

The Lone Star Dispatch

August 2020

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- Upcoming Events
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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.

As most of you have already heard – the LSHM Board of Directors have decided to cancel this year’s MillenniumCon. We reviewed a number of criteria and made this decision. One of the major factors was the membership response to last months survey. We had over 80 responses and we appreciate the good input. Overall we had about 50% respond that they would not attend, about 25% said they were leaning towards not attending and the remaining 25% planned to attend. We did not want to run a sub-par event – we have had 4 straight years of good growth in MillenniumCon. So start planning now for a BIG and HUGE event in 2021.

On a second note and a VERY POSITIVE story, one of our own board members and icon in LSHM and wargaming here in Texas – Oscar Barela has overcome his battle with COVID. Oscar went into the VA hospital on 7 June – he was in very critical condition in ICU. He spent almost a month in a coma and on a ventilator. After much prayer, excellent medical care and his fighting Oscar left the hospital on 12 July COVID free. He is now recovering and doing well.

Please continue to provide gaming projects and updates – let us know how you are keeping busy with your hobby. Keep safe and stay in touch.

Charlie Torok

MILLENNIUMCON XXIII

Texas' largest War-Gaming Convention



UPDATE

I wanted to get the word out to you all - the LSHM board of directors met yesterday and we decided to cancel this years MillenniumCon. There were a number of factors / criteria we used, but the bottom line was over 50% of last year's attendees responded to our survey that they did not plan to attend MillenniumCon and around 25% were leaning towards not attending.

We did not want to run a sub-standard event! Here in Texas it does not appear that things will significantly improve over the next 3 months. We hope we are wrong, but we did not want to wait until the last minute to make this decision. We are very loyal to you - our great LSHM Members and hold your health and safety in high regards. We hope you will continue to attend in the future. We fully anticipate an even bigger and better convention next year (11-14 November 2021).

If you have any questions just ask. Best wishes and health to you and your families.

PS: Reminder: if you had made room reservations make sure to cancel them the hotel management has already been informed and supports our decision.

Charle Torok
LSHM President
MillenniumCon Director

August 2020 membership report

Welcome to our newest members in LSHM



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Mark	Theurer
Mike	Blanton
Richard	Kreitz
Justin	Morris
Eric	Warren
Brian	Levasseur
Tiffer	Cipriano
John	Carkeet
Matt	Carroll
Richard	Stone
Kristofer	Seibt



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[791 members](#)

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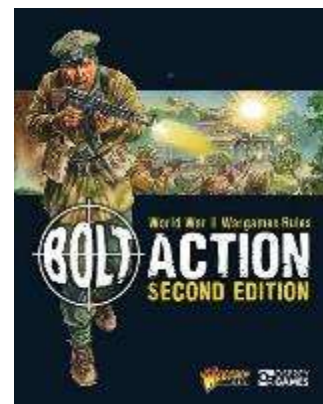
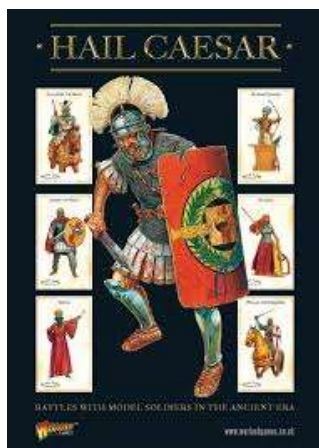
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2020 - Texas Region - Conventions and Events

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

Update - August 2020

BAYOU BATTLES-KINGS OF WAR 8/7/2020 - 8/9/2020 **Cancelled**

CONSIM WORLD EXPO 2020 8/15/2020 - 8/22/2020 **Cancelled**

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

REAPERCON "LIVE" ONLINE CONVENTION 2020 9/3/2020 - 9/6/2020 **Online Event**

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**

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 **Cancelled**

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**



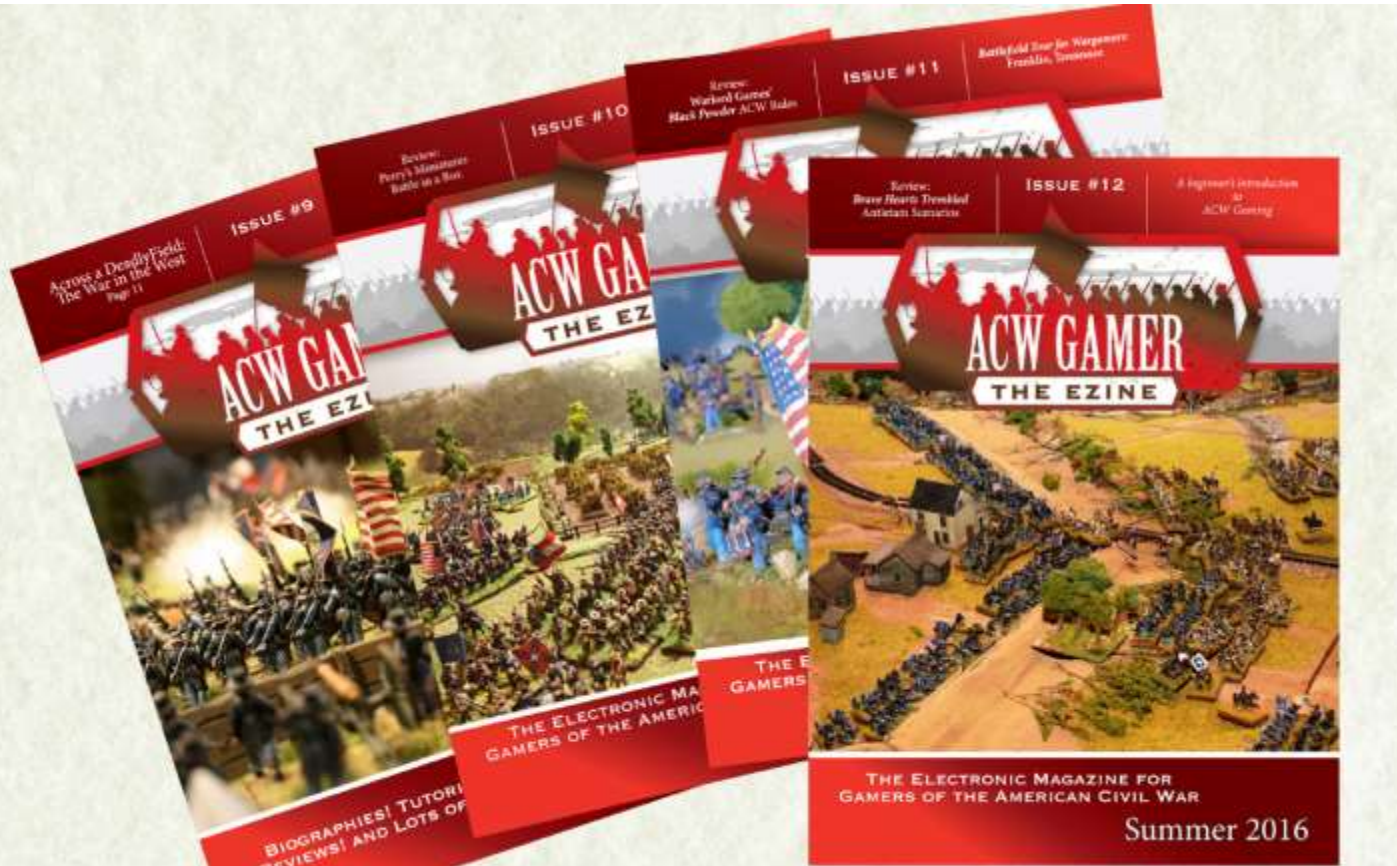
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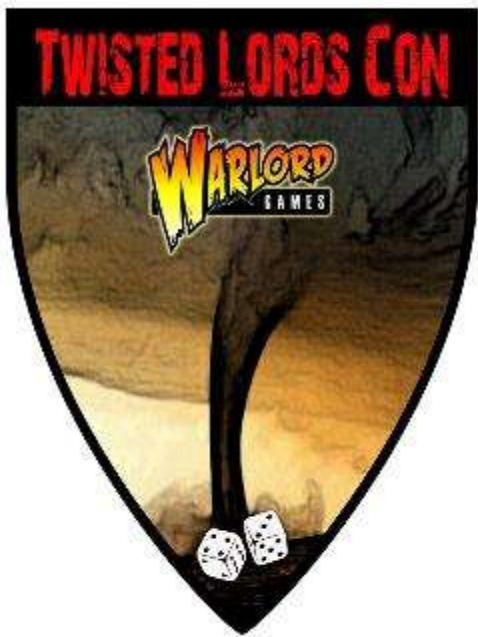
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Twisted Lords Con 2020

By Mike Gomez

“Mr Circus Maximus”

I attended Twisted-Lords CON this last weekend and it was interesting, fun and worth the time. I commend the entire

Warlord staff and Jon in particular for putting on the con. As always everyone from Warlord was enthusiastic and ready to help.





Mike explains the rules to the players





COVID protocols were observed at all times. I'm sorry to say that the con did suffer from COVID and was lightly attended. The Bolt Action tournament was a bright spot as they had a good turnout for it. I played two full Circus Maximus games on Saturday.





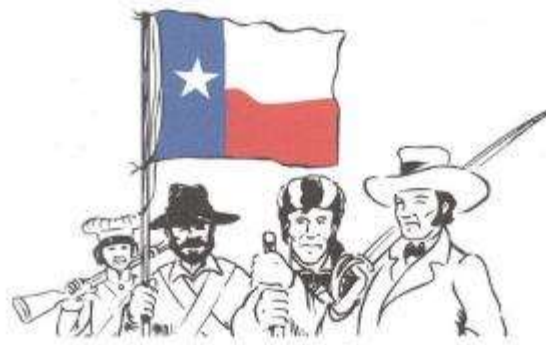




Everyone enjoyed the races and asked that I return next year which I assured them I would. Again I thank Jon and Warlord for sticking to their commitments and wish them greater success in the future.

Mike Gomez





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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/>

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Master & Commander



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Stalingrad in the Air

By Ray Mitchell



Red Gauntlet: Stalingrad Airlift 2.0 Play Test

By Ray Mitchell



I ran this Ares Games Wings of Glory World War II scenario in 2 events for MillenniumCon 2019. During the second event, several experienced players were at the table. They identified problems and offered solutions that could balance and improve the scenario.

The original game plan: Ju-52 transports must transit the long axis of 6x4 terrain mat from west to east. West and east ends of map (each about 20% of mat surface) were German territory were Soviet aircraft (A/C) were subject to German AA fire. German gun positions were not identified. German transports and escort fighters began scenario at west end of mat. Soviet interceptor aircraft entered board in a restricted corridor on the north or south edge of mat. Ju-52s begin landing descent upon entry to east German AA zone, descending 1 altitude level per turn and automatically land on 3rd turn or upon reaching the end of the mat. German mission: land transports at east end of mat. Soviet mission: destroy the transports. Victory conditions: based on destruction of transports and opinion of the game master (GM). GM moved and fought the transports.

Red Gauntlet: Stalingrad Airlift 2.0 Play Test

By Ray Mitchell

Original Order of Battle:

Flight Element – Number of A/C	German	Soviet
Ju-52 Transports – 3ea	x	
ME Bf-109K-4 – 4ea (reduced to 109G for Scenario)	x	
ME Bf-109E-3 – 2ea	x	
Various caliber German AA guns	x	
Yak – 1 8ea		x

Identified problems:

- 1- Scenario balance: Soviet players perceived scenario was unbalanced, with little chance of Soviet victory due to: speed and resilience (damage level) of transports; and 8 to 6 Soviet to German fighters.
- 2- General confusion over the gunnery rule tied to altitude step, to include the GM.
- 3- Sloppy application of AA fire by the GM.
- 4- Vague victory conditions.

Scenario 2.0 Changes

1- Interceptor to Escort Ratio: Eliminate the ME Bf 109E-3 from the scenario, making the Soviet to German fighter ratio 2:1. The ME Bf-109G would remain superior to the Yak-1 in speed and firepower.

2- Transport speed: Reduce starting speed of transports from fast to slow. If all 3 engines on a transport are damaged, reduce speed further by using a stall card every other turn.

Transport resilience: The current Ju-52 damage level is 40. For comparison, the B-17 level is 50, the B-25 is 35. Since the Ju-52 is an historically tough aircraft, a 40-point damage maximum seems correct. A workable solution is to award victory points for damage to a Ju-52, as a damage could adversely affect the transport's ability to land and make the return trip.

3- Eliminate the gunnery-tied-to-altitude-step table rule and apply gunnery advantage as described in the rule book.

4- Eliminate the German AA zone in the west end of the mat. Retain German AA guns in the east end of the mat. Establish a specific number of guns and calibers and mark positions on the mat. Guns can fire as aircraft come in range and altitude. Modified AA Table: 2ea 88mm, damage level D, effective altitude levels 4-2, marked; 2ea 20mm, damage level C, effective altitude level 3-1, marked; and ground fire, automatic 1 damage level A each turn, effective altitude level 1, anywhere within the east end AA zone.

AA Gun Table

Altitude Level	D/C Gun Positions	D Burst Plots (88mm)	C Burst Plots (20mm)	A Damage Taken (ground fire)
4	2	2	0	0
3	2/3	2	2	0
2	2/3	1	3	0
1	-	0	2	2

5- Entry turns for Soviets are at the player discretion, all Soviets must be on the mat by turn 3. Soviet enters at altitude level 4 through a restricted space (1 range stick wide) north or south edge of mat, on each succeeding turn, the entry portal will widen: turn 2, 2 range sticks wide, turn 3, 3 range sticks wide. The widening corridor allows Soviet fighters to enter nearer and close faster to the Ju-52s.

6- Clearly defined victory conditions.

Condition	Victory Points	Logic
Ju-52 receives 13 damage points.	1 Soviet	Accumulated damage may cause a crash landing or render the A/C unrepairable.
Ju-52 receives 26 damage points.	1 Soviet (added to previous point)	A/C likely unrepairable and will not leave the Stalingrad pocket.
Ju-52 receives 39 damage points	1 Soviet (added to previous point 3)	A/C written off as a wreck after landing.
Ju-52 downed.	4 Soviet (includes accumulated points)	
Any downed fighter (aerial combat or AA kill)	1 Soviet/German	Applies to German and Soviet fighters. AA fire presumed to assiduously avoid targeting a Ju-52.
Undamaged Ju-52 lands on east end of mat.	3 German	

Total possible victory points: Soviet - 16; German - 17

Victory Results

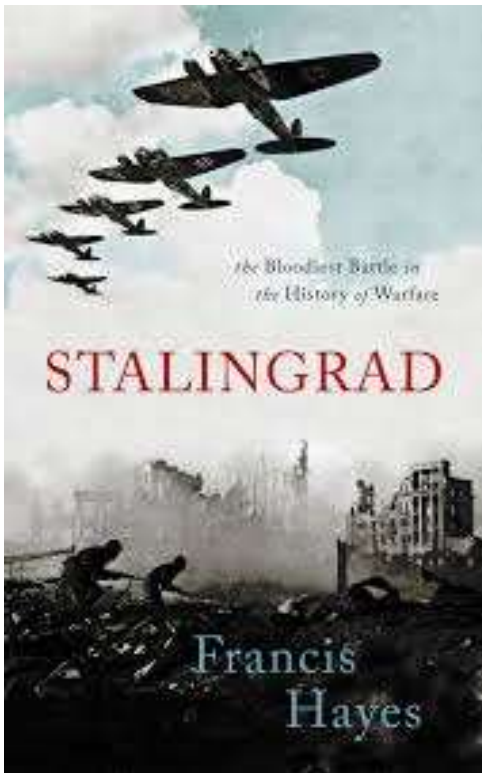
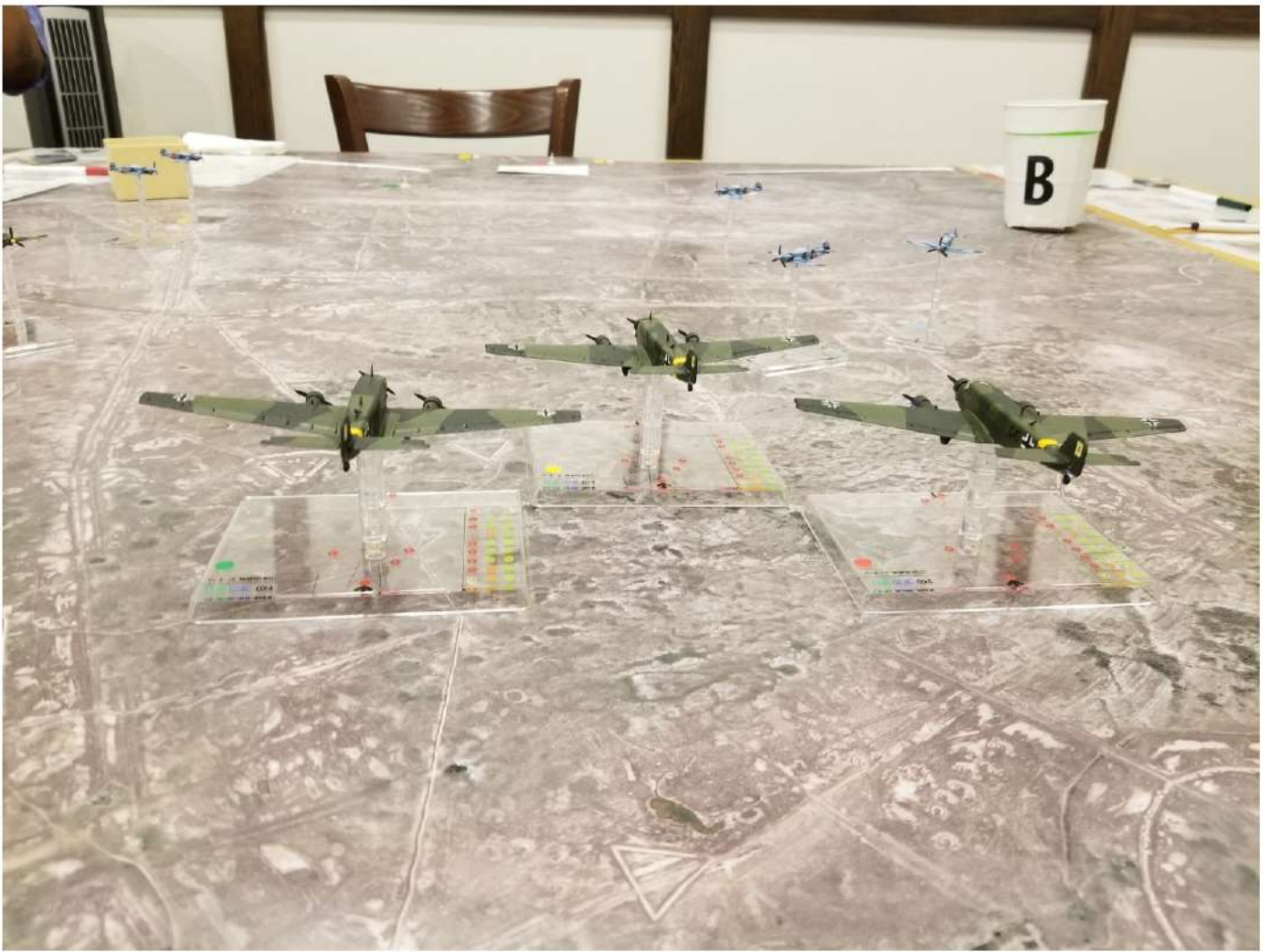
Condition	Victory Level
3 undamaged Ju-52s land	Decisive German
2 accumulated victory points over Soviets	Tactical German
0-1 point spread between sides	Draw
2 accumulated victory points over Germans	Tactical Soviet
3 Ju52s destroyed	Decisive Soviet

The scenario changes are now ready – on to the play test! On Tuesday 16 June 2020, Dave Morgenthaler, Brady Severns, Paul Miles, Kyle Mitchell, and myself gathered at Emerald Tavern, Austin, TX for an evening of simulated aerial combat in the airlift corridor to the Stalingrad Pocket, November 1942.



On turn one, 6 Yak-1s entered the game mat from the 2 from the north, 4 from the south. All turned toward the transports, angling for the first firing pass. The Bf-109Gs moved to intercept. Turn 3, the last 2 Yak-1s entered the fray from the north, hoping for passes at the transports while the escorts were out of range.





To the north and south, Yaks and 109s made head-on firing passes at each other.



As dogfighting continued in subsequent turns, the speed and firepower advantage of the Bf-109s was clear. In the fight north of the transports, the flight of 109s quickly reversed course via Immelmann maneuver after the first pass right on to the tail of an unfortunate Yak and shot it down. To the south, tightly maneuvering dogfighters collided, but survived with damage. In Wings of Glory, aircraft moves are governed by maneuver deck cards played each turn. As planes converge, collisions are possible. As planes fly over or under one another, a plane card is substituted for the miniature aircraft, flight stands, and base. The pilot must stay oriented to his/her aircraft's direction when selecting maneuver cards. One Bf-109 pilot did not stay focused, chose a maneuver the opposite of where he wanted to go and ended up out of position and in a long tail chase. Sometimes it is quite a hand dance getting everything moved. People with short arms are uniquely challenged...



But not all the Yaks were engaged, and some got through to the transports. The determined and tactically smart Soviet pilots concentrated on the right wingman Ju-52 and drove their attacks home.



Attacks on the wounded Ju-52 continued until they shot it down.



At this point we were close to Emerald Tavern's closing time (early, due to COVID-19), so we called the game. Although we were not able to complete a transit of the game mat or test the antiaircraft fire, I do think this scenario is much better balanced.

Final tally: German losses – 1 downed Ju-52, 1 downed Bf-109. Soviet losses – 3 downed Yak-1s

Victory points: Germans – 3; Soviets – 5.

Results: Tactical Soviet victory. Plus, a successful play test and a great evening of wargaming! Thanks to Dave, Brady, Paul, and Kyle!

By Ray Mitchell





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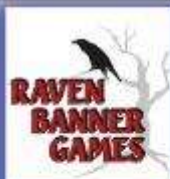
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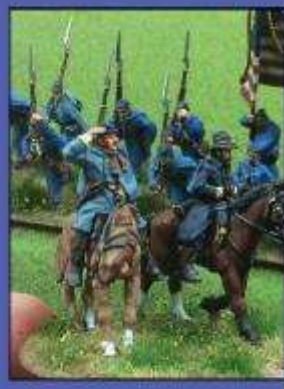
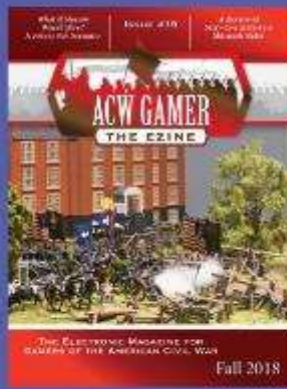


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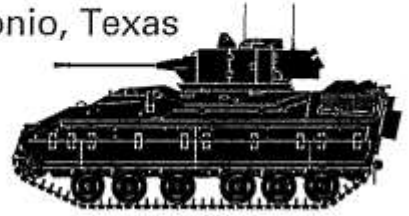
*Miniatures and photo
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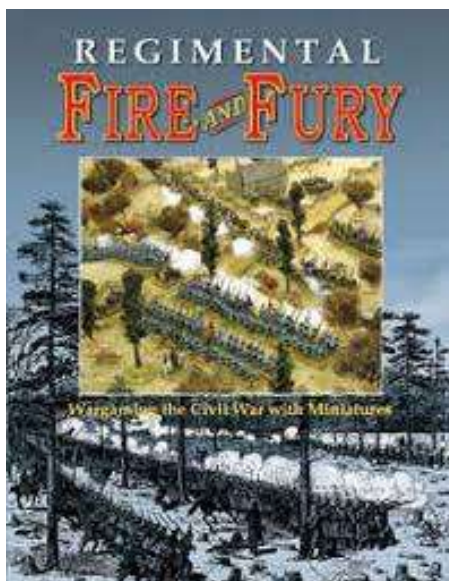
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By Rick Schofield

Cowpens, SC - Jan 17th 1781

Dawn at the Cowpens on January 17, 1781, was clear and bitterly cold. Morgan, his scouts bearing news of Tarleton's approach, moved among his men, shouting, "Boys, get up! **Benny's**²² coming!" (<https://www.nps.gov/cowp/learn/historyculture/the-battle-of-cowpens.htm>)

Battle Synopsis

"The battle of Cowpens was a crucial turning point in the Revolutionary War in the South and stands as perhaps the finest American tactical demonstration of the entire war. On 17 January 1781, Daniel Morgan's force of Continental troops and militia routed British regulars and Loyalists under the command of Banastre Tarleton. The victory at Cowpens helped put the British army on the road to the Yorktown surrender and, ultimately, cleared the way for American independence...." (From Amazon description on Devil of a whipping)

First light as the British set off after the militia



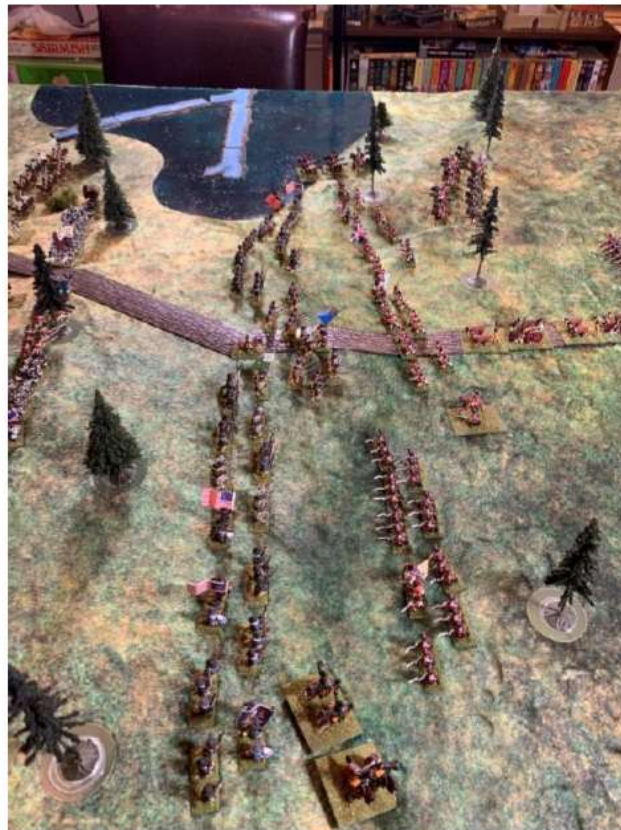
What drew me to the battle

- One of the rare double envelopments in military history
- Defense in layers
- Full use of Cavalry and Infantry with a touch of artillery
- Militia was used in an effective manner
- Battle took about an hour one cold morning in January
- A relative served in a continental unit in the 3rd line

Thoughts on Wargaming the Battle

- While Morgan could count on an element of surprise - it would be hard to replicate with other gamers - our helicopter view of history.
- Found that there were two very different views on the number of Americans present - I tend to the more recent estimates of Morgan having sufficiently more militia than was originally reported - Babits and others
- Based on reading Babits 2 books on Cowpens and staff rides - looking at the terrain - while low rolling hills it was hardly the 2 hills I have traditionally seen for the battle. There were other terrain features caused Morgan to look at it (at end of this)

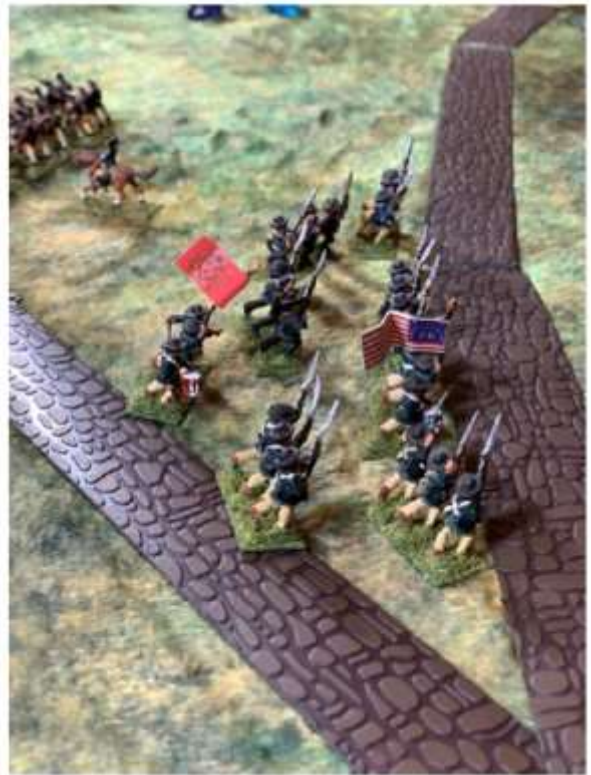
The Second Line firing at the British



Rules Background

The American Revolution has been one of those periods where I have never found the right rules; ease of play, complexity, ability to do both smaller and larger battles, morale and the flow of battles. At least as I see it. I have found nuggets of good things in 1776, Red Coat, Whites of Their Eyes, Land of the Free, Guns of Liberty, and Black Powder. Over the last month or so I have been playing more with the Fire and Fury Variant for the AWI.

British reserves



As a long term user of the ACW Fire and Fury Rule system, I have been following the development and progress of using the system for other wars and currently use it for the Crimean War. Over the years there have been a number of versions and people playing other variants including the American Revolution. This winter I rediscovered the updates Fire and Fury has been doing with their variants. While I leave it to you to determine if you like this rules variant - Here are a couple of things I liked about it

http://www.fireandfury.com/rffvariants/RFFAWI/RFF_AWI_Variant_Rules_Ver1.pdf

Tables

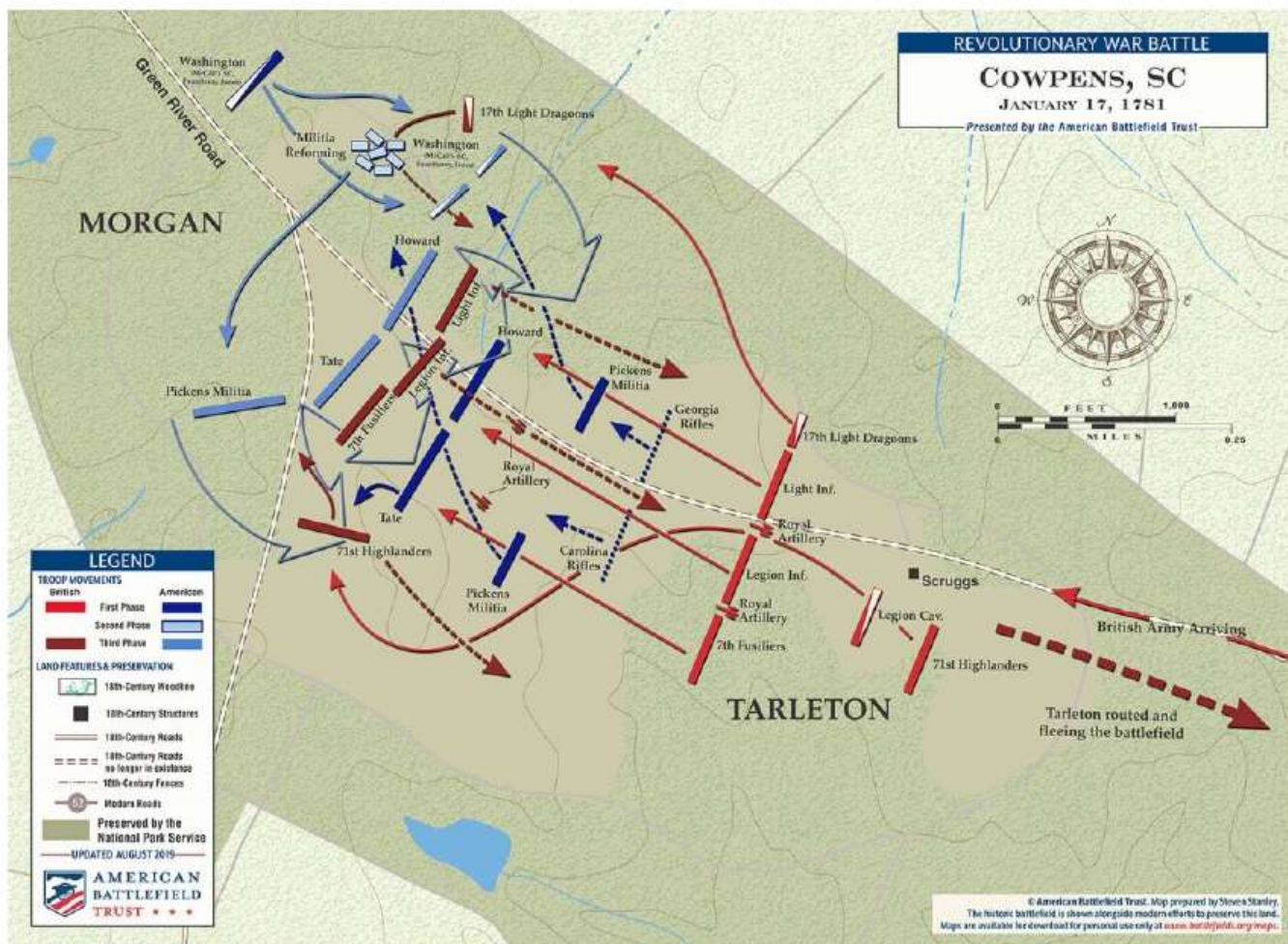
The QRS tables feel the same as with the Civil War however variables have been converted to the period

Ratios

1 stand equals 1:20, 1:30, 1:40 and 1:50 - to go along with it the different ratios in 15mm - one may use the 25mm or 6mm QRS sheet for ground scale to cover everything from movement to firing



The Third Line



<https://www.battlefields.org/learn/maps/cowpens-january-17-1781>

Gaming the Battle

I ended up play testing the battle a few times - link to the free scenario

Decisions on Morgans Side

The scenario replicates Morgans very careful orders and delivery of them to all parts of his army giving orders for firing and rapid withdrawing as well as staying put until they had fired. While this limits some larger decisions of the American side - there are a lot of tactical decisions that become critical

Decisions to make on the Tarletons Side

The scenario gives more flexibility to the British decisions

- Do you go straight in?
- How fast do you push up the cavalry?
- When do you commit your reserve?
- Can you use your artillery more effectively?

Final Thought

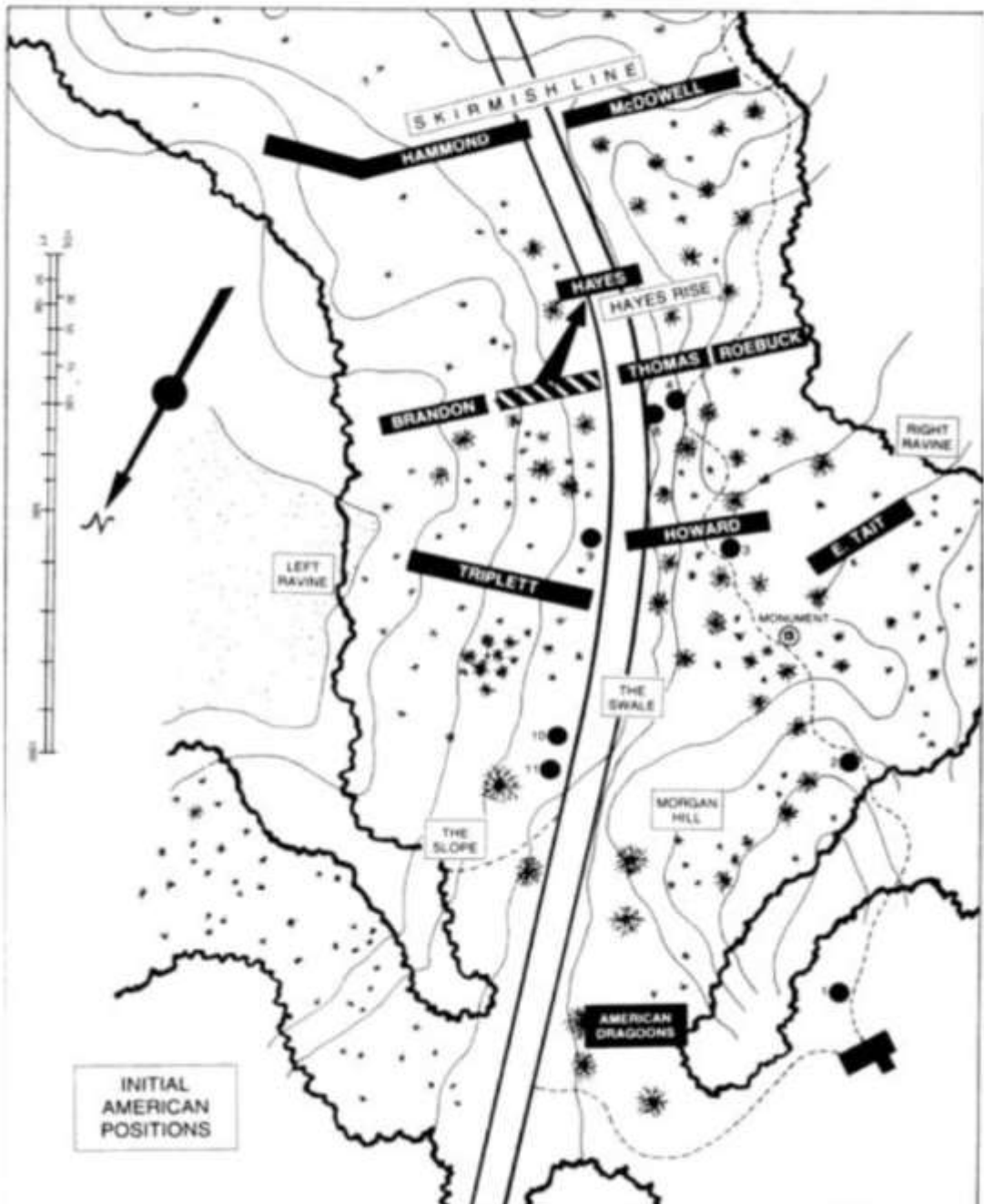
Use the Battle of New Market to teach ACW rules - I think I will be using Cowpens to teach the AWI rules.

British Arrival - On this end

Rolling Hills - not a lot of elevation -

Rivers were swollen from heavy rains, day was high in humidity

Broad River was flooding about 6 miles to the North of Morgans position



From Babits Cowpens, Battlefield Walking Guide



Cowpens Scenario Map

150 yards
12" / 15mm
18" / 25mm
9" / 6mm



References

AWI - Fire and Fury

Thanks to Rich Hasenauer for sharing his early work on Cowpens
Fire and Fury - Posted AWI, 1812 and MAW Variants - currently being playtested
<http://www.fireandfury.com/rffvariants.shtml>
Includes QRS and Rule Additions and Changes

Cowpens

Lawrence Babits - Devil of a Whipping

<https://www.amazon.com/Devil-Whipping-Battle-Cowpens/dp/080784926X>

Lawrence Babits - Cowpens Battlefield Walking Guide

<https://www.amazon.com/Cowpens-Battlefield-Walking-Lawrence-Babits/dp/0932807798>

Edward Bearss The Battle of Cowpens: A Documented Narrative and Troop Movement Maps
<https://www.amazon.com/Battle-Cowpens-Documented-Narrative-Movement/dp/1570720452>

National Park Service

<https://www.nps.gov/cowp/learn/historyculture/the-battle-of-cowpens.htm>
<https://storymaps.arcgis.com/stories/e57c33b5004345a79e7c1c163d3ab7ce>

Combat Studies Staff ride

https://www.armyupress.army.mil/Portals/7/educational-services/staff-rides/StaffRideHB_Cowpens.pdf

Captain Brandy Bearden - Decisive Victory at Cowpens

https://www.benning.army.mil/infantry/magazine/issues/2016/APR-JUL/pdf/17%20Dearden_Cowpens.pdf

Gaming the Battle

Besides a variety of published scenarios with different rules systems I wanted to share an AWI blog I found recently that goes into an analysis of the battle from a wargamers perspective along with a lot of historical review as well

<http://miniawi.blogspot.com/2009/01/introduction.html>



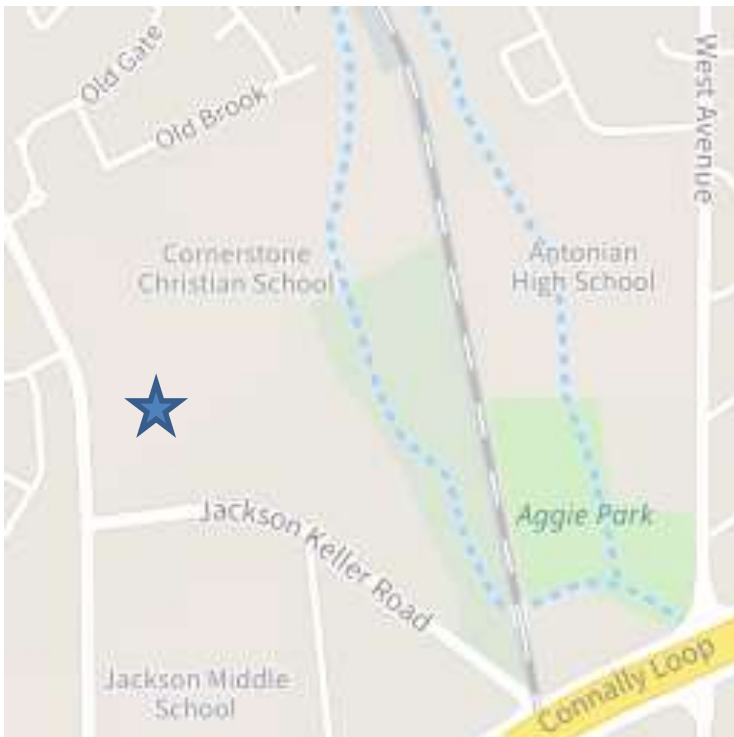


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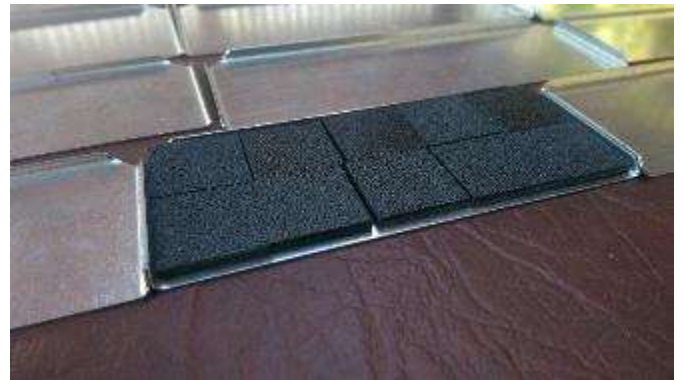


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Dallas/Fort Worth group

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Contact Charlie Torok:
torokc@hotmail.com

THE TREASON OF ISENGARD

Here are a few pictures of my Lord of the Rings 28mm Isengard collection.





Uruk-hai of the white hand

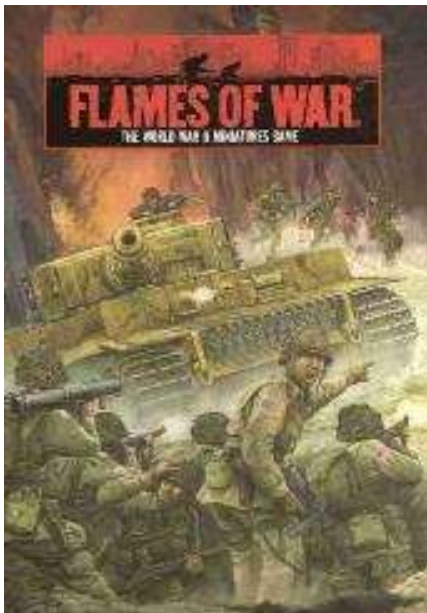
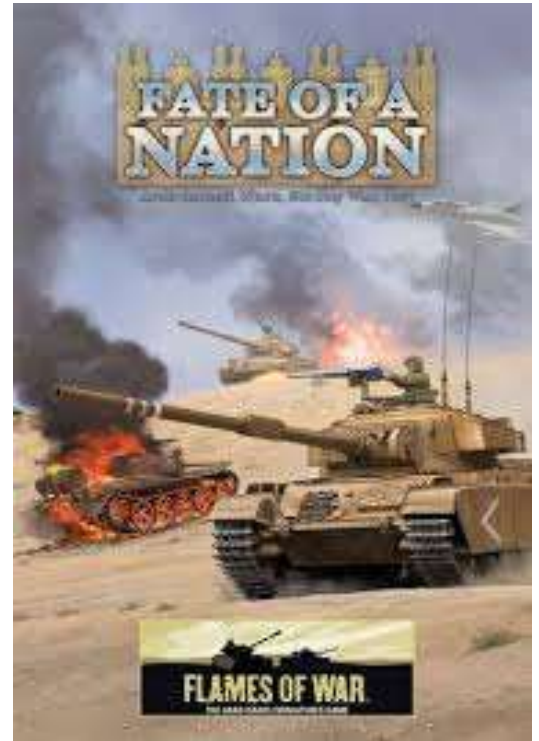




Flames of War San Antonio (FOWSA)

Thursday Night Club

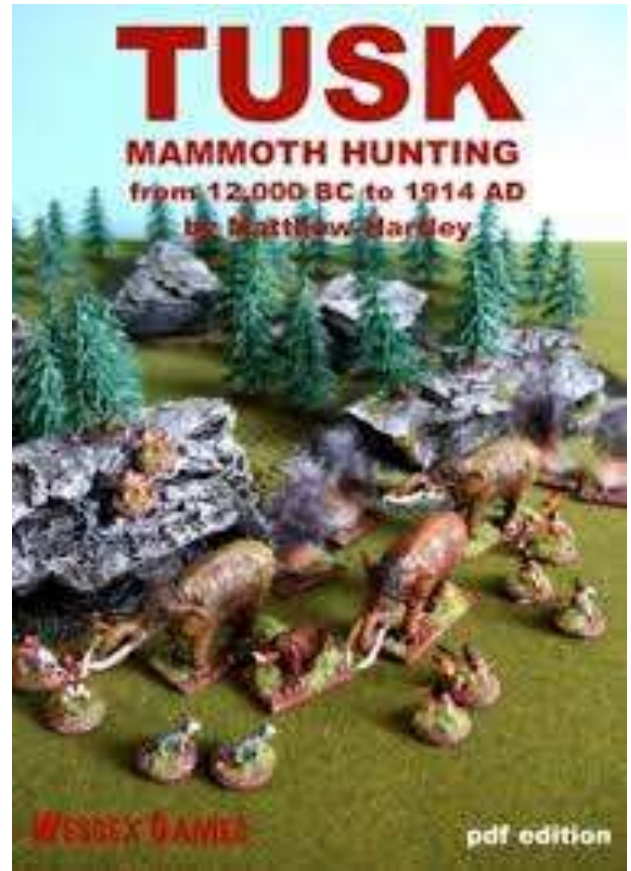
Join Chris Lisanti and crew for some flames of War on Thursday nights at Multiverse Games in San Antonio. **The club meets around 6:00 pm** to play FOW WWII, Team Yankee and Fate of Nations Arab-Israeli War.



Cavemen against Mammoth

By Steven Wirth

It is a sad day for the Clan of the Cave Bear. Og, long time leader, has died from his wounds defending against an attack by a Sabre Tooth Lion. The clan has broken into factions and can not decide who should be the leader. 'Smert the Old', a Medicine Man has decided that the Clan will go on a Mammoth hunt.





The faction that kills the most Mammoth will claim Leadership of the Clan. We used TUSK rules from Irregular Miniatures Last night.



The faction that followed 'Knife the Bully' killed three Mammoth and could claim the leadership, except that Knife was killed by a Woolly Rhino charge. Now the Clan is in turmoil and is erupting into a civil war. We will use home made skirmish rules tonight to decide once and for all WHO will be the new Leader

*By
Steven Wirth*



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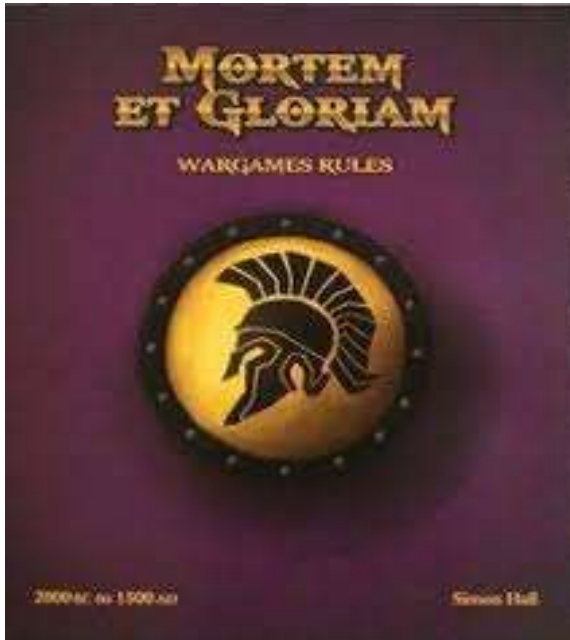
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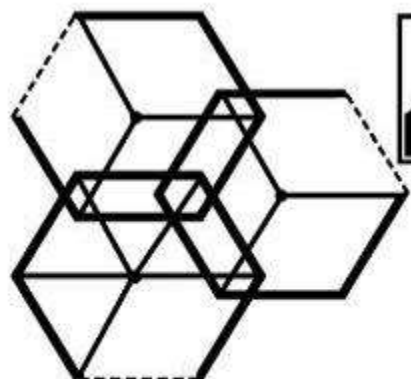
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Join LSHM

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

Please support your local gaming club!

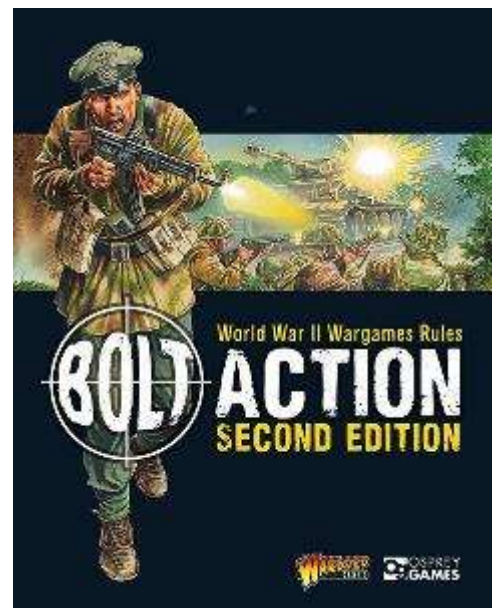


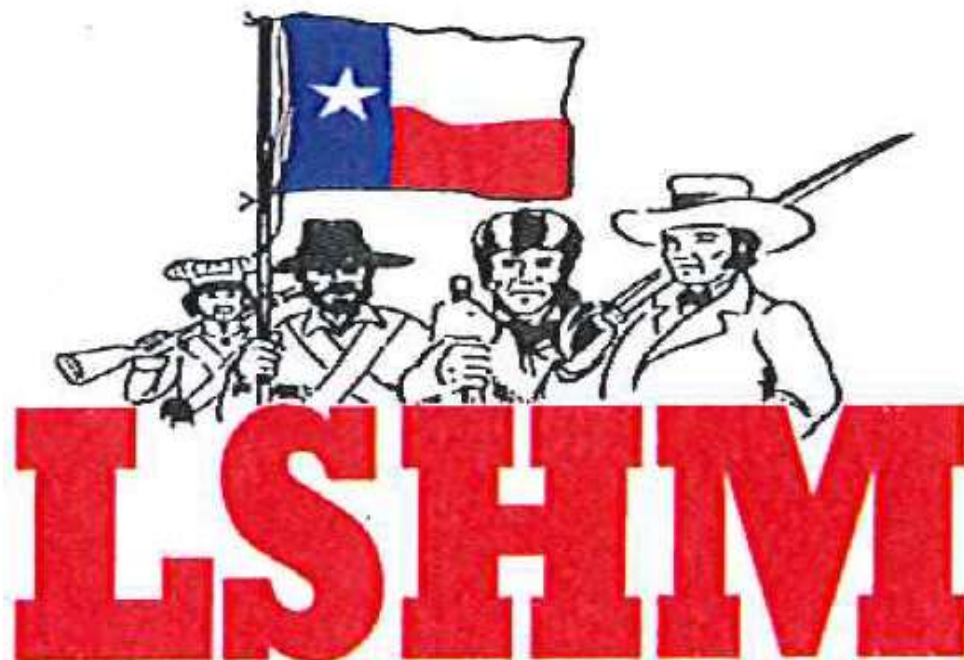
The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



Friday Night is Bolt Action Night *At Dragon's Lair San Antonio!!* **Texas Bolt Action**

Come out to Dragon's Lair just about every Friday Night for some Bolt Action – both regulars and new Players welcome! We usually start around 5/6pm





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