	\$44
	All Kits include Ship Hull, Masts, Sails, and instructions.				-----Games-----	
A001	Wooden Bases 5-Pack	\$7		MR01	PMG Ancients (rules for Ancients)	\$10
A002	6' x 4' Felt Mat with 2" hexes	\$30		MR02	Bloody BroadSides Rules (Rules for Napoleonic Naval Miniatures)	\$20
FP01	Flag & Pennant 5-Pack Sets British, French, Spanish, American, Dutch, Danish, Swedish, Russian, Turkish, Portuguese, and Pirate	\$3 / ea		BG01	Chung Ling Soo Murder Mystery (Board game set in London 1900AD)	\$25
P001	Painted Single Decker	\$29		CG01	Heart Attack (Card Game) "Escape from the Old Folks Home"	\$20
P002	Painted Small Dbl Decker	\$36		CG02	PUCK! (Card Game) Hockey	\$20
P003	Painted Large Dbl Decker	\$37		A003	Ship Yard 12-Ship Capacity	\$15
P004	Painted Triple Decker	\$44				



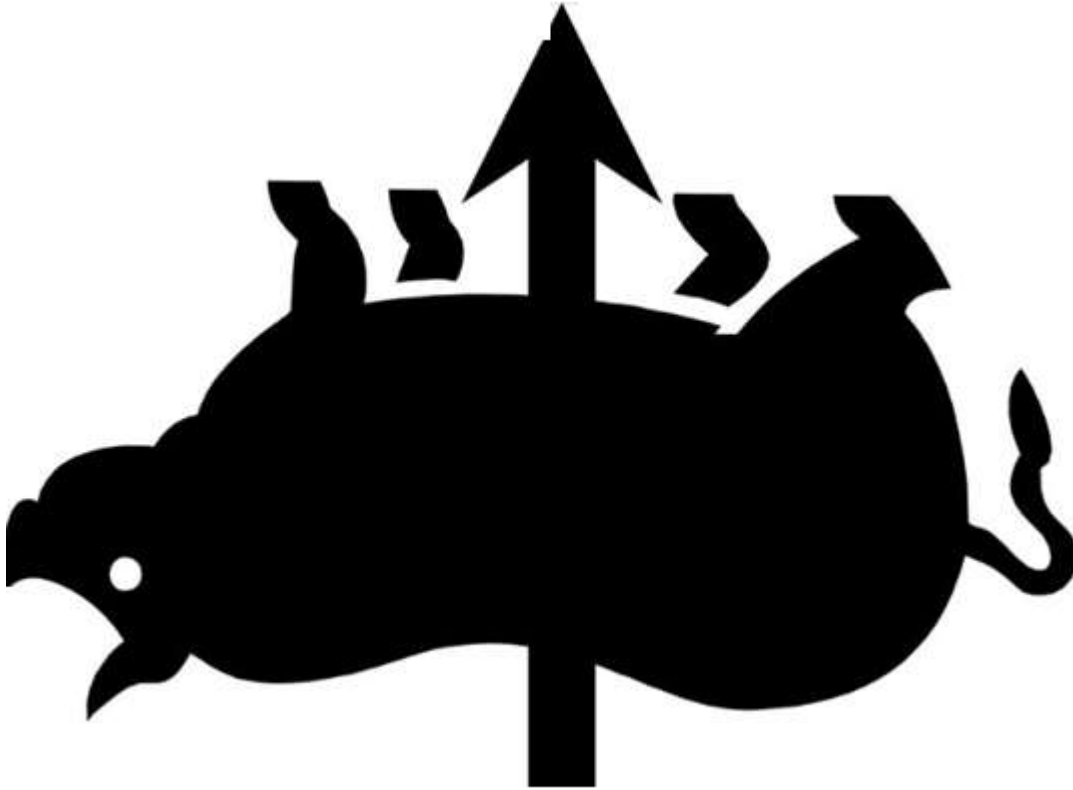
Philip Medick shared a post.

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/K47) or 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**

# ***LSHM Team Yankee WWII***

***San Antonio, Texas***

***By Chris Lisanti***



Here is this weeks WW III Wrap-up. Tony (Soviets) attacked Rob (W. Germans) in the Bridgehead mission. We play every Thursday night at Multiverse Games in San Antonio starting around 6pm. Contact me if you have any questions. We are always looking for new players and are happy to teach you the rules. COME ON OUT AND PLAY!!!



In spite of the fact of numerical superiority, the Warsaw Pact came up short in the mission against the fierce W. Germans.





The other game was a family match with Nathanael (E. German and Soviets) taking on Chris (IDF) in the Free For All mission.





This was a slugfest with the IDF Merkava 2s going down after two turns due to rolling 1s on saves. The five IDF M60 Pattons took down an entire T-72M platoon in one volley while the infantry were holding the left flank on for dear life after losing their two RPGs against repeated T-64 assaults.







At the end, there were 3 IDF Pattons against 2 T-64s and 3 T-55s without a clear winner. See you on Thursday night!

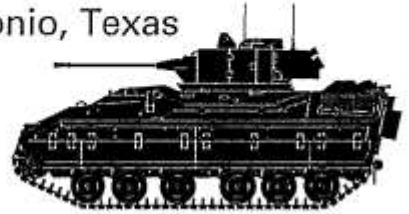
*Chris Lisanti*



# Dibble's Hobbies

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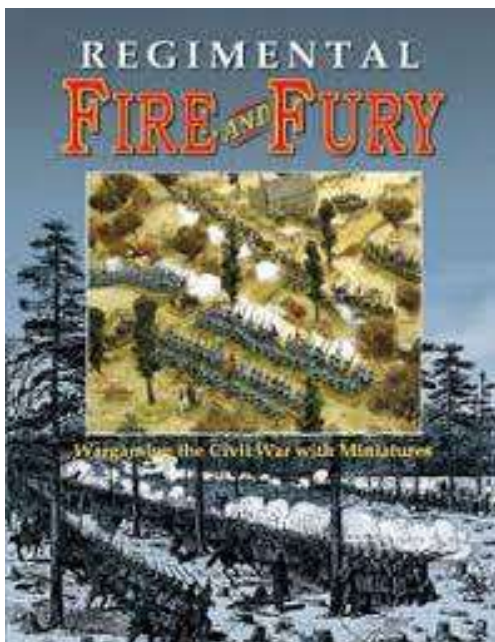
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## Dibbles carries *Fire & Fury* Regimental ACW rules:



# PINE FOREST TUTORIAL

## How to make terrain for your tabletop

By Bill Nevins (A friend of LSHM)



I've not tried this before but here goes.

The best place to begin is with a list of supplies. This is what I used. If you substitute, that's fine, but you may not get the same results. That's up to you.

Supplies List:

Wooden sticks..... for tree trunks.

Wire..... to be used for branches

Wire Cutters .....and needle nose pliers, if you have them.

A drill and drill bits.....Power drill or Dremel is fine. Plenty of bits.

A Sharp Knife.....for whittling down the tops of the sticks.

Titebond PVA.....much stronger than Elmers or Kids PVA

Liquatex Lightweight Matte Modelling Paste.....for tree bark.

Sand colored acrylic paint.....goes into the bark mixture

Sand.....bark mix

Krylon Cammo Brown Spray Paint.....for spraying the tree brown.

Static Grass..... I used 12 mm but other sizes will work.

Static Grass Glue.....I used Noch

Static Grass Applicator.....I used the converted fly swatter one that I've had for ten years.

Fine Turf flock.....As many green colors as you might have.

Spray Glue.....I used Super 77

Hair Dryer.....pretty self explanatory

One Inch Wide Brush.....for applying the bark mixture to the trunk

Water.....Good for everything, including drinking.



Optional:

A drying rack.....I hot glued strips of pink foam to the bottom of a large roasting pan. I then punched holes with an awl in the foam for the trees to stand up in.

The trees can dry and anything that falls off will remain in the pan.

Big Roasting Pans....The size that can fit a Turkey. Get the rectangle shaped one. Cheap, aluminum throwaways, that cost about a dollar. Buy a couple. These will save you a huge mess.

Rubber Gloves.....protection from spray paint and spray glue.

Once we have gathered up all the supplies, we can begin. First, gather up your wood. Try to use several diameters to vary the trunk sizes . A lot will depend on what scale you want to work in. Cut the sticks into the height desired. I went from about 8 inches to 12 inches long for 28 mm 54 mm might wish to go for 12-18 inches long.

I bought this roll of wire from Home Depot for ten dollars USD. It's 16 gauge size wire without a rubber coating.

You don't want to spend additional hours stripping wire.

Make sure that your drill bits are just 1 mm large than your wire. After the holes have been drilled, you should have to force the wire through the holes.

If you make the holes too big, the wire will not stay in place. It has to be a tight fit. So check your drill bits against the wire, before drilling.

Now drill holes in the top and bottom of the sticks. About 3/4's of an inch in both.

Using a sharp knife, whittle the top of the stick down to a point. Be careful not to cut into the hole you just drilled. Shape the top like a tree top. If you have an electric pencil sharpener, use that.



Cut 2 inch pieces of wire from your roll. You'll need twice as many pieces as the drilled wooden sticks.

Dip the wire into some PVA and insert the wire into the top and bottoms of the sticks. You can use Super Glue for this if you wish.

Once all the sticks are finished you can move onto the really boring part.

Cutting the wires into branches.



You'll need 3 sets of different length wire.

Figure on 5 to 7 branches, per size, for every tree.

Lower Branches = 3 1/2 Inches

Middle Branches = 2 1/2 Inches

Upper branches = 2 Inches

Grab the wire roll, some sharp wire cutters, 3 paper cups (to put the wire cuttings in) and start cutting. I cut up a common drinking straw into the 3 desired lengths. I pushed the wire into the straw and when it fit, I clipped it. No measuring. No need to be exact here. Just close enough is fine. Once that you have enough cuttings, we can move onto the next step.

Drilling the holes.

Use your power drill or Dremel. Drill one hole and test fit the wire. Make sure it's tight. If not, change to a smaller bit

Start at the top and work down. I used a criss-cross pattern all the way down to where there would not be any more branches. I started drilling every half inch at the top and gradually went to one inch near the bottom. It was all just eyeball.

No hard measurements.

This is a mind numbing process,

So is cutting hundreds of wire lengths. Hey!

You gotta suffer to sing the Blues.

Beauty requires pain.

Tree Bark Mixture.



# 2019/2020 - Texas Region Conventions and Events

## **OWLCON 2020**

2/28/2020 - 3/1/2020

Rice University - Houston, TX

Contact: ,

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

## **BATTLE OF BERLIN 75<sup>TH</sup> ANNIVERSARY GAME**

3/21/2020

Dragon's Lair San Antonio (Medical Center)

Bolt Action Soviets vs Germans 1945

Contact Robert Williams for more info

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

## **SOLDIERCON 2020 (TENTATIVE)**

3/28/2020 - 3/29/2020

Fort Bliss Museum - El Paso, TX

Contact: ,

<http://soldiercon.com/fort-bliss-2020/>

## **CSW EXPO DALLAS 2020**

3/6/2020 - 3/8/2020

Delta Hotels Dallas Allen - Dallas, TX

Contact:

<http://talk.consimworld.com/WebX/.1de14114>

## **FNORD CON**

4/3/2020 - 4/5/2020

Omni Austin Hotel at Southpark - Austin, TX

Contact: ,

<http://www.sjgames.com/fnordcon/>

## **MANEUVERSCON 2020**

4/3/2020 - 4/5/2020

Wyndam Tulsa - Tulsa, OK

Contact: Jeff Lawrence, [jlaw2424@gmail.com](mailto:jlaw2424@gmail.com)

<http://www.maneuverscon.com>



**(continued)**

**FOWSA - EARLY WAR 2020**

4/4/2020 -

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**

4/26/2020 -

The Game Closet - Waco, TX

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

[https://www.facebook.com/events/258116871821212?active\\_tab=about](https://www.facebook.com/events/258116871821212?active_tab=about)

**BOARDGAMEGEEK CON-SPRING**

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>

**CONSIM WORLD EXPO 2020**

6/6/2020 - 6/13/2020

Tempe Mission Palms - Tempe, AZ

Contact: ,

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

**BAYOU WARS!**

6/12/2020 - 6/14/2020

D'Iberville Civic Center - D'Iberville, MS

Contact: Chris Johnston [bayouwars@gmail.com](mailto:bayouwars@gmail.com)

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

**(continued)**

**CARNECON 2020**

6/27/2020 - 6/28/2020

Mansfield Activities Center - Mansfield, TX

Contact: Philip Medick,

<http://www.meatshank.com>

**San Antonio Summer Muster**

TBD

Dragons Lair (Medical Center), San Antonio, TX

Contact: Charlie Torok (torokc@Hotmail.com)

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

**MILLENNIUMCON XXIII 2020**

5 – 8 November 2020

Wingate Hotel and Convention Center, Round Rock, TX



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.

# Early FoWSA VII

## Saturday, April 4, 2020



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 pre-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.

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, Hellfire and Back, Rising Sun, or the early war columns of Gung Ho or Banzai books. (Request permission for PDFs.) Please email all lists to [ian.straus@att.net](mailto:ian.straus@att.net) by March 29th at 6PM, central time, for approval, with subject line "Early FoWSA 7 list". (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, types and numbers of stands in each platoon, and point costs; and should list any special rules and options that apply to your force.

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 themed 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.straus@att.net](mailto:ian.straus@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.

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**By Mr. Steve Miller**

# **By Fire and Sword Game Report**

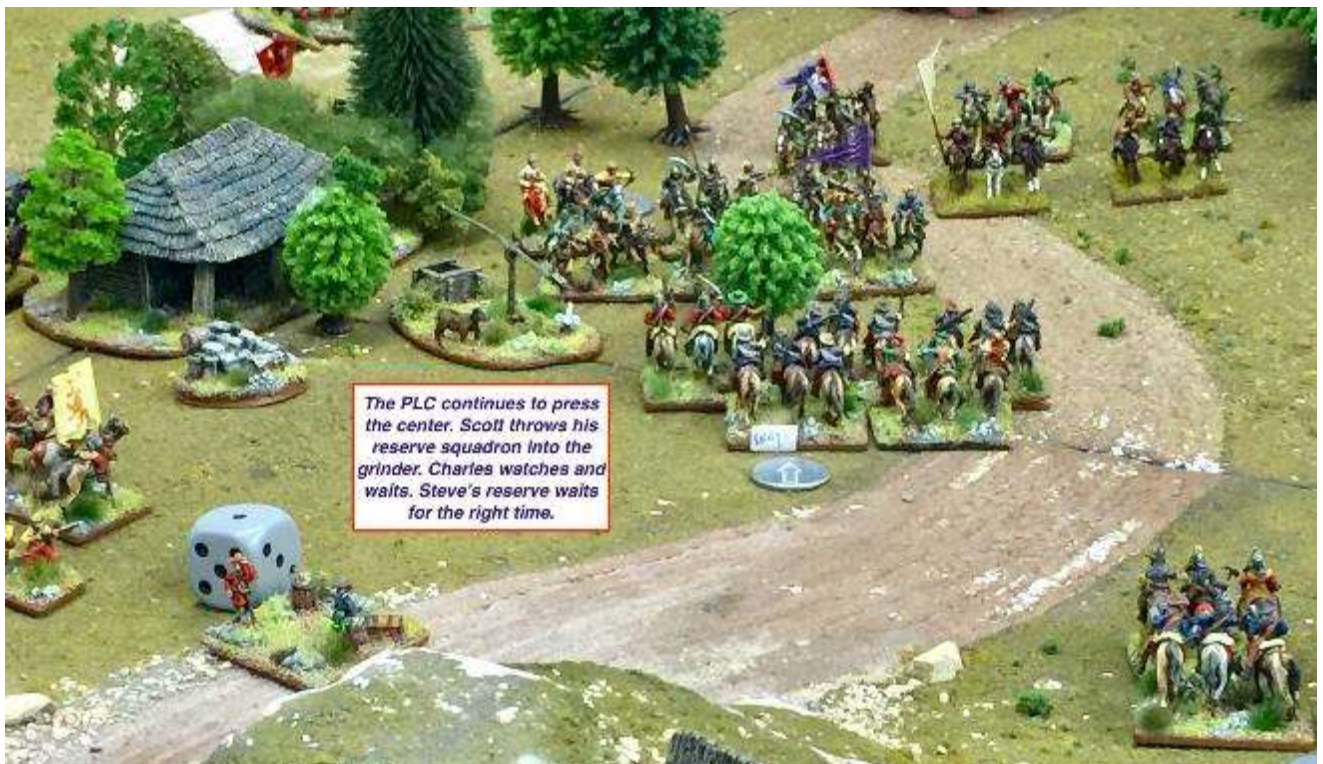


We played a Task Force level By Fire and Sword game on Saturday. Polish-Lithuanian Confederation vs. Swedes. We played 2 v3. The game was nip and tuck and a close run thing for most of the game. The PLC commanders chose wisely and committed their Winged Husaria at the right time and place.





Bryce Percy pressed the center like a true son of Poland! Clay Dougherty pressed the flank but the Swedes under Steve Miller held their own and eventually collapsed the flank while Scott Clinton tried hard to hold the center and left flank. The PLC forces took the field this day when King Charles decided enough was enough and left the field. There will be another day!





The game is easy to learn, hard to master. The majority of forces are cavalry so the game is quick and decisive. One can play a skirmish level game on a 2'x2' table in a one v one set up. We played a 6x4 for a 5 person game. It seemed to fit but being used to a 6' depth in other systems, it felt a bit "short" in depth. Any thoughts and suggestions would be cool.





*The game's first PLC begins the assault of the little settlement. Can the Merc Musketeers be trusted to hold?*

You can find resources to play on the Rat Palace Gamers file section. There are downloadable .pdfs that outline each of the protagonists. Highly recommended. Don't know if anyone else in town plays. If you read this and do, quit lurking and post up!



*Swedish Reiters with a captured banner... hmmm...that captain should be hung for treason!*







I've set up a dedicated By Fire and Sword Saturday in the Events section. I am planning on playing By Fire and Sword on the second Saturday of each month. The investment in miniatures is do-able with a skirmish level force costing less than \$100. Everything you need to play (figures, bases, banners, spears, lances, shields, etc.) are included in the box sets. Can't complain about the price!





Curt and Bryce ready the smack down by the Husaria and apply extra pressure on the center. Getting ugly for the Swedes....

We'll combine Skirmish level forces into Divisional and Task Force level as the crew paints their forces. It doesn't matter what you paint. Just know if you want to do this, I'll loan out a force so you can learn the rules but after that, it's up to you to bring your own painted forces. I cannot provide for any and all that want to play each time we gather to play. It takes a touch of commitment.

By *Steve Miller* – DFW and the Rat Palace gamers

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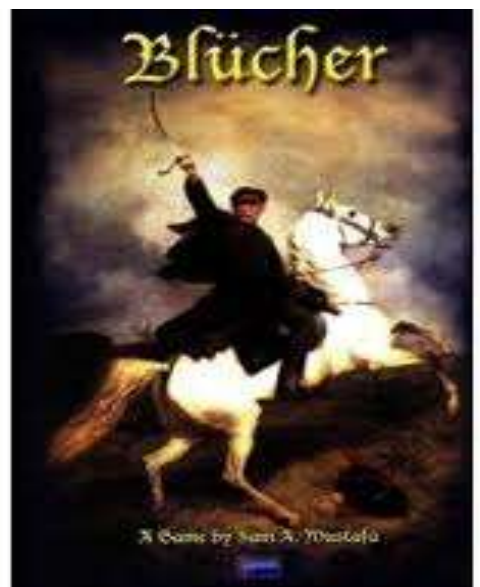
# Blucher Bash

A Quick Game After Action Review (AAR)  
by Alan Spencer LSHM\* Member

January 11, 2020 by Alan Spencer (pictures  
by Alan and Ben Earnest).

Somewhere in north-western Prussia,  
1813 ...The French commander, Marshal  
Macdonald, was taking shelter near a  
crossroads over the River Mulde, when  
his pickets informed him of a sizeable  
Prussian force approaching. Not knowing the full strength of his foe, he  
prepared to fight a defensive battle. And the small village ahead needed to  
be taken, and held.

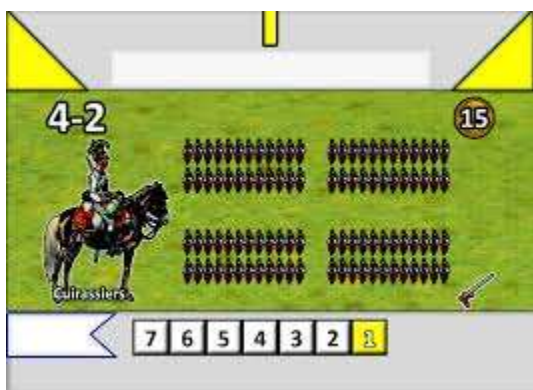
On Saturday Jan 11, Ben Earnest (playing the Prussians) and I decided to try  
out a “Blucher Bash” game format. This format is just 200 points per side,  
minimums and maximums per rules lists, on a 4x4 foot board. Another  
article will cover this format in more depth.



The battleground was setup as noted above. This is the French view. Below is the view after the initial deployments. French were defending, so setup first. The Prussians second (the view below from behind their lines).



The setup made the hill on the far French left, and the village on the right be the obvious objective points of defense. And it was at The Village (see below) where the major actions happened.



The French started auspiciously, as the Prussians burst into view. Taking careful aim, the French arty was able to quickly push back the Prussian artillery (but to their credit, the Prussians didn't flee –they just reset a bit further back).



On the French right, Macdonald was urging Gerard to push into the town with his XI corps. His veteran line brigade moved forward to capture the town, just as the Prussians came around the woods in an assault column. The battle for the Village began





From the Prussian view, it looked like the village was un-garrisoned –and they stormed forward. However, a prudent Prussian officer made sure to place an artillery brigade across the river to protect their flanks. That would bode well for the Prussians, but not for the villagers.

Meantime on the Prussian right, they began slowly moving forward with the hill holding one of the objectives right before them. The French artillery continued to fire, but with ineffectual results.



A terrific series of fights began in and around the village. The French 11th Provincial brigade sending a corresponding Prussian line unit reeling back, while the veteran 141st brigade did the same to the Prussian line assaulting the town.

Then 2 Prussian guard brigades had a go at it. The French veterans held out (barely), but the Marie Louises had to fall back under the disciplined pressure of the Prussian Guard.

After two failed assault, in desperation to achieve their goal, the Prussians took to shelling the town. The first shot in, hit the french powder magazine – starting a blazing fire in the town, that forced the French to retire out.



HOUSE RULE: A side note –we have an in-house rule that artillery firing on a town, if it hits, has a 1 chance out of 6 to start a fire in the town. Any troops in the town must evacuate the town if it is on fire. The person who caused the fire has a 4-6 on a 1d6 chance to stop it next round (if troops are adjacent to the town). The chance drops to 4,5 next turn, and finally a 6 the rest of the game (as the fire spreads, gets harder to control).



Seeing the village aflame, Macdonald ordered forward the III Corps to support the XI Corps fighting to hold the village.



The Prussians, seeing the French evacuate the village, began to try and put out the flames, and move up more forces.

The Prussians on their right wing, tired of being shot at by the pesky French artillery, called up their cavalry reserved and moved forward in force. The French artillery, retreated behind their supporting infantry as the Prussians stormed the hill.



Macdonal, informed by courier of the Prussian movement, release the small French cavalry corp to keep the flank secure.

Meanwhile, the Prussians put out the fire and enter the village. And on the far Prussian left, a brigade of Prussian infantry was doing yeoman skirmish work, tearing up 2 French units with musket fire.

However, it was at this point the French III Corps got in range and began hammering the slowly fatiguing Prussians. Chasing off the Prussian guardholding support outside the village, a combined attack from both III Corps and XI Corps brigades forced the Prussian Guards to flee, and allowing the French to again occupy the village and the objective.



On the Prussian right, their assault on the hill was beaten back, with the French infantry following up the retreating Prussians. One French brigade over extended, and was killed to a man. However the rest of the V Corps held on to the hill and the objective.

Finally, we called time after 2 hours of playing. The French held 2 of the 3 objectives, but the Prussians had forced 1 French unit to retire, and routed 3. While “objectively” it was a French win, I’d call it a tie. If the Prussian momentum rolls for two turns were not a “3” and a “2”, I think Ben would have had it all his way.



From the moment we started laying down terrain, until we were all packed up to leave – it was 2 hours and 45 mins. Pretty good for a fun game! We will try it out again soon and see if there are any more adjustments that are needed. Hope to see you on the table top soon!

By *Alan Spencer* – Waco-Temple-Killeen (Central Texas)  
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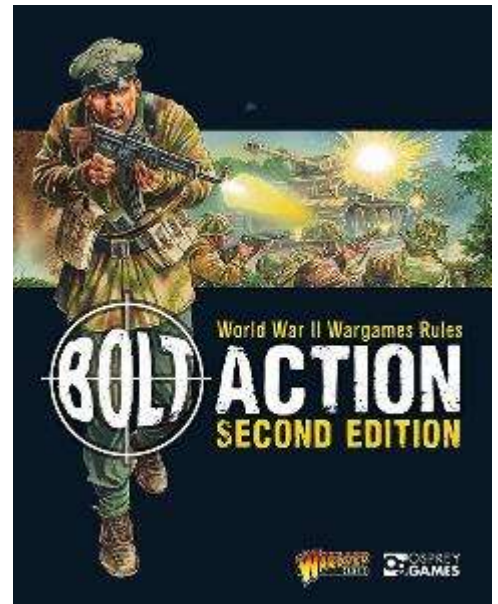
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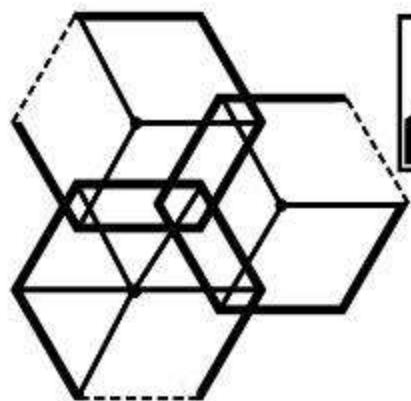
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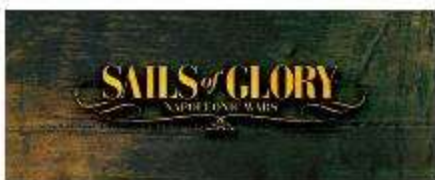
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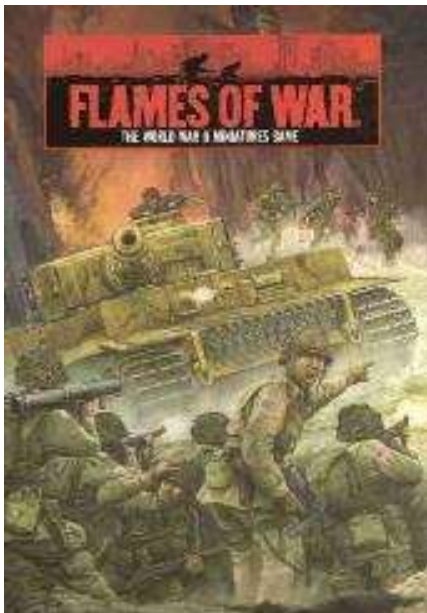
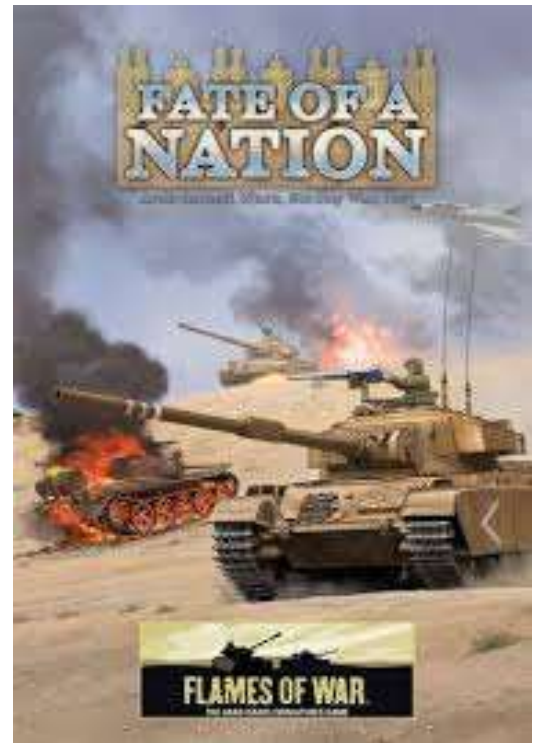
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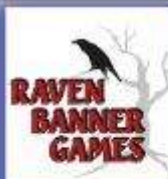
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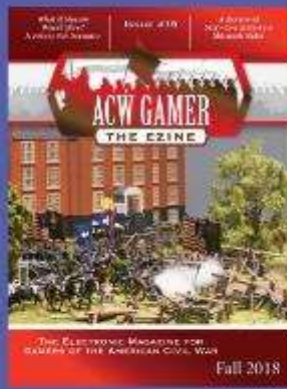
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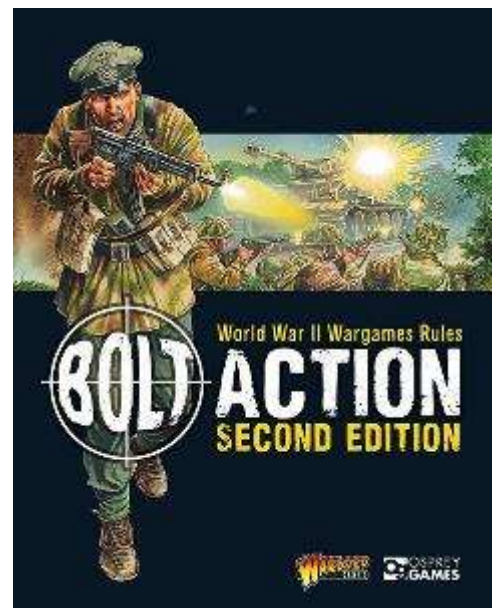


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