

The Lone Star Dispatch

June 2020

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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.

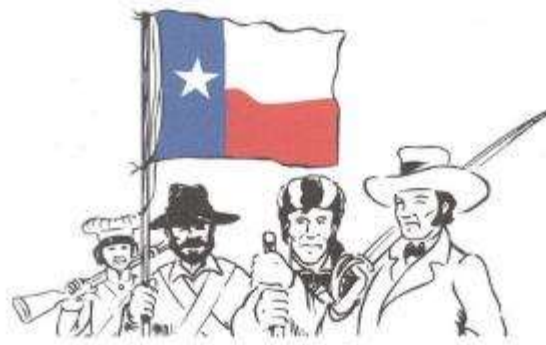
Welcome to summer –

Things still look very different here in Texas, although things are starting to open up it is still moving slowly. I have not yet gone to a game store to play, but I definitely have the itch to start rolling dice. I have spent the past 3 months or so doing lots of painting, researching and planning for my armies and gaming. I suspect most of you have done the same. I would like to see your projects – send them to me by e-mail.

It looks like most convention and group gaming events have been cancelled or postponed for the next few months, but hopefully by late summer and early fall 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 plan for MillenniumCon in November – watch the newsletter and website for details. Best wishes to you and your family and hopefully we see each other soon at the gaming tables.

Charlie Torok



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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



**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/>



Twisted Lords - 2020

[Home](#) [About](#) [News](#) [GM Reg](#) [Player Reg](#) [Merchants](#) [Flea Market](#) [Scheduled Events](#) [Photo Gallery](#) [Contact](#) [Links](#) [Site Map](#)

Twisted Lords Con 2020 - July 24-26

Twister Con and WarLords Game Con are joining into a single three day convention called Twisted Lords Con.

It is time to plan for Twisted Lords Lords 2020. We have the same great location as TwisterCon and WarLordsGameCon. We are looking forward to seeing all of you again very soon.

Twisted Lords Lords will hand out **AWARDS** for several categories for 2020

- **Game Masters** July 1st, 2020 is our deadline to have your game in the program book. So book your game ASAP!
- **Food:** Close to every gamers heart; Food. We have arranged with the hotel to setup a snack bar food service just outside of our convention room. Hotdogs, Nachos, Boxed Lunches, Chips, Candy and Soft-Drinks, all the things a gamer needs to keep on playing..

Where

[The Sheraton Midwest City Hotel at the Reed Conference Center](#)

5750 Will Rogers Road

Midwest City, OK 73110 (South East of downtown Oklahoma City near Tinker AFB.)

- Room Rate Cutoff Date - Midnight June 16th.
- Room Rates are \$101-121.00 for a King/Single or two double room. (Mention "Twisted Lords" to get this rate!)

[Book Room Link](#)



When

July 24-26, 2020

Friday July 24th (Hall opens at 8am)

- Session I - 1:30pm - 5:30pm Registration Starts
- Session II - 7pm - 11:30pm (Hall closes at midnight, If you are quick GMs you can setup for Session III.

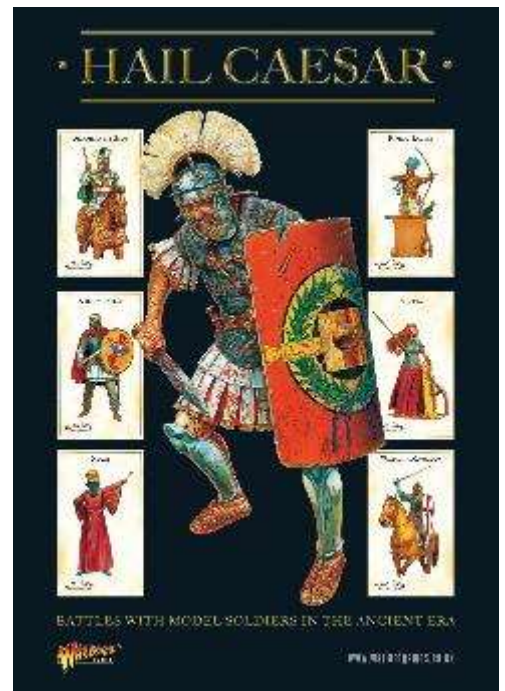


Saturday July 25th

- Session III - 8:30am - 12:30pm (Hall opens at 7am)
- Session IV - 2pm - 6pm
- Flea Market - 6pm - 8pm
- Session V - 8:00pm - 12pm (Hall closes at midnight)

Sunday July 26th

- Session VI - 8:00am - 12:00Noon (Hall opens at 8am)
- Session VII - 1:00pm - 4:00pm (Move out by 5pm)



Convention Links We are using TableTop.Events to manage all Tickets, Registrations, and Booth Rental

[Player Reg \(Having great fun\) - https://tabletop.events/conventions/twisted-lords-con/budgetypes](https://tabletop.events/conventions/twisted-lords-con/budgetypes)



Good view of the convention hotel

Game Master Reg - Registration Closes March 15 (Running great games) -

<https://tabletop.events/conventions/twisted-lords-con/submit-events>

Exhibitor Reg (Bringing great products) - <https://tabletop.events/conventions/twisted-lords-con/exhibitors/apply>

Here is a step by step instruction - [Exhibitor Instructions](#)

Pricing Details

Game Masters - No charge for the convention

Game Players - \$15/day or \$30/Entire Convention (\$35 at the Door)

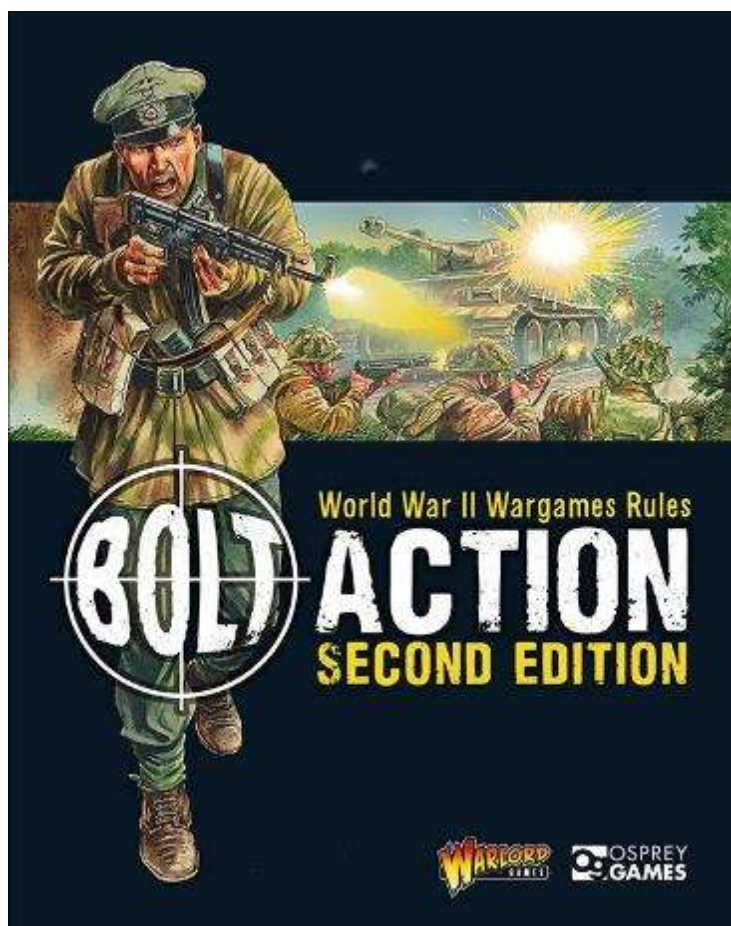
Weekend Pass with Bolt Action Tournament - \$40 (\$45 pre sign up - Note last minute sign up must be approved by Jon Russell)

Pre-Register for the best price (Go to pages GM Reg, Player Reg, and Merchants)

Children 12 and under are free with a paying Adult

Dealers - Each 6' table \$25/day or \$50/Entire Convention

Flea Market - Each 6' table \$5



Another Stay-at-Home project

By Frank Thompson

I painted a watchtower to go with my budding Oathmark/Warlords of Erehwon/Kings of War/Lion Rampant humans. I even had the kindness of giving the guards a fire, extra wood, couple jugs of water and a piss pot. They are all set. 😊





Second Punic War

Romans Vs Gauls

By Lloyd Eaker



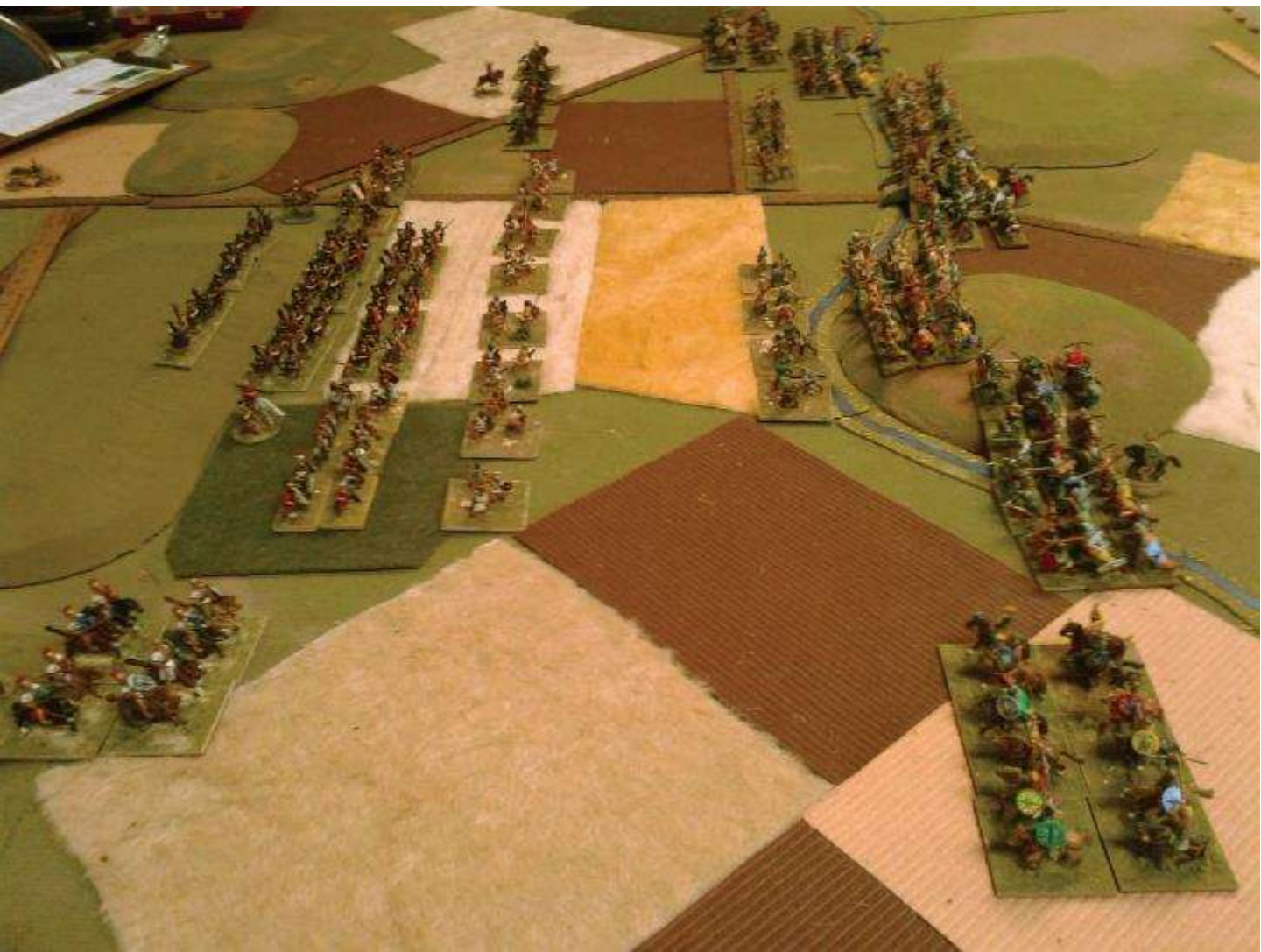
Bob and I met a couple of times revising my rules, "Mediterranean Empires" for classical ancient armies. After a couple of discussions we played a game with a Roman consular army against a Gallic army.

The first photo is the Roman infantry and their allies. The Roman army was a little light on their allied troops. The 4 units in the center with red shields are the hastati and the principes. The blueshields to the rear or veteran triarii. To the front are some velites with a unit of slingers supporting the velites.



For those who know their Romans, these are actually my Marian Romans standing in for the Punic Romans. We decided to do a playtest with Punic War units instead of Caesar's army.

The second photo is the deployment after two turns of advancing for both sides. The Gallic plan was to advance to the stream and allow the Roman center to advance closer. With the cavalry on both flanks closing with the enemy cavalry. The Gauls had seven units deployed side by side. With two large Gallic units facing the Romans and two more large warbands facing the Italians. On the Gallic right are two more units, a smaller, high morale unit and then another large warband.



The Romans were holding their outnumbered cavalry and their allies back and would push their Roman center ahead. The Command system will make it very hard for the Gauls to redirect their flank units to change direction to close on the enemy flanks.





The next photo is at the end of turn 3. The Gallic left hand cavalry performed badly losing the melee and running away. The Roman allied cavalry was skirmished and evaded the Gallic right hand cavalry. This cavalry was made up of Gallic nobles. The Roman's concentrated their attack on one of the Gallic center warbands. The warband forced one Roman hastati to retreat from the contact. The other held on. The left principes had wheeled to their left trying to cover the legions flank from the enveloping Gallic right.





To the left is a photo of the action at the end of turn 3. In the center is the gallant warband that fought the Romans to a draw. The Gauls were eventually exhausted but still holding on. The Roman Princeps will move forward to block the Gallic warband on the right of the photo. This warband will charge the Romans. While the previously defeated hastati will charge back into contact with the center warband.

The photo below is at the end of the movement phase of turn 4 there were melees across the field. With the Italian light cavalry stopping their evasions and forming up to face the assault of the Gallic noble cavalry. On the Gallic left, their cavalry had rallied and was again attacked by the armored Roman cavalry who failed.



In the photo, on the left the Gallic warband is a "sky-clad" unit of Gauls. This warband was slightly smaller but more confident than the rest believing that their lack of attire would give them protection. They are being inspired by the army commander. They were engaged with a unit of allied Italian infantry who also is supported by skirmishers.

The photo below is showing the Gallic warband charging the Roman princeps, that had moved forward to block their move onto the Roman left. You can also see the Roman left flank triarii supporting these princeps. While the Gallic striplings are supporting the Gallic warband.



On 5 turn after the fighting was completed. The Left flank Gallic cavalry had defeated and chased their opponents off. However, to the Gallic cavalry's right the Italian allies had routed a Gallic warband. On the hill the Gallic warband fell back in good order with one of the princeps following up. Further right the fighting is still mostly a draw. The Romans have turned their triarii around to face the Gallic noble cavalry, returning to the center of the battlefield and the Sky-clad Gallic warband that had defeated their opponent and about faced to attack the enemy to find the triarii in their way.

On the 6th turn the Gallic Noble cavalry charge the other triarii that have been unengaged until now. This did not go well for them and they fell back in good order. The sky-clad Gauls were stymied by the veteran triarii they were facing. The Gallic warband on the hill has withered yet another turen of fighting most of the Romans but is now exhausted. And to their right the Gallic warband routs and is pursued by the Roman principes under the command of the Roman Consul.



At this point the Gallic army is close to breaking with 1 army exhaustion point left. The Roman left wing is also down to 1 exhaustion point. However the right wing still has 3 left. So the likelihood of the Gauls holding for 1 more turn was unlikely and it was also unlikely that the Romans would lose 4 points in the next turn.



The exhaustion system is based on the quality of the units giving the number of exhaustion points and the number of exhaustion points also gives the number of command points each army has each turn. The Gauls had fewer command points and being a tribal army was not as adept at changing directions as the Romans.



Overall an enjoyable game –
See you next month

Lloyd Eaker



2020 - Texas Region - Conventions and Events

Update - June 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. Listing shows the new date.

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.

Online Event = The event is will take place online

ORIGINS ONLINE GAME FAIR Status: Online Event

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: Cancelled

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)

TWISTED-LORDS CON Status: As Scheduled

7/24/2020 - 7/26/2020

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

Contact: Jon Russell jwrintampa@hotmail.com

<http://www.twistedlordscon.com>

SAN ANTONIO SUMMER MUSTER Status: Format Change

7/25/2020 – This year the muster will be an LSHM game day (watch for details)

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

Contact: Charles Torok torokc@hotmail.com

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

GENCON Status: Cancelled

7/30/2020 - 8/2/2020

Indiana Convention Center - Indianapolis,IN

Contact:

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

GENCON ONLINE 2020 Status: Online Event

7/30/2020 - 8/2/2020

Online Event - ,

Contact:

<https://www.gencon.com/online>

BAYOU BATTLES-KINGS OF WAR Status: Cancelled

8/7/2020 - 8/9/2020

Wyndham Houston West - Energy Corridor - Houston,TX

Contact: Rick Hoy bayoubattles@gmail.com

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

(continued)

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

<https://reapercon.com/>

REAPERCON ONLINE CONVENTION 2020 Status: Online Event

9/3/2020 - 9/6/2020

Online Event - ,

Contact: questions@reapercon.com

<https://reapercon.com/>

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/>

(continued)

LONE STAR GAME EXPO Status: As Scheduled

10/9/2020 - 10/11/2020

Grapevine Civic Center - Grapevine, TX

Contact: Jamie Matthews 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

<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

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

BAYOU WARS 28 Status: Date Change

11/6/2020 - 11/8/2020

D'Iberville Civic Center - D'Iberville, MS

Contact: Chris Johnston bayouwars@gmail.com

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

WARFAIRE WEEKEND Status: As Scheduled

11/6/2020 - 11/8/2020

Sheraton Westport Lakeside Chalet - St. Louis, MO

Contact: Lyn Stahl lyn.stahl@yahoo.com

<https://warfaireweekend.com/>

(continued)

MANEUVERSCON 2020 Status: Date Change

12/4/2020 - 12/6/2020

Wyndam Tulsa - Tulsa,OK

Contact: Jeff Lawrence jlaw2424@gmail.com

<http://www.maneuverscon.com>

FOWSA - EARLY WAR 2020 Status: Postponed

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

Contact: Ian Straus ian.straus@att.net

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

ROMAN GAME DAY Status: Postponed

-
The Game Closet - Waco,TX

Contact: Alan Spencer gamingenglishcivilwar@gmail.com

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

BATTLE OF BERLIN - 75TH ANNIVERSARY GAME Status: Postponed

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

Contact: Robert Williams robert.Williams@swri.org

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



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)

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.

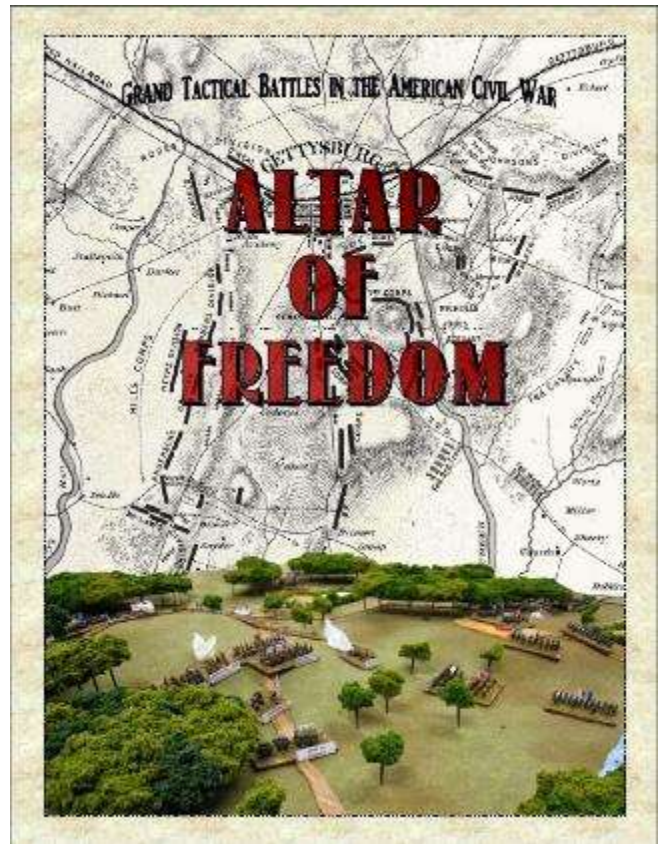
(Note: once the form is submitted the LSHM Board of Directors will approve or deny the request – a check will be mailed to the event coordinator).

The Battle of Shiloh an Altar of Freedom Solo game

By Alan Spencer

With the current pandemic ongoing, I wanted to give Altar of Freedom a go with attempting a solo game using the scenario Battle of Shiloh from the "Atlanta is Ours" book by Greg Wagman.

The scenario is semi-historical, with some times of arrivals a bit off, but not much. So I setup the terrain as noted below (looking west to east)





The Battle of Shiloh (also known as the Battle of Pittsburg Landing) was a battle in the Western Theater of the American Civil War, fought April 6–7, 1862, in southwestern Tennessee. A Union force known as the Army of the Tennessee (Major General Ulysses S. Grant) had moved via the Tennessee River deep into Tennessee and was encamped principally at Pittsburg Landing on the west bank of the Tennessee River, where the Confederate Army of Mississippi (General Albert Sidney Johnston, P. G. T. Beauregard second-in-command) launched a surprise attack on Grant's army from its base in Corinth, Mississippi. Johnston was mortally wounded during the fighting; Beauregard took command of the army and decided against pressing the attack late in the evening. Overnight, Grant was reinforced by one of his divisions stationed farther north and was joined by three divisions from the Army of the Ohio (Maj. Gen. Don Carlos Buell). The Union forces began an unexpected counterattack the next morning which reversed the Confederate gains of the previous day.





The game gives you the option to deploy however you want. I chose to go semi-historical with Confederate units in their general start location, and Union forces I rolled for deployment locations. Below is how it looked at the start

The alternative placement for the Union forces had them engaging the Confederates south of Shiloh early on (I rolled random locations for the divisions). And the Union artillery was doing yeoman work (didn't miss a shot the first 5 turns)– while for awhile the rebels couldn't get their cannon loads right, missing completely.



The battle in and around Shiloh church was a push between Prentiss's Union division and Polk's Corps the whole battle.

Hardee's rebel corps approached Sherman's division on the Federal right and attacked – but the attack was broken up by Union artillery again, causing the rebels to hit the line disjointed and repulsed.



Bragg's corps finally got in line and battered McClelland's division eventually. But the union artillery made it a tough long struggle. Bragg clubbed McClelland's division into finally breaking. WH Wallace was coming up to shore up the Federal left.





Finally, A.S. Johnston, seeing this might be the moment, joined one of Polk's brigades to ensure a full assault was launched against the Union forces at Shiloh church.

And the 2pm bell of doom came on the Confederates.



A.S. Johnston's assault pushed one of Prentiss' brigade back, but the rest held firm. Then as the Federals recoiled, a volley grievously wounded A.S. Johnston, and he was led from the field.





Meanwhile on the Federal right, Sherman's division captured a confederate battery, but was counter charged by Hardee leading one of his brigades. The first federal brigade recoiled under the charge, and Hardee carried on into a fresh union brigade. And as they joined combat – Hardee was killed.

This took the heart out of the rebels, and they left the field for Corinth.





Conclusion and thoughts:

This set of rules is definitely NOT meant for solo gaming, but it was a good teacher in the mechanics of the game and I enjoyed getting my toys out on the table. Miniatures were mostly Baccus, some Adler, and the union gunboat from Stone Mountain. The battle mat is from Cigar Box Battle mats.

Alan Spencer

**Lone Star Historical Miniatures (LSHM) Club
Central Texas**

Support local Hobby / Game shops

- They need you now more than ever!!:



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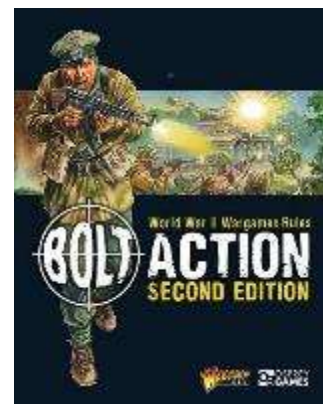
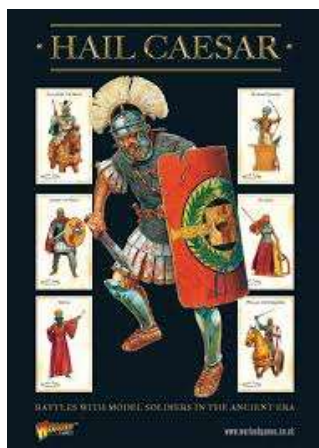
Ph. #: (210) 615-1229

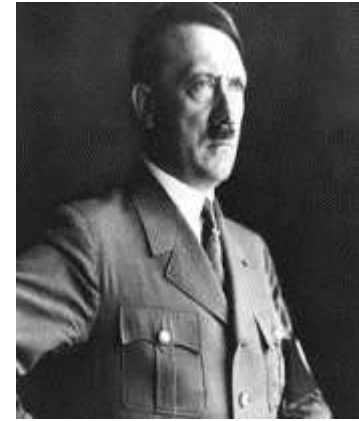
**Dragon's Lair carries most Warlords rules and products,
if it is not on the shelf just ask and they will order it for you
– saving you the shipping cost.**



*Here is another great
local store supporting*

LSHM





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
German players – contact Bob Williams at: robert.Williams@swri.org

Battle of Berlin

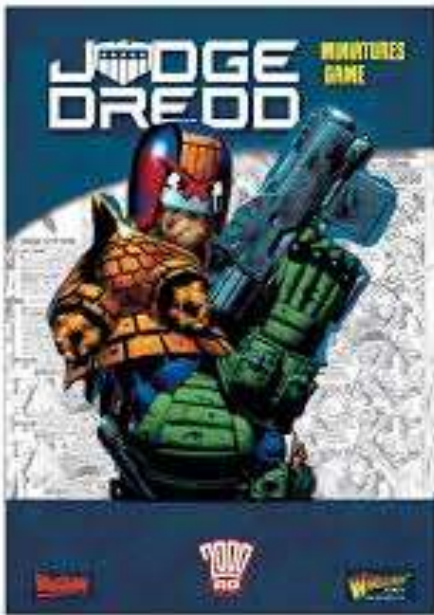
Dateline New York April 22, 1945 Today Soviet forces attacked Berlin with a massive 20,000 cannon barrage prior to entering the city and attacking the vaunted Third Reich. Come join us on March 21, 2020 to recreate that battle. Lone Star Historical Miniatures announces the first big game of the 2020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

Judge Dredd

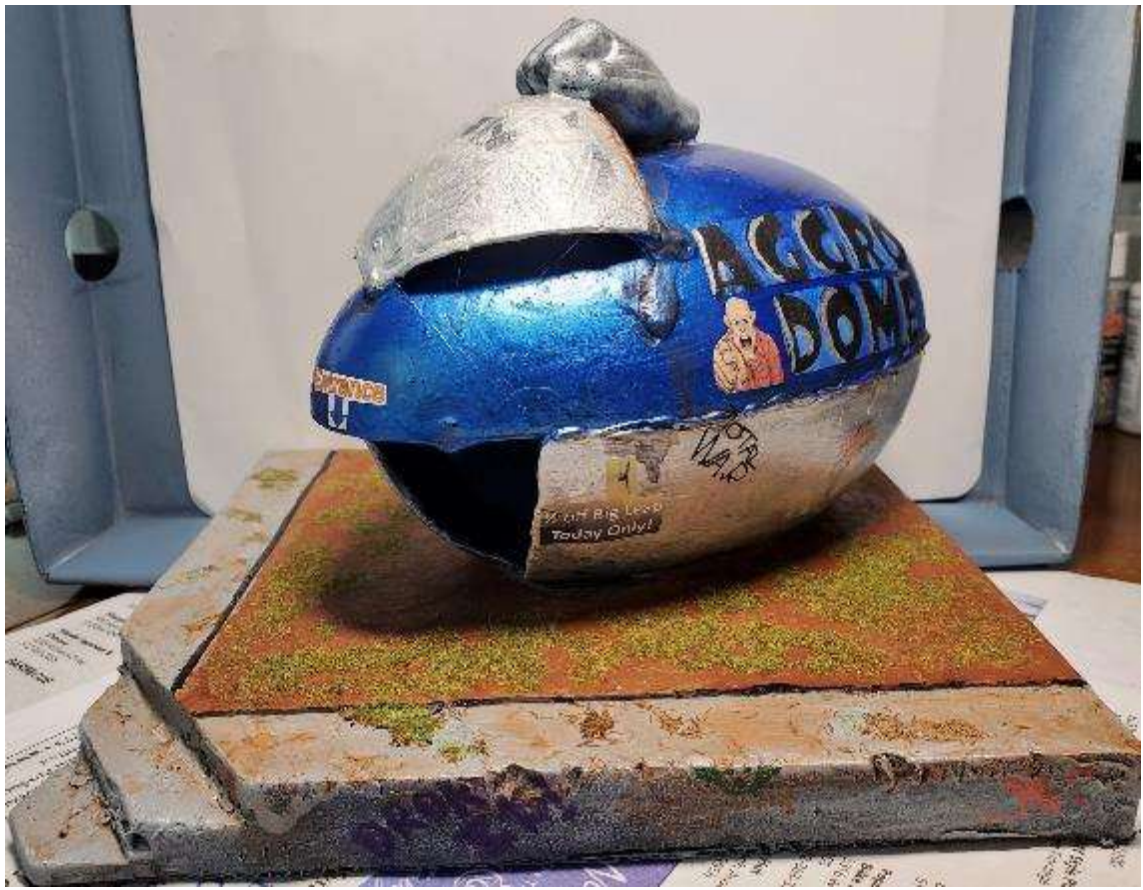
Stay Home Update

By Adam Rios



The Aggro Dome was conceived as a way for frustrated citizens to let off steam without endangering their fellow Meggers. Within the domes, citizens can vent their anger on robots, mock storefronts, and parked vehicles. My take on the Aggro Dome :-) for Judge Dredd Minis gaming.







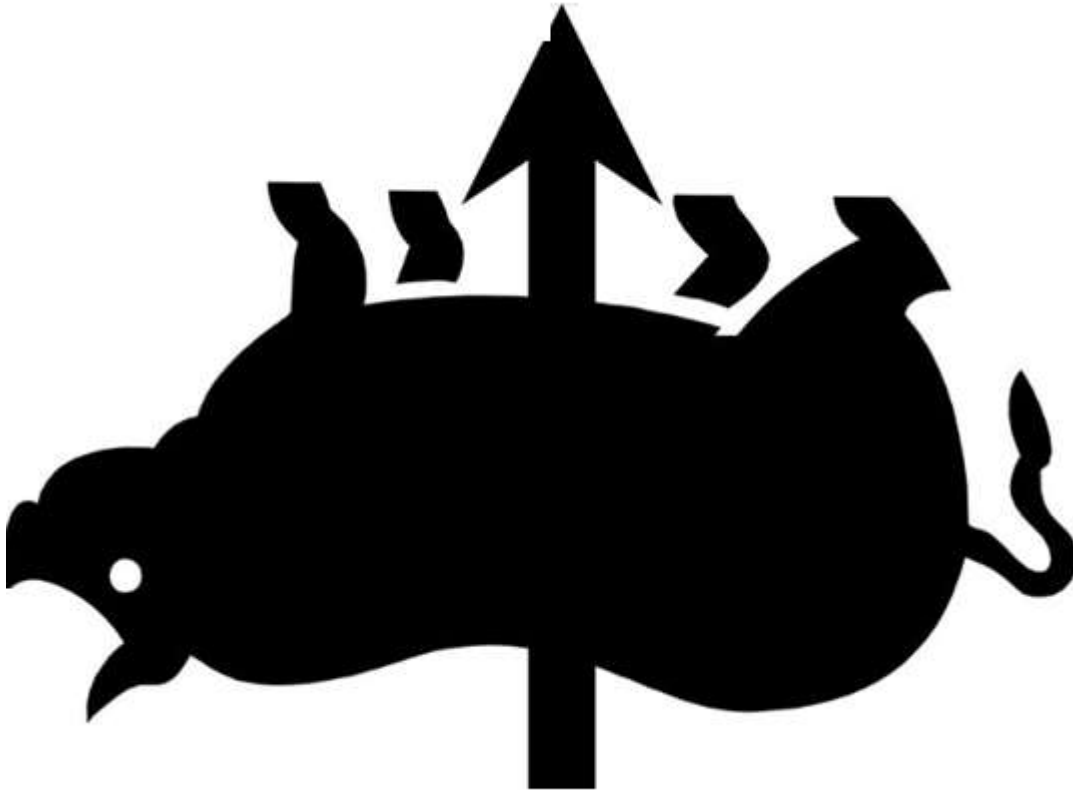
Philip Medick shared a post.

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

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

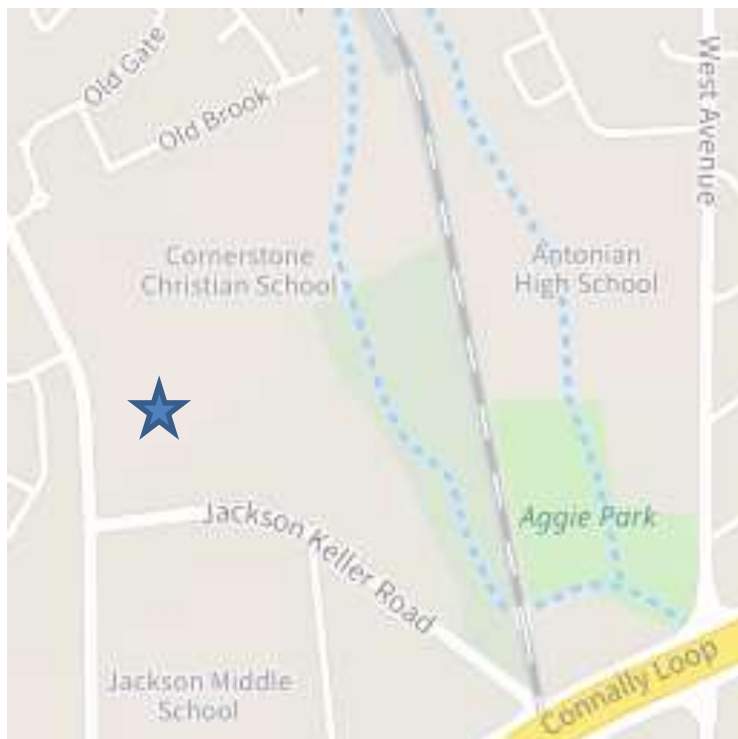


**Support local Hobby / Game shops
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TABLETOP GENERALS

2543 Jackson Keller Road
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(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!

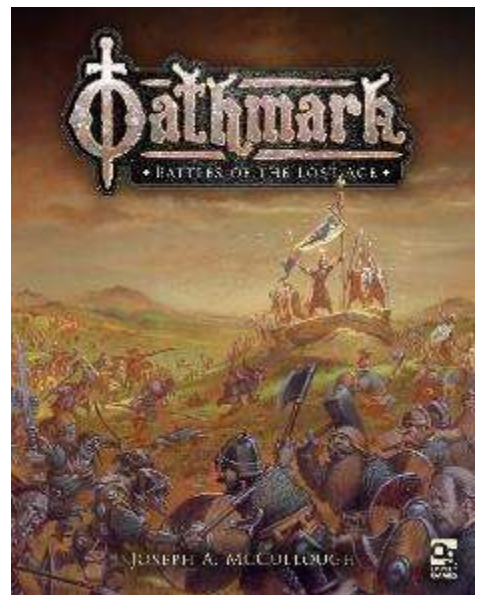


I finished the batch of knights I've been working on. Starting to look like a real regiment.

I deliberately kept the color scheme uniform but not the icons or the patterns. Think it works?

Another Stay-at-Home project

By Frank Thompson



Welcome to the Dallas Open

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

DFW's Premier Tabletop
& Warhammer Event.

May 1-3, 2020

2020 Bolt Action Tournament

CANCELLED
see you in 2021

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

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



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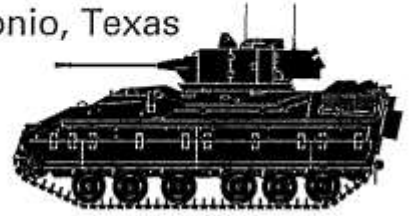
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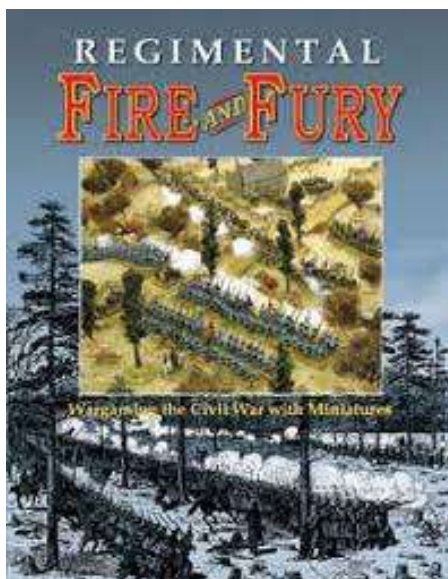
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The **Early FoWSA tournament in 2020** will be **Saturday April 4th**. Using the 3rd edition points and books, 4th edition rules. At Dragon's Lair San Antonio Medical Center.

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.

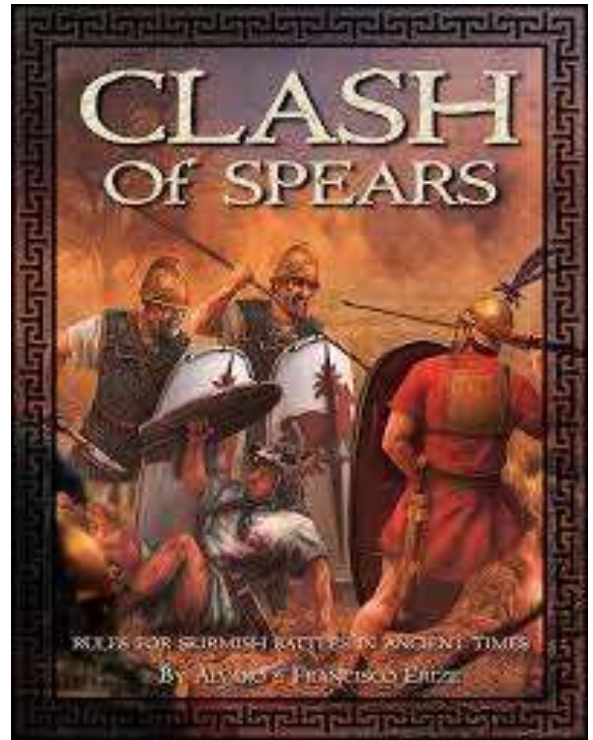
News from the Master Hobbyist: All Things Wargaming!

***The Rat Palace -
Dallas TX,***

[By Mr. Steve Miller](#)

Clash of Spears

We tried out a socially distanced, 3 player, properly masked, Clash o' Spears game. We used [Alvaro Erize](#)'s recommendations and played a "snatch the bacon" game (3 wagon loads of food for the boyz). I had only played one game of CoS. [Jim Johnson](#) and [Bryce Percy](#) kept me on task. I played 750 points of Romans, Bryce played Greeks, Jim played some rebellious Romans. Our game lasted about 2 hours. We played on a 6x4 table, spread around the 6' table. The game was fast, decisive. Highly recommended!!





The Romans advance





Clash for the farm house



Early FoWSA VII

EARLY FOWSA



The 7th 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: 80th anniversary of the Nazi invasion of Belgium and France. Players using lists from the Blitzkrieg book get to use a 15 point list bonus.

4th 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 4th edition early war list books have been published yet, make 1500 point lists (1515 if from Blitzkrieg) from the (3rd 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.traus@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 4th 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.traus@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

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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.

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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	tim95th@gmail.com	954 562 7927 mobile
Convention Director	Jeff Lawrence	jlw2424@gmail.com	505 554 2621 land
Convention Director	Jon Russell	jon.russell@warlordgames.com	406 579 7700 mobile
Web Master	Jeff Hunt	jh@portsmouthminiatures.com	

<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

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

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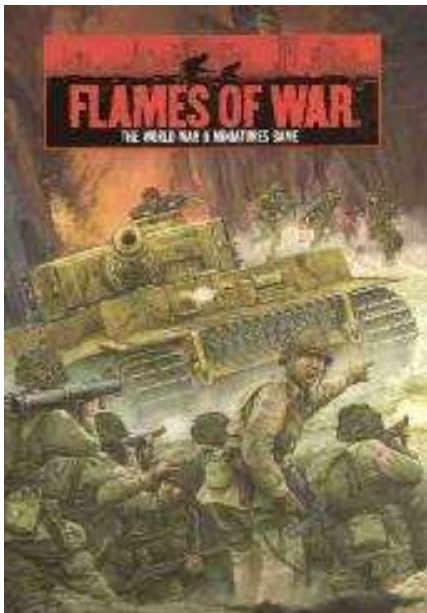
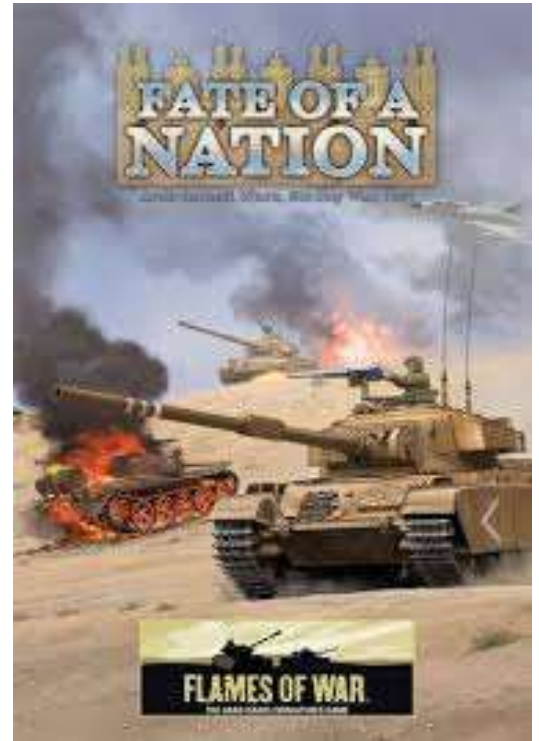


Contact Charlie Torok:
torokc@hotmail.com

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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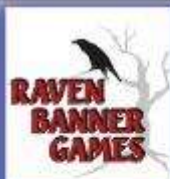
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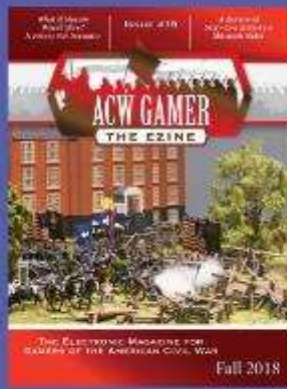
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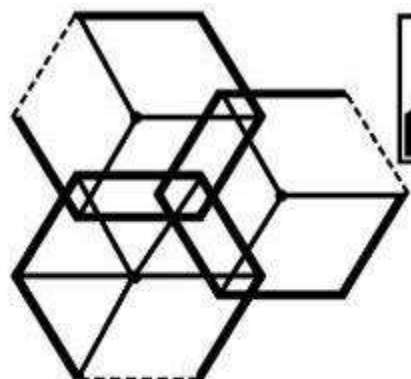
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*News from the Master Hobbyist:
All Things Wargaming!*

Dallas, TX

[By Mr. Steve Miller](#)

By Fire and Sword Game Report



[Clay Dougherty](#) and I played a Task Force III level game of By Fire and Sword today. The opponents were PLC and Swedes. Both Karl Gustav and John Sobieski were present. The objectives for the PLC were to take the farms and exit the northern side (Swede's side) of the table.





Task Force games include a patrol and vanguard pre game set up and consisted of 28 FSCs for the Swedes and 25+ for the PLC. The Swedes were outscouted and deployed in more depth with two distinct lines of battle to fill gaps in the line as needed. An additional Colonel was "purchased" to aid in keeping the right flank under semblance of control. Karl Gustav had four command points to expend so his presence was required in the center and to the center left flank.



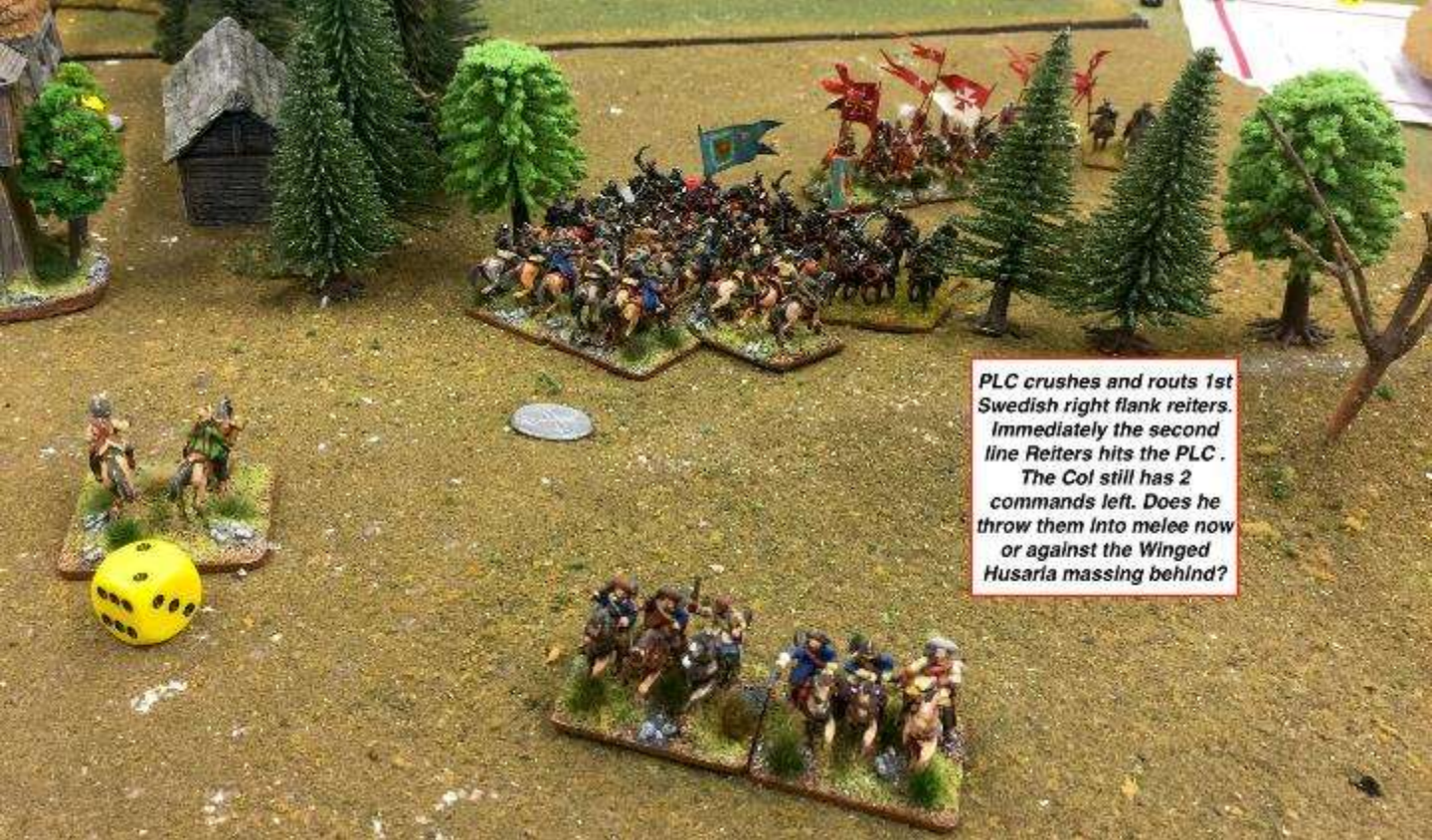


Filling the right flank gap...
the hard way!

Sobieski occupied the center of his forces as well. I do believe the PLC had an additional Colonel to aid in keeping command and control for flank and center. The game was fast and furious as are ALL By Fire and Sword games. The center was well into melee by turn 2. The flanks were being massed to bring about a double envelopment by the PLC. Karl Gustav kept a considerable amount of reserves to gauge the most significant threat and reach it quickly. Swedish Dismounted Dragoons and a light gonne quickly occupied the larger farm area. They remained a thorn in the PLC side. The Dragoons fought to the last stand of figures. Swedish dice weren't run of the mill today.

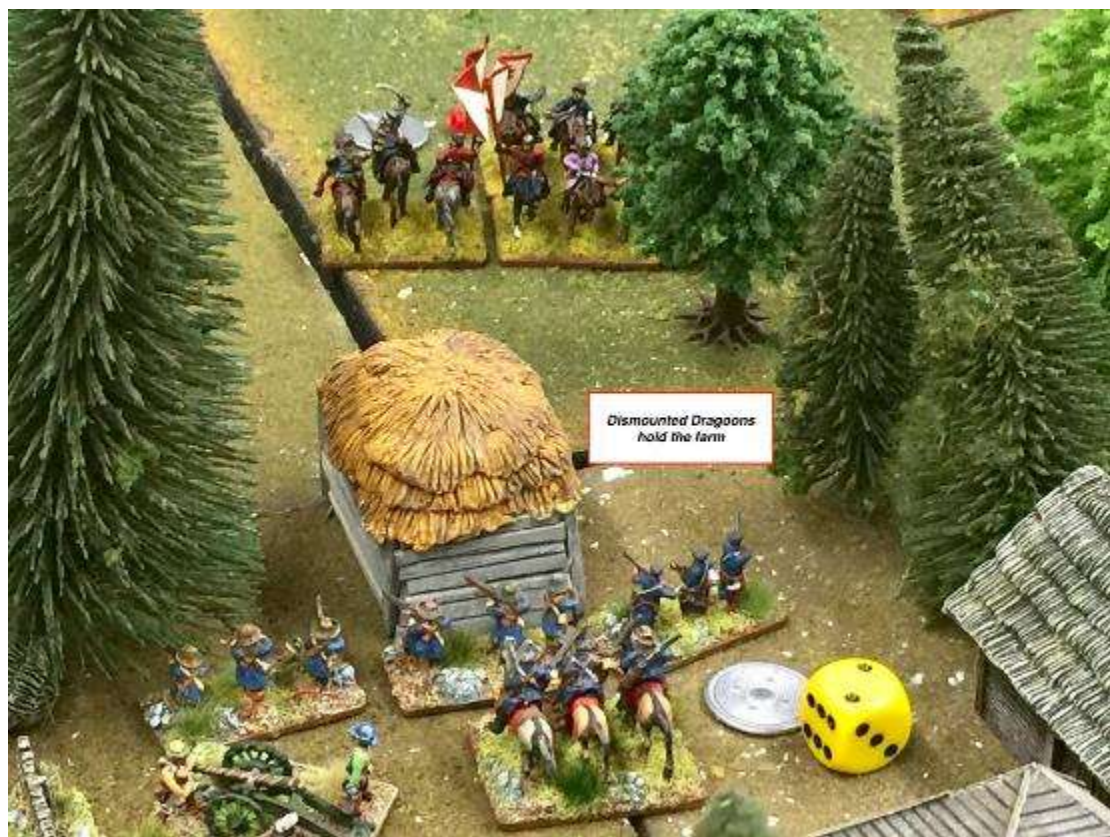


Left flank envelopment
starting while center is
held steady



PLC crushes and routs 1st Swedish right flank reiters. Immediately the second line Reiters hits the PLC. The Col still has 2 commands left. Does he throw them into melee now or against the Winged Husaria massing behind?

The PLC succeeded in pushing back the 1st line of the Swedes across the 6' board. It was only through the use of reserve regiments of Reiters that the Swedes weren't swept off the table by turn 4. The game was a close run thing. Final results:



Dismounted Dragoons hold the farm



Action in the Center. No clear cut winner yet...

Swedish marginal victory-keeping the PLC from exiting the table edge and occupying the larger farm.



Closer view of the right flank action.



What did we learn today?

1. Reserves mean something in this system. Don't keep them at your peril
2. The historical organization of light guns and musket (half musket in this case) by the Swedes held the center with very minor cavalry support. These rules support historical tactical actions. That's one of the reasons I like it!
3. Choose your battles! The PLC had numerical superiority over the Swedes while the Swedes had a fire combat superiority by use of caracole and pistols in the charge. The game balances out naturally. Neither side could sweep the entire battlefield at once.



*Right Flank
Poles are building the
double envelopment on
right and left flanks. Do the
Swedes have enough gas
to stop the "horns of the
bull"?*



Husaria lining up on the lowly Dragoons and Light Artillery. Estoc Targets!! Karl Gustav brings up Rottor support to the threatened Infantry.

The game literally moved in phases with smaller battles occurring within the larger scope of the game. This is another reason I really like these rules. One MUST keep their brains engaged throughout the battle. One lapse, one area gone. The game system and amounts of cavalry involved keep the game fast and fluid.



Swedes stop the PLC in the gap on the right flank but it takes the second unit to do it! Husaria waits for their ride to glory!

By Fire and Sword is one of my favorite systems. I highly recommend it to any war gamer that wants something fast play, decisive, and fluid in action. Hopefully after the Great Plague, we'll see more players in the DFW area. Great Game, Great friend! Great Day!



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



FOOTSORE MINIATURES & GAMES

More SAGA World Cup news:



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.

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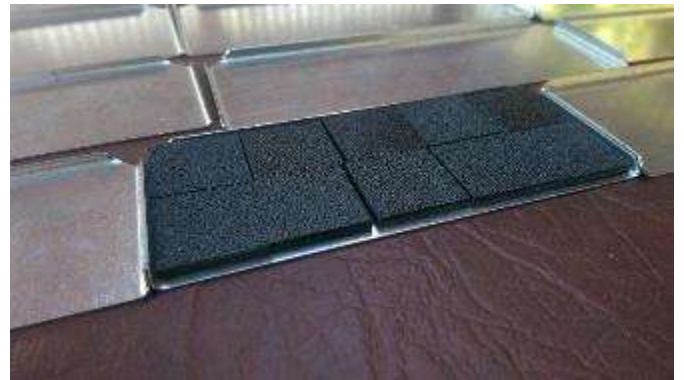


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If you are not a member of LSHM please think about joining now. This would be a great time to join. We hope to see everyone at the gaming table!!!

Please support your local gaming club!

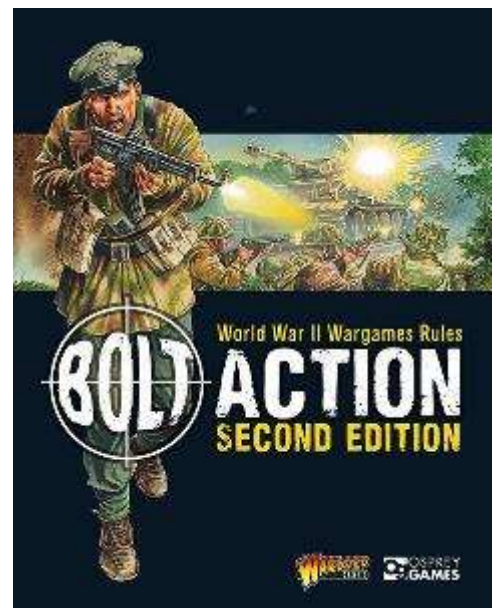


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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



Battle of Palo Alto



https://en.wikipedia.org/wiki/File:Palo_Alto_1846.jpg

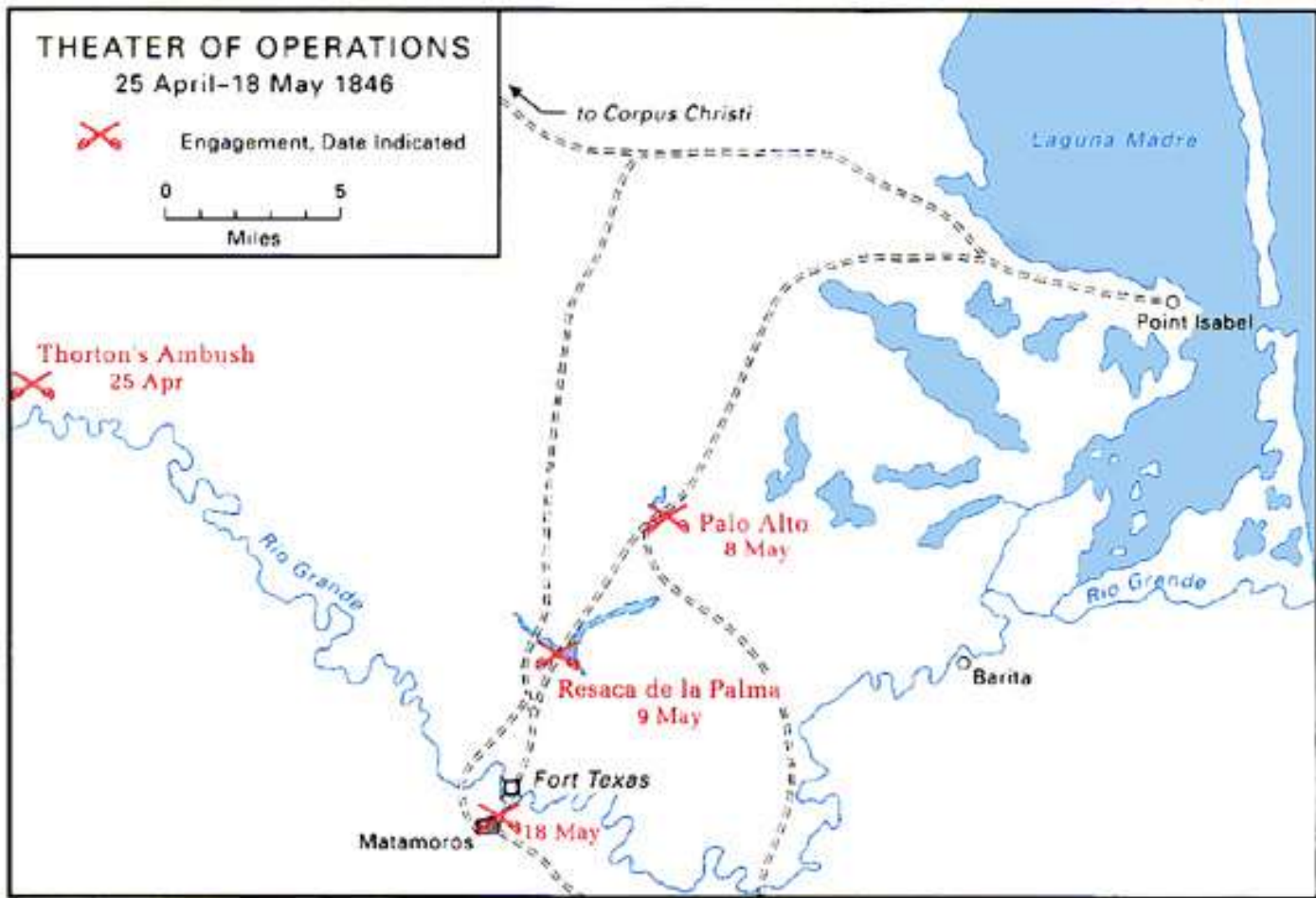
My Mexican-American War Project

By Charlie Torok

I have been working on my 28mm Mexican-American War project for a few years. I had these Old Glory figures sitting in a box for years, and back in 2017 decided to paint them up – I made this my project for the year. Here is my Mexican Army. These are based on the battles of Palo Alto and Resaca de la Palma (the opening battles of the Mexican-American War). They are based and labeled using modified Fire & Fury ACW rules for the Mexican-American War.

These are Old Glory 28mm metal figures with a few 1st Corps figures mixed in.





Mexican

Army of the North – Gen.div. Mariano Arista

Deputy – Gen.br. Pedro Ampudia

1st Brigade – Gen. Jose M. Garcia

10th Line – Col. Jose M. Garcia,

Artillery battery (2x 8-lb)

2nd Brigade – Gen. Rómulo Díaz de la Vega

1st Line – Col. Nicolas Mendoza

6th Line – Lt. Col. F. Garcia Casanova

Artillery battery (6x 4-lb)



Brigade – Gen. Pedro Ampudia
4th Line – Col. Jose Lopez Uruga
Villas of the North Cavalry Auxiliary
Sappers Company
Artillery battery (2x 6-lb ?)
Unassigned
2nd Light – Col. Jose Maria Carrasco, Lt.Col. M. Fernandez
Tampico Coast Guards Battalion – Lt. Col. Ramon Tabera
Zapadores (Sappers) Battalion – Lt. Col. Mariano Reyes



Cavalry

Cavalry Brigade – Acting Gen. Anastasio Torrejon
7th & 8th Line – Col. A. Torrejon?
Light Regiment of Mexico – Col. C. Montero
Presidential Companies – Col. Sabariego
Artillery battery (2x 4-lb guns)
Irregular Cavalry (Rancheros) – Gen.br. A. Canales



Artillery – Gen. Tomas Requena
Chief of div. Raphael Linarte
Artillery battery (2x 8-lb, 2x 6-lb)
Artillery battery (4x 4-lb) – Capt. Ballarta?
Artillery battery (4x 4-lb)



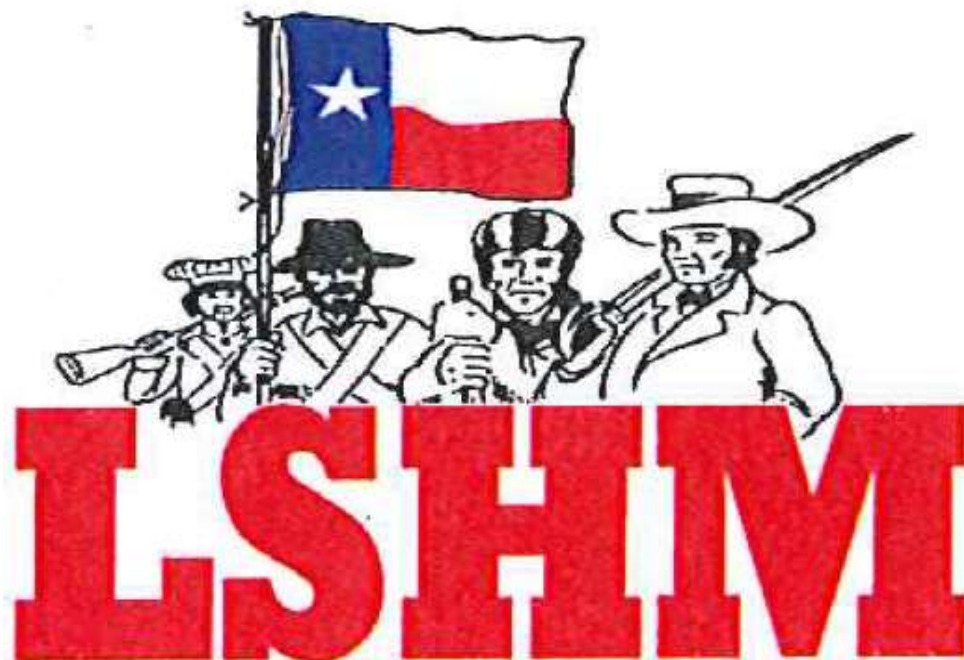


Mexico 28mm Mexican-American War:

- 75 x infantry Stands (3 figures per stand)
- 10 x artillery stands (1 gun and 3 gunners per stand)
- 34 x cavalry stands (2 figures per stand)
- 6 x mounted command
- 3 x foot command

- 225 foot figures
- 30 gunners
- 10 guns
- 68 mounted figures
- 6 mounted command
- 3 foot command





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