

# The Lone Star Dispatch

## July 2020

### 2020 LSHM Officers

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### Inside this issue:

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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 guys – this month I wanted to address the whole COVID environment that we find ourselves in. We have been discussing this November’s MillenniumCon – we all want to hold it but we are approaching it with both eyes open. Most major and minor events have gone the way of cancellation.

With that said, we know if we do not plan for it now – it cannot happen, so we are continuing to plan. The good thing is that it is not costing us any \$\$ just some of our personal time – but as we move further into late summer we would have to commit \$ towards the event.

Vendor registration is on going, if you would like to reserve a table space sign up now on the MillenniumCon website.

Game Master registration will open on 15 July – make sure to read the limitations on page 3 – we will have a reduced number of game tables this year.

I would like each of you to take a quick survey for me (see page 2), send me a quick e-mail with your response.

See page 3 for safety measures we plan to put in place at MillenniumCon this year.

Stay safe and best wishes to you and your families.

*Charlie Torok*

# 5 - 8 November 2020

## ***MILLENNIUMCON XXIII***

Texas' largest War-Gaming Convention

### **Member Survey**

Please send me an e-mail answering the following questions:

1. Do you plan to attend MillenniumCon 2020:

- I plan to attend
- I plan to attend only if COVID is under control
- I will not attend due to COVID
- I will not attend for other reasons (please specify)

2. I would attend to visit the vendors only, but not to play games or hang out – just visit the vendor room.

(note: we are looking at having a pass – free to members – to visit the vendor hall only – not participate in the gaming.)

3. Provide any other input. THANKS

E-mail to Charlie Torok at:  
[torokc@Hotmail.com](mailto:torokc@Hotmail.com)

# 5 - 8 November 2020

## ***MILLENNIUMCON XXIII***

Texas' largest War-Gaming Convention

### **Update**

Vendor Registration – on-going

Game Master Registration – Open 15 July

(Note – limited table space)

This year's MillenniumCon will look much different from recent past years. With the ongoing COVID 19 pandemic we are taking steps now to ensure we have the safest possible convention. We understand that allot can happen between now and November (just under 5 months away), but without this initial planning the event would never take place. As of right now (1 July) we plan to take the following steps:

- We will reduce the number of gaming tables in all rooms by 1/3 to increase the physical distancing between players and games.
- Most games will use the large tables (5'x8') to also increase physical distancing.
- Games will be limited to 4 - 6 players - so we ask Game Masters (GMs) to develop smaller game scenario's.
- Games that will not work without a larger number of players will be approved by MillenniumCon staff on a case by case basis.
- Players will be required to use their own dice and tape measures / rulers. If specialty dice are required we ask that the GM roll all the dice - no sharing.
- All attendees will be required to wear a face mask when in the convention center - no exceptions.
- The hotel will have cleaning teams to periodically wipe down surface areas, doors, etc..during the day.
- There will be plenty of hand sanitizer stations located throughout the convention center.
- If you are sick or show any signs of being sick we ask that you not attend and you will be given a full refund with no questions asked.
- For those who do not want to attend and play games we will allow all LSHM members a day pass to visit the vendor hall only - we want to ensure max participation for our vendors and allow you to make those purchases!!

We the LSHM Board of Directors and MillenniumCon staff want to ensure we continue the excellence of our event and at the same time take all precautions possible. We hope to see you this November!!

Continue to watch for updates and news.

# June 2020 membership report

Welcome to our newest members (June 2020) in LSHM



Bryant	Metalhede
Andrew	Rush
Jovan	Montaque
William	Frank
Adam	Chance
Mike	Paw
Joe	Bummerboy
Rob	Graham
Thomas	Oneal
Jonathan	Barnes
Thomas	Diener
Douglas	Dison
Brak	Ish
Paul	Walker
Justin	Ren
David	Lee
Michael	Beehan
Shaun	Austin
Ethan	Perzinski
Veronica	Armenta

**Membership  
Matters!**

Lone Star Historical Miniatures - Official Group

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

[788 members](#)

**MEMBERS**

We are closing in on 800 members  
On our facebook page

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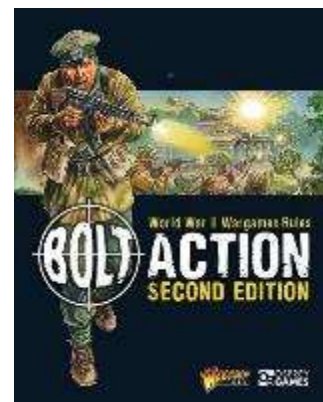
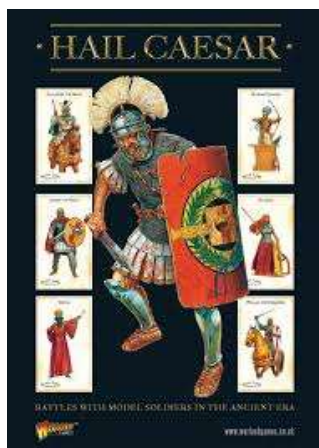
Ph. #: (210) 615-1229

**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**



# 2020 - Texas Region - Conventions and Events

Coronavirus Update -What's happening and What's been cancelled?  
Update - July 2020

## **HISTORICON 7/8/2020 - 7/12/2020 Cancelled**

VIRTUAL WARGAMES CON XII 7/17/2020 - 7/19/2020 Online Event

Contact: wgc@wargamescon.com

<https://www.facebook.com/groups/368927544077050/>

## **TWISTED-LORDS CON 7/24/2020 - 7/26/2020 As Scheduled**

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

Contact: Jon Russell jwrintampa@hotmail.com

<http://www.twistedlordscon.com>

## **SAN ANTONIO SUMMER MUSTER 7/25/2020 - Cancelled**

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

Contact: Charles Torok torokc@hotmail.com

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

## **GENCON 7/30/2020 - 8/2/2020 Cancelled**

GENCON ONLINE 2020 7/30/2020 - 8/2/2020 Online Event

Contact: customerservice@gencon.com

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

## **BAYOU BATTLES-KINGS OF WAR 8/7/2020 - 8/9/2020 As Scheduled**

Wyndham Houston West - Energy Corridor - Houston,TX

Contact: Rick Hoy bayoubattles@gmail.com

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

(continued)

## **CONSIM WORLD EXPO 2020 Cancelled**

Tempe Mission Palms - Tempe,AZ

Contact:

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

## **REAPERCON 9/3/2020 - 9/6/2020 Cancelled**

REAPERCON "LIVE" ONLINE CONVENTION 2020 9/3/2020 - 9/6/2020

Online Event

Contact: questions@reapercon.com

<https://reapercon.com/>

## **ORIGINS GAME FAIR 10/7/2020 - 10/11/2020 Cancelled**

## **LONE STAR GAME EXPO 10/9/2020 - 10/11/2020 As Scheduled**

Grapevine Civic Center - Grapevine,TX

Contact: Jamie Matthews lonestargameexpo@gmail.com

<http://lonestargameexpo.com>

## **FALL-IN 10/22/2020 - 10/25/2020 Cancelled**

## **MILLENNIUMCON XXIII - 2020 11/5/2020 -**

**11/8/2020 As Scheduled (with Safety Measures in place)**

Wingate Hotel & Convention Center - Round Rock,TX

Contact: Charles Torok torokc@hotmail.com

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

(continued)

**BAYOU WARS 28 11/6/2020 - 11/8/2020 Date Change**

D'Iberville Civic Center - D'Iberville,MS

Contact: Chris Johnston bayouwars@gmail.com

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

**WARFAIRE WEEKEND 11/6/2020 - 11/8/2020 As Scheduled**

Sheraton Westport Lakeside Chalet - St. Louis,MO

Contact: Lyn Stahl lyn.stahl@yahoo.com

<https://warfaireweekend.com/>

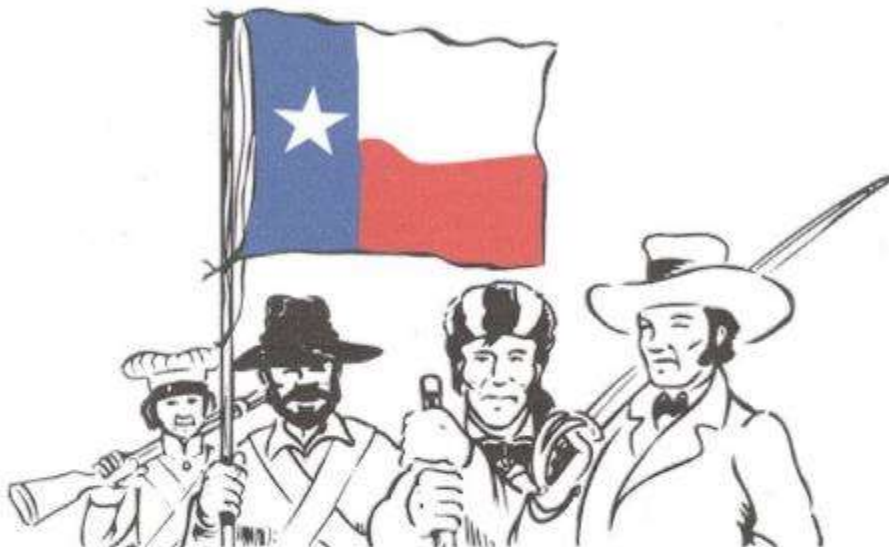
**MANEUVERSCON 2020 12/4/2020 - 12/6/2020 Cancelled**

**THE CLIFF BLAND MEMORIAL CRUSH, THE CON - Postponed**

**FOWSA - EARLY WAR 2020 - Postponed**

**ROMAN GAME DAY - Postponed**

**BATTLE OF BERLIN - 75TH ANNIVERSARY GAME - Postponed**



**Lone Star  
Historical Miniatures**

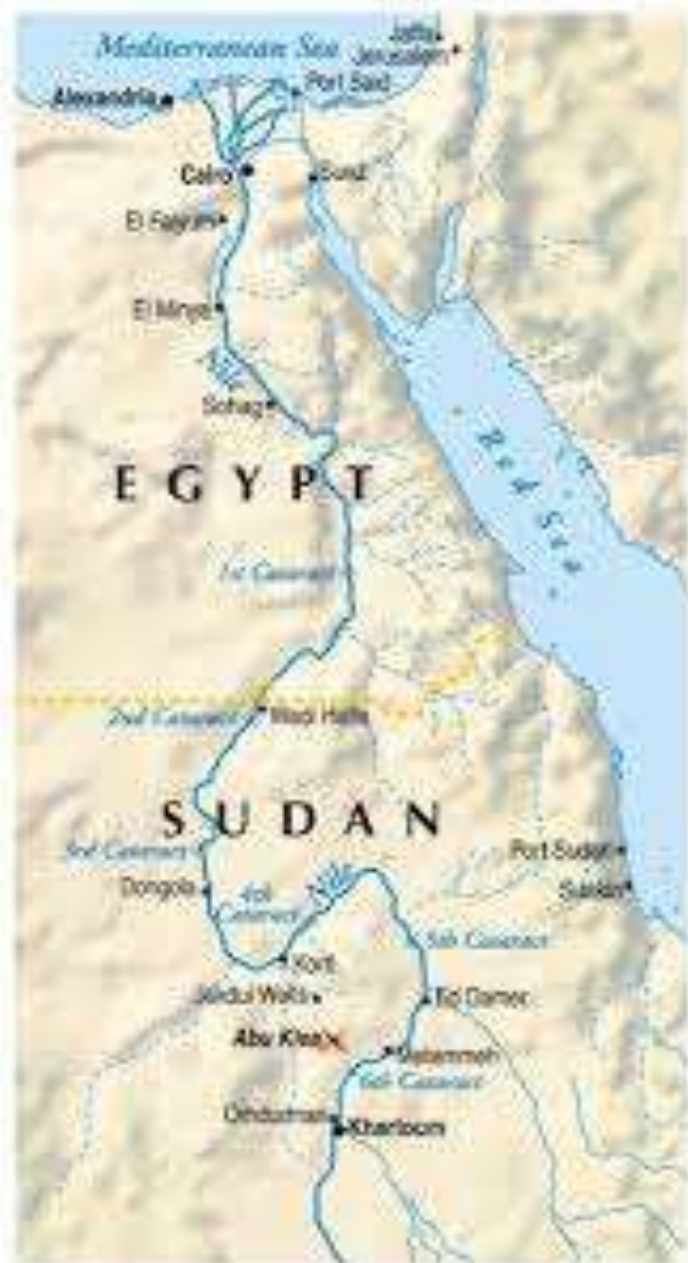
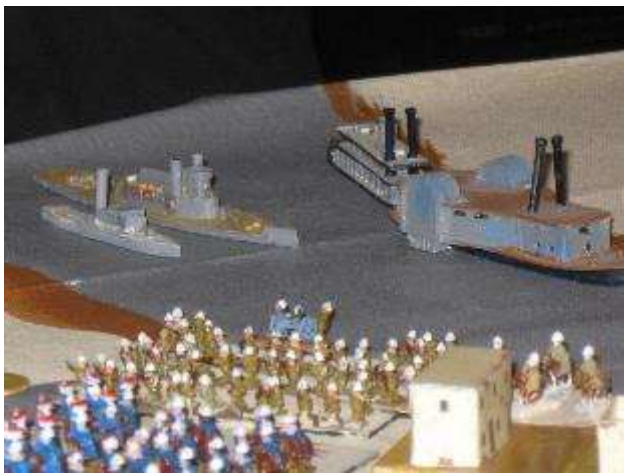


# Another Stay-at-Home project

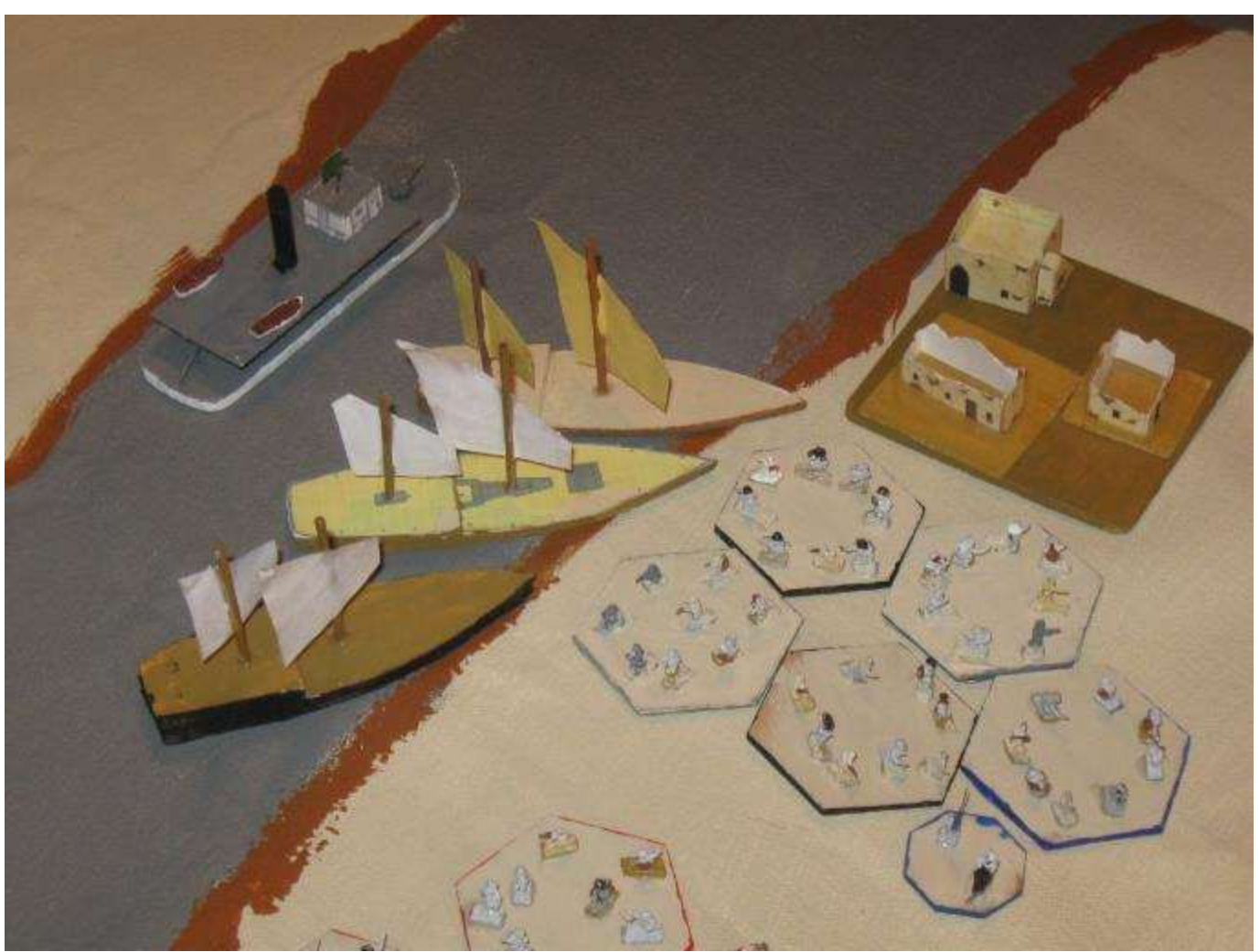
*By Steven Wirth*

My 6mm colonial project

Here is my British with gun boats and transports fighting the Mahdi with Dohws and captured gunboat butchered black powder rules Brits wiped out the Arabs today they were able to deploy a line supported with Gatling guns







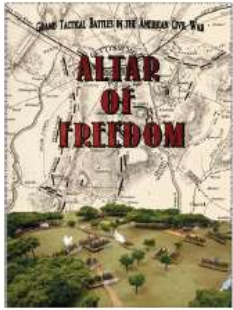
The Mahdist War was a war of the late 19th century between the Mahdist Sudanese of the religious leader Muhammad Ahmad bin Abd Allah, who had proclaimed himself the "Mahdi" of Islam, and the forces of the Khedivate of Egypt, initially, and later the forces of Britain

*By  
Steven Wirth*



# The Battle of Shiloh

## by Lloyd Eaker, Dallas Texas



We refought the Battle of Shiloh using the rules “Altar of Freedom” written by Greg Wagman. I discovered these rules from the Little Men TV channel on YouTube.

The game was very successful for a first attempt using a new set of rules. These rules are very different from most other rules. Though it is on the same general scale as “Volley & Bayonet”. This scale is a base represents a brigade. For my 22mm figures I am using 100 yards per inch on the table. AoF is designed for 6mm and 150 yards per inch. A full turn is an hour long. The major difference between the rules is that “Altar of Freedom” actually has a command system for the rules. However, AoF’s combat system is much simpler than V&B’s.

The command system works by having each Corps or Army using Priority Points to place divisions in command. The more points given to a division the earlier in the turn the division moves. All of the divisions with the same number of points move during the same phase of the turn. These points may also be used to move individual brigades at the end of the turn or to win the initiative. The most important part of the initiative is making the turn last longer (more phases) or shorter less phases. If the turn ends early some divisions may not be activated during the turn.

The combat and movement systems are all very simple. We used an optional rule for movement through rough terrain. Normally infantry move 8”, cavalry 12” and artillery 6”. Rough terrain subtracts 4” from this. Instead all units subtracted a d6 from the base movement. Since Shiloh is almost all rough terrain this had a big affect on the game.



This photo is at the end of the second turn. The Confederates have engaged the front line Union troops. Causing the Union to establish a line to slow the Confederates down.

During the play of the game one concept in the rules was initially confusing. During each phase the non-moving units are able to fire at the enemy. Meaning a unit may be able to fire more than once during each turn.

After reading the rules again, I have a better understanding of this section.

The active side moves all of their units. The enemy may fire at any of the “active” units. With artillery firing at any point during the move. Then the active side fires and then fights any close combats caused by movement.

This means units may shoot and fight multiple times during a turn. Also that a single unit may be attacked several times during a turn. To coordinate the divisions the commanders can move them in the same phase. The enemy can fire once per phase, however since a turn will have multiple phases, the unit may fire in each against enemy moving and during its own phase as well.



This photo to the right is about halfway through the game. The Union had just fallen back and were making a new line. The Confederates are setting up for their next offensive push.

The brown river is the Tennessee River. You can see that the trees are being moved around a lot. As almost the entire area was wooded.

Below is a close up of the Pittsburg Landing. This is where Grant's HQ is placed for the game. It marks where broken units move to when removed from play.



Grant had several brigades broken during the game but most were Rallied and returned to the fight.

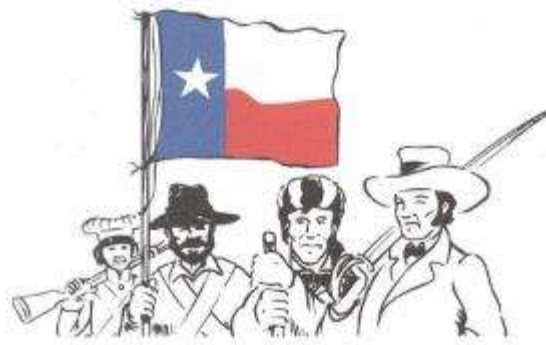
The brigade next to the tent is currently broken. The two brigades to their left are returning to the fight after being rallied last turn.



To the right is the last photo. Taken at the end of the game. The game still had 2 more turns. But the Confederates knew they were not going to break the Union. So as in history, the Confederates had a tactical win but a strategic loss.

Lloyd Eaker,  
Dallas, Texas





# 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/>



# Twisted Lords - 2020

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

## Quite Possibly the **LAST** remaining event of Summer 2020

### 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.

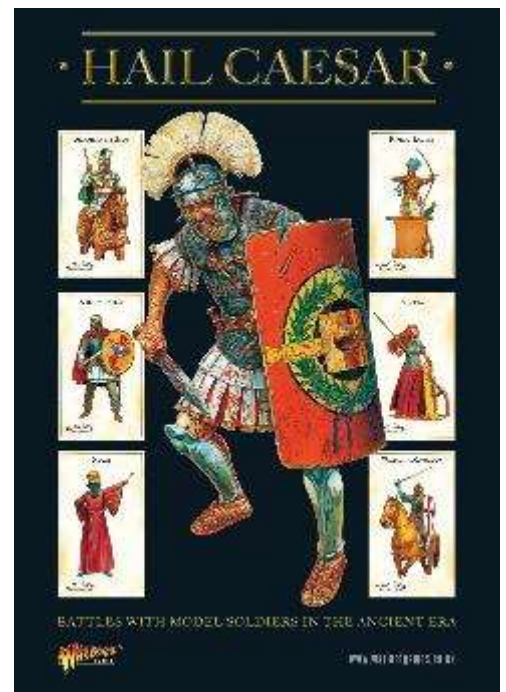


Saturday July 25th

- 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](https://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)

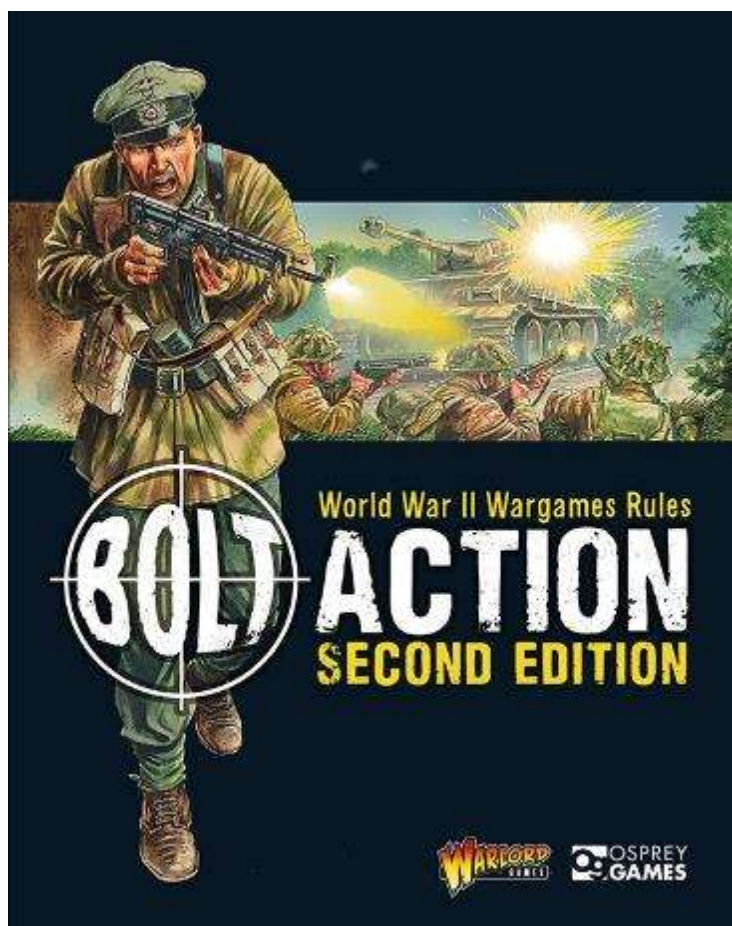
Weekend Pass with Bolt Action Tournament - \$40 (\$45 pre sign up - Note last minute sign up must be approved by Jon Russell)

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



The Age of Sail Battle Game

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HMS Victory  
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Games of Black Seas allow you to recreate the thrilling naval battles of the age of sail in all their glory. Utilising a unique and innovative initiative system based around the most important factor of sail powered combat - the wind. Additional rules enable you to fight in a 'line of battle', engage shore batteries, take your enemies with withering initial broadsides or capture vessels in heroic boarding actions. All while avoiding such hazards to navigation as fog banks, fire ships and shipwrecks, rules allow you to field fleets comprised of vessels ranging from the tiniest galleon up to the true giants of the waves, the mighty rate warships. Also included are rules for such famed vessels as *Bucentauro*, *Santissima Trinidad*, *USS Constitution*, and the legendary *HMS Victory*.

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Fight for domination of the high seas in this fast-paced starter set



Master & Commander



Rulebook

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- A4 softback rulebook
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- Printed wooden rafts
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- Rigging thread
- Full-colour Royal Navy, French Navy and privateer pirate flags
- A4 size double-sided battle mat
- 1x die-cut punchboard
- Wake sheet
- Ship datacard
- Black Seas wool - smoke & fire GameAidz (5x D10, 2x D6 and 1x D8)

BLACK POWDER  
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# Another Stay-at-Home project

*By Pete Flynn*

Awhile ago you requested photos of what we've been working on while "in place". I'm kind of pokey, both with painting and with my reply. I've been working on my 15mm French, mostly a Louis XIV collection, with some Italian Wars stuff too.







I am really impressed with the Khurasan figures. The castings are really great and reward the effort to be careful. I'm basing for the ReG rules, which are in prerelease.

Quite a few of my shots were blurry, so I'll have to take them over. These are pretty good.

Pete Flynn  
Pflugerville, Texas  
Gem of the Blackland Prarie!





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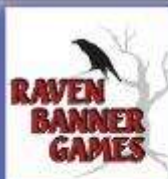
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# RAVEN BANNER GAMES



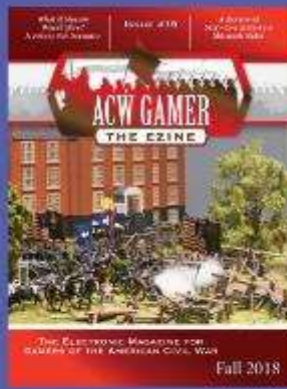
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Battlemaps

Terrain

ACW Gamer  
E - Magazine

RBG  
Miniatures



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

*Miniatures and photo  
by Paulalba*

## ***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

## Miniatures and Games

©  
TM

Portsmouth Miniatures has been honored by the Marine Corps University (Quantico, VA) by receiving an order for all ships at the Battle of Trafalgar.

Professor Jim Lacey has ordered 82 ships (complete battle line and struck ships for late in the battle) to use in a series of 15 minute ship positioning during the battle.







Major Jared A Cooper was of great help getting the project through the great amount of red tape. Here is a picture of ships I have completed so far.



Once the world calms down and trips are easy to make again I plan to visit Jim to see how he is using the ships as well as run a demo of my game, Bloody Broadships, to show them how we use the ships.

Jeffrey Hunt  
Portsmouth Miniatures and Games  
[www.portsmouthminiatures.com](http://www.portsmouthminiatures.com)  
214-603-4944



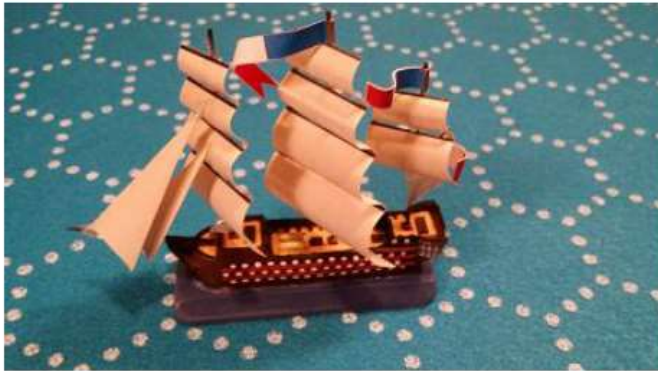
Portsmouth<sup>©</sup>  
Miniatures and Games<sup>TM</sup>





# Portsmouth<sup>©</sup> Miniatures<sup>TM</sup>

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
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***News from the Master Hobbyist:  
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***Dallas, TX***

**By Mr. Steve Miller**

## **54mm Napoleonic Gaming**

Great game of 54mm Flags and Eagles today with [Greg Horner](#) and [Andrew Kenemer](#). 36 points per side. A combination of French, Neufchâtel, and Westfalians versus British.





The objective was to keep the French from crossing the shallow river. It was ugly for the British. You shoulda' been there rolling dice with us at the Rat Palace!





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

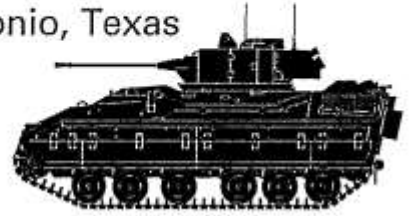




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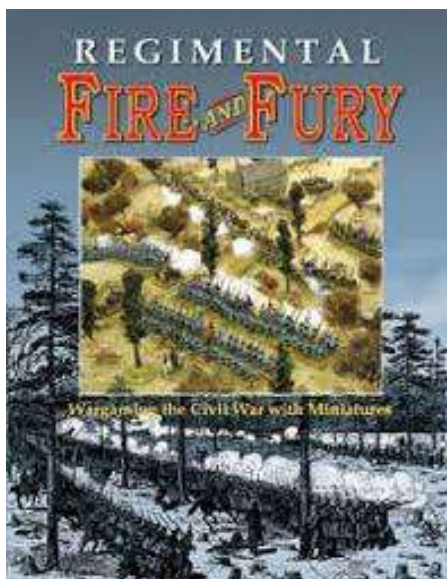
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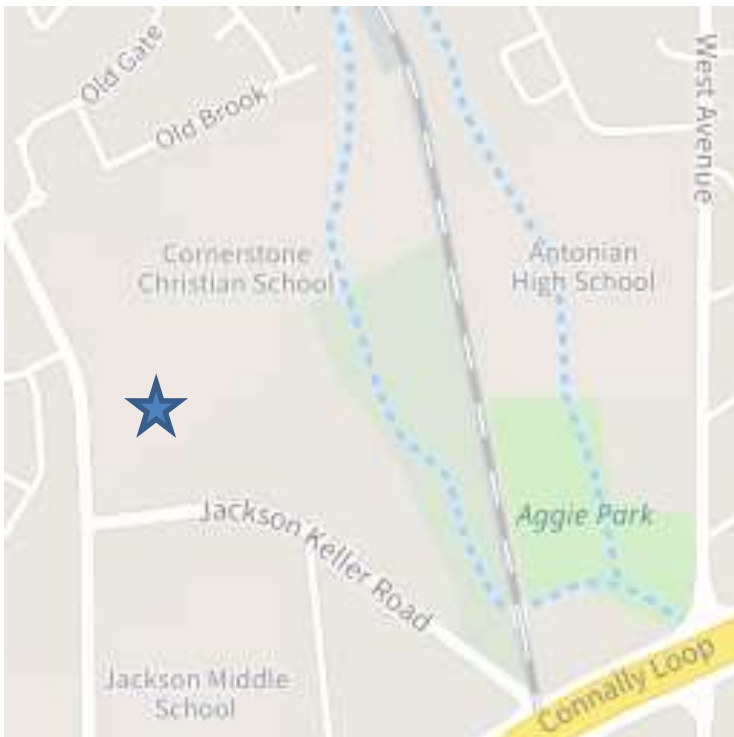


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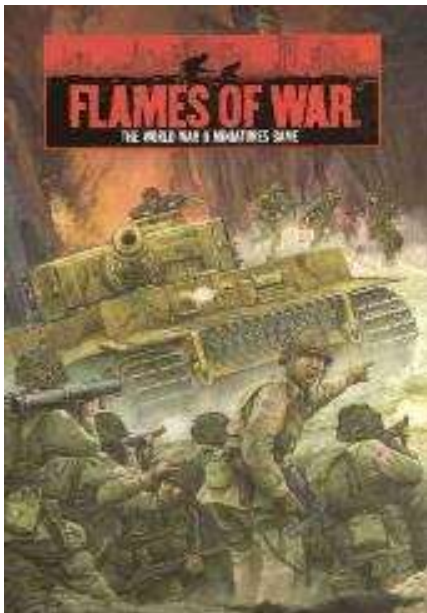
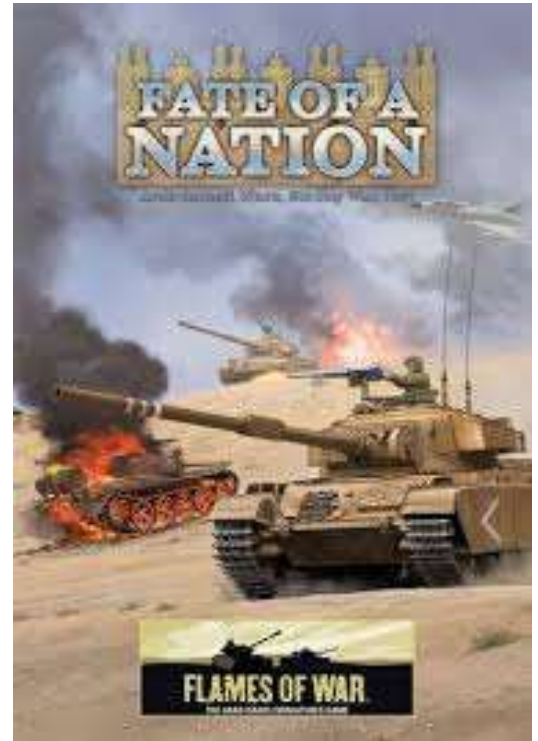


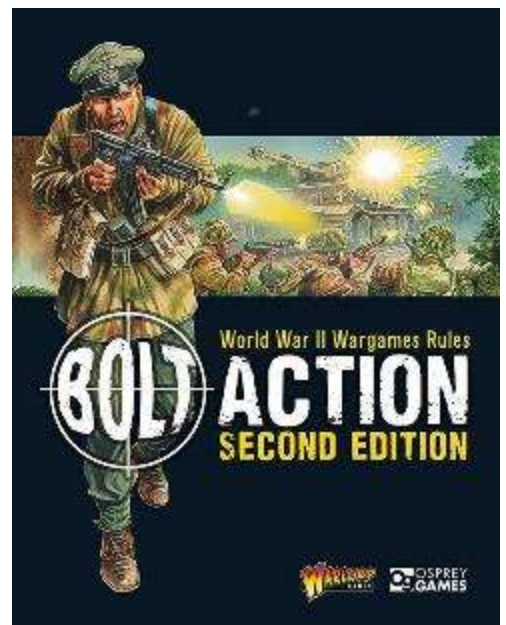
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# Battle Report

By Robert Williams

Friday night Bolt Action returned to Dragons Lair with a clash between British 8th Army and a combined force of US infantry and US Marines.







It was Top Secret scenario and the US force didn't fare well against the British force. The monkey called in a devastating artillery strike by rolling 3 6s in a row. Bad monkey Bad



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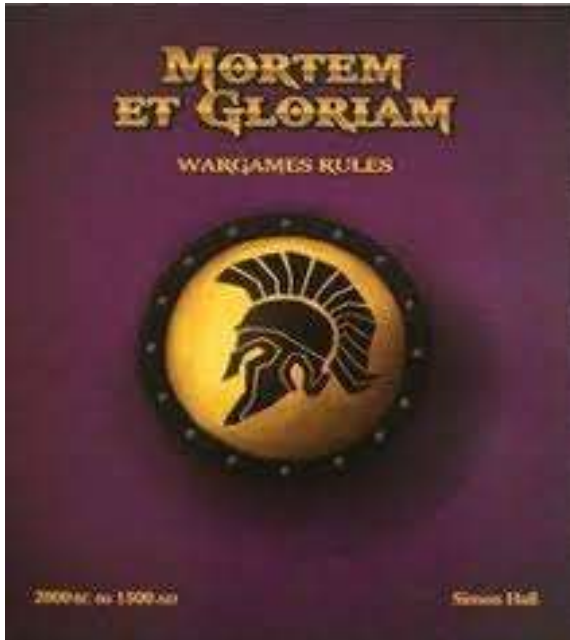
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## FOREWORD BY DR SIMON ELLIOTT

Like many wargamers I have a burning passion for the ancient and medieval world. In my case this has been taken to an extreme, as I am now a professional historian, archaeologist, author and broadcaster!

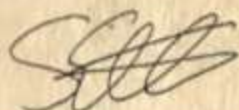
I first started wargaming in the early 1980s and have grown up with the hobby. In this time new generations of rules have emerged on a regular basis to cater for changing fashions. Finally one has come along that truly captures the flavour of those wanting to fight battles in this era.

**Mortem et Gloriam**, created by veteran rule writer and gamer Simon Hall, is a game I have thoroughly enjoyed playing for the past three years. The rules have a number of features which make them such a joy to play, and allow them to recreate faithfully the conflicts over this vast period of time and width of geography.

- First up, the rules are scalable through their **Maximus, Magna and Pacto** variants.
- Next the 650+ excellent army lists are all available for free online.
- Then the innovative use of differentially coloured cards/discs and dice to represent differing degrees of capability add a fantastic degree of jeopardy on the table that never fail to elicit an emotional reaction from the gamer – positive and negative!
- Next, the fantastic Pre-Battle System which recreates, in a short space of gaming time, the often overlooked much longer period before a battle takes place as armies manoeuvre for best advantage in terms of terrain and scouting.
- Then one can add the exceptionally flexible system of characteristics to give each troop a distinct, historically accurate flavour.

As a classicist, I can no better illustrate this than describe some of the various Roman troop types in the lists. For example, the rules recreate the **early Roman 1st class phalanx** by giving them long spear and the shield cover characteristic; the **Principate legionary** by giving them impact weapon for their pila, melee expert for their skill with gladius, and shield cover for their large scutum shields; and the **Dominate legionary** by giving them short spear and darts. Indeed all seven different Roman lists capture the unique feel of that period of development.

It is this simple, but unbelievably flexible, combination of weapon types and characteristics, together with order, quality and armour, that allows **Mortem et Gloriam** to recreate historically accurate armies. Add that to the immense fun from playing the game and I highly recommend you give it a try!



NOT APPEARING AT  
SALUTE 2020

Following the cancellation of Salute 2020, or rather postponement until 2021 to quote the official line (!?) *Wargames Illustrated* put out a call to all clubs, groups and traders who were planning demo and participation games for the show. We asked if they would like to 'display' their tables in our 'not-appearing at Salute' feature. We figured that having put in all that effort these games definitely deserved to be seen by as many gamers as possible and *Wargames Illustrated* could be the conduit.

# THE BATTLE OF CATALAUNIA PLAINS GOES VIRTUAL



In our final article tracking down the games that didn't appear at Salute 2020, we hear from Simon Hall who would have been showcasing the new edition of *Mortem et Gloriam* at the show.

It was such a shame that Salute 2020 couldn't go ahead. At the event, I (under my website name of The Wargames Zone) was due to run two participation games to coincide with the launch of the *Mortem et Gloriam* (*MeG*) *Compendium* and the *MeG* Ultracast plastic 15mm figures.

The plan was to refight the Battle of Catalaunia Plains 451CE with Western Rome's last great general Aetius against Attila the Hun and his allies. It would have been great to get many of you joining in this famous historical battle.



We had planned to run two games simultaneously:

- A *Maximus* game with four players a side. Four experienced players were on hand to help out and we were going to have members of the public take over generals for 30 minutes to try their hand at the essence of *MeG*. This was to be played on a 6'x4' table using the new Ultracast plastics for both sides. The armies were about 250 figures on each side. We would have played this twice in the day and been able to allow around 50 people to join in throughout the day.
- A *Pacto* game where a player could spend about an hour trying to beat the *MeG* author (with a bit of help from another experienced player). Anyone successful would win a free *MeG* box set to take home. Anyone getting over six points would get a free box of figures. The *Pacto* armies for the battle can be created from a box of each of the Romans, Huns and Goths – there are around 80 figures on each side. Then plan was to play five games during the day, hopefully give away two or three sets. (The author wasn't planning on throwing any games, so the sets had to be earned!)

## ON-LINE LAUNCH

With the event cancelled we switched to an on-line launch with distributors Plastic Soldier Company PSC. Myself and Dr Simon Elliot teamed up to give a talk on the battle and to refight it with a live audience on a webinar and a FB live stream. It was also streamed by OnTableTop aka BeastsOfWar.

We had around 160 people on the webinar and several hundred more watching on the feeds. Not the thousands who would have seen it at Salute, but a decent second in these difficult times. Search YouTube for *Mortem et Gloriam* to find the video of the event.

Few of the new figures could be used as they were all in the UK and the author was 6,400 miles away in Cape Town! But to give you some idea here's a couple of pictures of some PSC Goths and Romans. My rather mediocre painting is on the left; Nik Gaukroger is showing rather better skills on the right. Hopefully proving they do 'come up' beautifully.

The new *MeG* *Compendium* with three games in one and the new Ultracast plastic 15mm figures would have been on show in our games. We were also giving away a free set to anyone who could beat the author in a 1-hour *MeG Pacto* game!

## REFIGHTING THE BATTLE

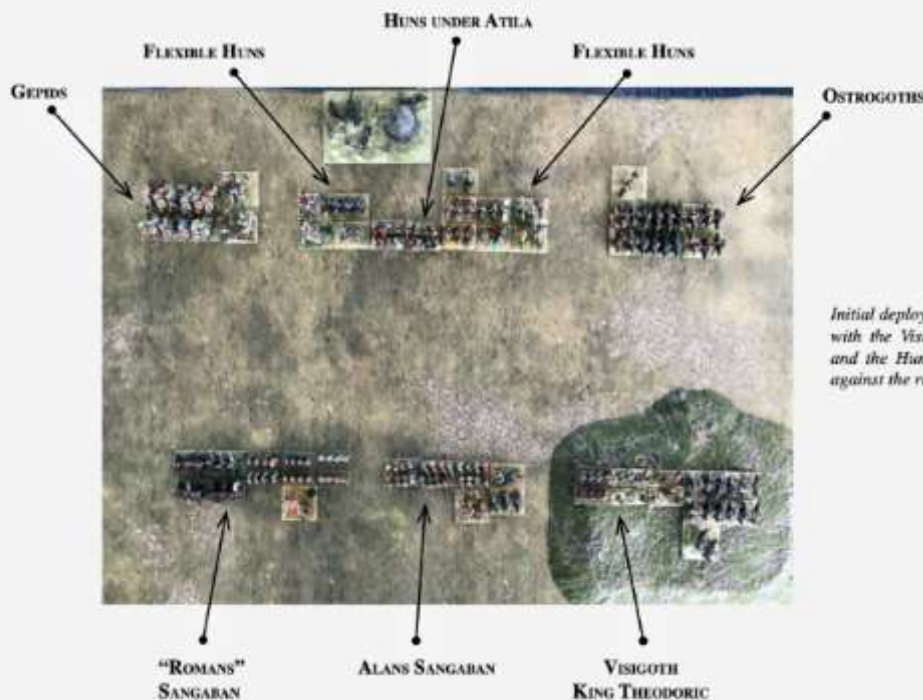
For those interested, here is the story of our first *Pacto* refight. A very close game with the Romans winning (15-10 in the *MeG* scoring system). The game matched the historical outcome with the Huns fighting hard in the centre, but forced back onto the camp by the Visigoths breaking through their left flank.

The game played in just over an hour – at Salute we should have managed five games on the day.

## DEPLOYMENT

Here is our historical deployment on a 3'x2' play mat using 15mm figures. All game views are from the Roman side.

- King Theodoric is on the right with the Visigoths, facing the Hunnic Ostrogothic allies under Ardaric.
- The Alans under Sangaban in the centre facing the Huns and Aetius on the left with the Romans facing the Gepids of Valamir.
- Attila controls the right-hand Huns and the foot, while his son Eilac controls the two cavalry Tugs on the left of centre.



*Initial deployment of the forces with the Visigoths on the hill and the Hunnic camp backed against the river, at the top.*

The Huns in the middle contain four formed flexible cavalry – an important invention in *MeG* that brings the Huns to life. They can operate in skirmish or loose formation and can switch between the two. Here they are deployed as skirmishers at the beginning of the game – shown on table by them having their

two-figure skirmish base at the front. Two of these are also skilled shooters – the left one on each side – and these are rather dangerous to anything without shield cover. We have a poor quality mobile Hunnic camp at the rear – but alas it is trapped against the river, so its mobile capability is of little benefit.



*Left: The Romans. By this era we have relatively few real ones on the force. The infantry has a TuG of superior palatina in the centre, with average comitatense on the right and combat sky limitantes on the left (garrison reserves). On the far right we have Aetius's bucellarii with some standard equites next to them.*

*Right: The Huns. Before their camp Atilla is on the right with noble cavalry and two horse archer Tugs, plus two Tugs of subject warband. Eilac on the left with two Tugs of horse archers. All are deployed as skirmishers signified by them having their two-figure bases at the front.*



## EARLY MOVES

The early moves have both sides closing and the action begins in turn 2 with the Huns shooting at the Romans and the Alans. The Romans invoke their shield cover with their front ranks, which drops the shooters down a colour and thereby limits the casualties. As the Romans have now only the rear ranks to throw *plumbata* (darts) they drop below BLACK as the range is over 2BW and can do no damage. But this is far better for them than accepting high casualties from the deadly skilled shooter Huns.



*All the Romans have shield cover which they can use to protect themselves from missile fire. The skilled Huns on the left are shooting at superior palatina and drop to BLACK+ (meaning an S counts as a W) and the experienced Huns on the right to a BLACK. No damage.*



*The Alans and Franks under Sangaban in the centre do not have the benefit of shield cover and are more vulnerable. The Huns concentrated shooting on the foot and shot a base off at the first attempt.*

## CLASH OF WEAPONS

In turn 3 the Visigoths crash into the opposing Ostrogoths with much more dramatic results, and the Gepids crash into the Romans with equally destructive force. The Visigoths quickly break their opposing cavalry, while the Gepids – although suffering serious losses – make quite a mess of the Roman cavalry. In characteristic fashion the Roman infantry remained very solid – their shield cover and some recovery cards from Actius keeping them in good order.



*Left: The end of Turn 4. On the left the Gepids have broken the Roman equites, but the Roman infantry have no losses and are holding well. In the centre the Huns are doing well having broken some Franks and pursued through the line, and Sangaban is in danger of collapsing. On the right Theodoric has broken the enemy cavalry for the loss of one Tug, and this time has stayed alive and on his horse.*

We have quite a historical mid-game position. The Huns are fighting well in the centre, but the Visigoths have opened up their left flank. If the Huns cannot break their opposing enemy quickly, they will be overrun, and the camp attacked. The Roman infantry are proving typically resilient.

Losses so far:

- Actius: 1 x Equites cavalry, 1 x Franks, 1 x Visigoth Cav = 3 Tugs.
- Attila: 2 x Ostrogoth cavalry = 2 Tugs.

6-4 at present to the Huns.

*Right: Here is the position two turns further on in the game. The remaining Ostrogoth foot bowmen are being flanked and their general is fighting to the last. But Visigoth cavalry have got around the flank and the Huns – as in the real battle – have been forced to fall back and defend their camp. A pity as they are close to winning in the centre. Attila's infantry have disposed of their enemy destroying another two Tugs so the battle at present is in the balance but with the Huns well ahead on damage done. 10-4 to the Huns.*



In turn 6 the battle on the left rages with the Roman infantry still solid but now with some Gepid cavalry in a position to charge their rear. Aetius has joined his bucellarii bodyguard and joins the fight personally, breaking them this turn, with the KaB test breaking the remaining Gepid cavalry – it goes home rather than charging the Roman rear. A very close thing as they could have broken the solid Roman infantry line.

On the right the remaining Ostrogothic bowmen die and their king Ardaric dies with them! The Visigoth cavalry pursue directly ahead and cause chaos, forcing Huns to run away through other Huns. The KaB test badly damages one of the Huns in skirmish formation and trap it on the table edge next to the camp.

*Right: A desperate struggle. Turn 6 just before melee combats. The Huns are retiring in the centre, unable to follow up on their successes for fear of being surrounded or having their camp sacked. Rather historical. Aetius joins his bucellarii to take them up to a YELLOW dice and this breaks their opponents and also the other Gepid cavalry from the end of phase KaB test. This probably saved the Roman army. To the right the Visigoth cavalry break the bowmen, kill Ardaric and pursue into the Hunnic skirmishers, forcing them to flee back towards their base edge and through their fellow Huns – causing a KaB test on them both.*



## HISTORY REPEATS ITSELF

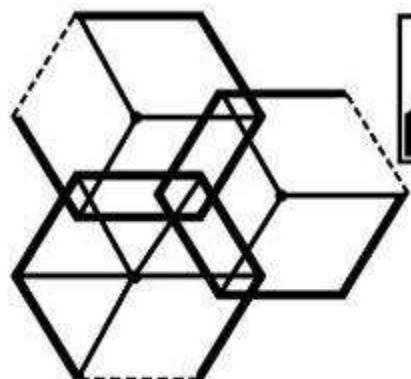
Our battle ends in the turn 7 charge phase. The Visigoths have killed one Hunnic Tug by charging it onto the table edge and causing another KaB test which breaks it. The Alans break pursuers in the centre by charging them in the flank. But the game is rescued by Aetius himself on the left. A charge on the remaining Gepids breaks the TuG and killing their leader Valamir. This phase alone the Romans break four Tugs and with three Gepids and three Ostrogoths gone already the Hunnic army breaks in style.

The Romans at this time have lost five TuGs themselves. And indeed were set to lose another one but for Aetius. As in history the Huns are the ones holding out and retire to the camp. Indeed, had the Visigoths taken longer to break their flank the Huns would have been flowing through the centre and the Roman flank would have been under great pressure. A 15-10 to Rome in the scoring system, with the Huns getting a maximum damage done score despite losing. An incredibly close affair.



*Above: The final charge showing just how close the refight was. Aetius was active and rolled the first dice. Superior, short spear, a general and flank gives them +7 vs +1 for just a general. So, they rolled RED and YELLOW breaking them and killing the general in combat. They then pursued into the Huns who – as they were still in skirmish formation – were on BLACK vs RED and GREEN. On the right the Alans have formed up and charged a flank and break the remaining pursuing Hunnic subjects. Attila himself is fighting at the top in defence of his camp.*

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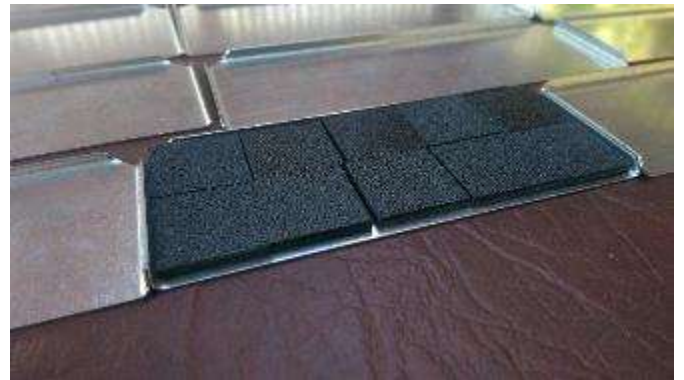
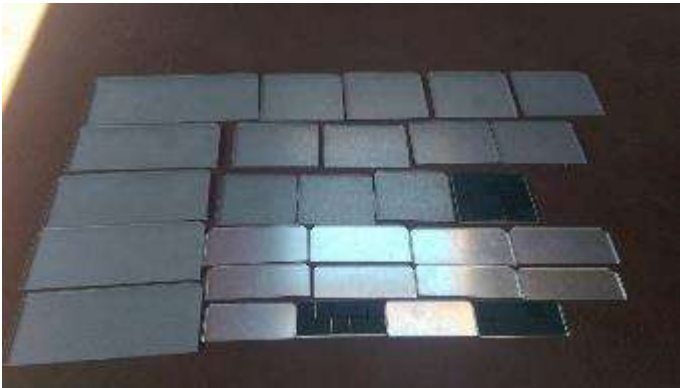


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# Another Stay-at-Home project

*By Steven Wirth*

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working on –

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&  
Colonial Wargaming



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**Spanish Grenadiers**



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*By*  
*Steven Wirth*



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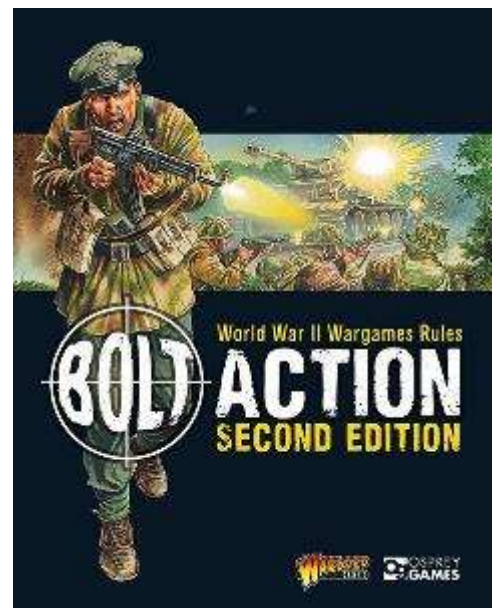


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