

# The Lone Star Dispatch

## October 2020

### 2020 LSHM Officers

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Robert Williams	<a href="mailto:robert.Williams@swri.org">robert.Williams@swri.org</a>	



### Inside this issue:

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

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

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

Its great to have cooler weather here in Texas – wow it has been a long hot summer. Slowly things are starting to open up, this month there are a number of local gaming opportunities – see inside the newsletter for details.

The event that I am missing right now is all the planning that goes into running MillenniumCon – we here at LSHM would be fully engaged in our final preparation for the Con – hopefully this time next year we will be!

Next month (November) we will kick off our annual **membership drive** – in past years we did this at MillenniumCon – this year we will do it a little differently – see page 2 for information. I hope that you will join us and renew or become a new member to help us. Watch next months newsletter for details.

There are two big **Bolt Action tournaments** scheduled this month – in DFW and in San Antonio – check out the flyers in this months newsletter.

Have a great October and keep in touch.

*Charlie Torok*



Membership  
Matters!

# 2020 Membership Drive

Please consider renewing your membership or joining LSHM this year. In past years we have used MillenniumCon as our primary membership event. With this year cancelled we are looking to maintain and increase our membership. You can use three methods to join this year (paypal, check or cash).

We also offer three membership options:

- 1 year membership \$5
- 2 year membership \$10
- 5 year membership \$25



Visit the MillenniumCon website to make a Paypal payment at:  
<https://www.millenniumcon.info/>

You can also make a direct payment to the LSHM Treasurer Mr. Ian Straus, mail your payment by check (made out to LSHM) or cash to Ian at:

Ian Straus  
Lone Star Historical Miniatures  
6307 Ridge Forest  
San Antonio Texas 78233





United States  
Warlord Demo  
Team - USWDT  
@WGCOKC



# Warlord Games Live broadcast

Join Jon Russell of the United States Warlord Games Demo team for his weekly update on all things Warlord Games. Jon conducts a live discussion on the USWDM facebook page located at:

<https://www.facebook.com/WGCOKC/>

Get current updates on new products and games, find out what events Warlord Games is attending and sponsoring. You can also ask questions and provide comments during the broadcast. Jon spends about 20-30 minutes discussing all things Warlord Games.

Day: Every Wednesday

Time: 1100

See you there!!

# Announcing WARLORD GAMES Wednesdays!!



By Blake Radetsky  
San Antonio TX

Howdy Y'all!

On Wednesday October 14th, I will be hosting **Warlord Wednesdays** at Printed Meeple.

What are Warlord Wednesdays?

A game day to learn to play miniature rules produced by Warlord Games. Learn to Play will start around 5pm.

**On October 14th**, will be Black Seas!

**October 21st** will be Beyond the Gates of Antares!

**October 28th** will be Cruel Seas!

So if you are interested in these games join us. Or bring your favorite Warlord Game and play. Stay tuned for future Warlord Wednesdays!

# October 2020 membership report

Welcome to our newest members in LSHM



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Karl	Newbauer
Gerry	Taylor
Steve	Wooster
Matt	Kinard
Joseph	Klingman
Jeff	Millspaugh
Brandon	Helm
Terry	Sloan
Lloyd	Vidales
Lisa	Collazo
Brad	Denson
Robert	Risdal
U	Zigmund

**Membership  
Matters!**

Lone Star Historical Miniatures - Official Group

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

**We are now at 824 this month!!**



Join us for the first ever Bolt Action  
Tournament at Hero's Retreat in San Antonio  
Texas.

Contact Mike Blanton  
For details

[magnusblanton@gmail.com](mailto:magnusblanton@gmail.com)



Held at Hero's Retreat in the Cross Roads Mall in San Antonio  
(store is located in the food court area)

When: 10/17/20 doors open at 0800

14 slots available – first come first serve – sign up now!

\$10 entry fee

1000 points

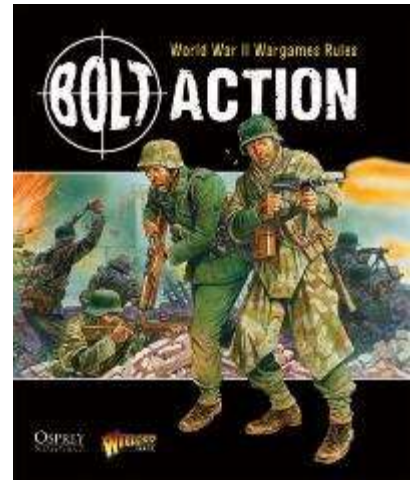
1 platoon either from the basic rulebook or your armies book  
platoon (no theater selectors or campaign books, no tank  
 platoons)

Not Era specific - this first one, maybe later.

3 rounds - 2 hours per round. Lunch after round 1

## Scenarios out of the rulebook

- key positions
- top secret
- demolition



Prize support value will be [\\$20](#) per player based on participation. So more players will equal more prizes

Winner will get a choice of Warlords games product [\\$70](#)

Did I mention challenge coins? That's right we are supposed to be the first to give away challenge coins.



Did I mention Gold order dice? That's right Warlord's is also providing us to give away very special, not available anywhere gold order dice.

Phew that's a lot. I don't think I missed anything. If I did I'm sure someone will let me know.



Thanks, hope to see you there - Mike

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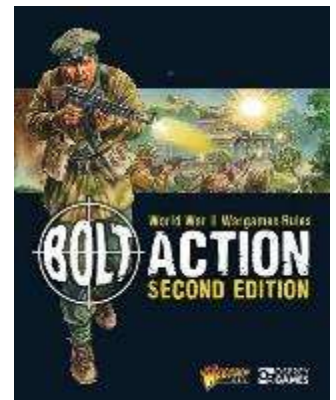
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– saving you the shipping cost.**



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## 2020 - Texas Region - Conventions and Events

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

*Update - October 2020*

~~ORIGINS GAME FAIR 10/7/2020 - 10/11/2020 Cancelled~~

~~LONE STAR GAME EXPO 10/9/2020 - 10/11/2020 Cancelled~~

~~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 Cancelled~~

**CYBERWARS REDUX 11/12/2020 - 11/15/2020 Online Event**

Virtual - Virtual,

Contact: Dennis Jensen [cyberwarsCD@hmgs.org](mailto:cyberwarsCD@hmgs.org)

<http://www.hmgs.org>

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

**TWISTED-LORDS CON 7/23/2021 - 7/25/2021 As Scheduled**

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

Contact: Jon Russell [jwrintampa@hotmail.com](mailto:jwrintampa@hotmail.com)

<http://www.twistedlordscon.com>



Hopefully next year this time we will have 3+ pages of events!!



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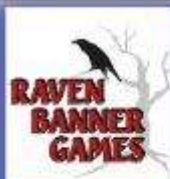
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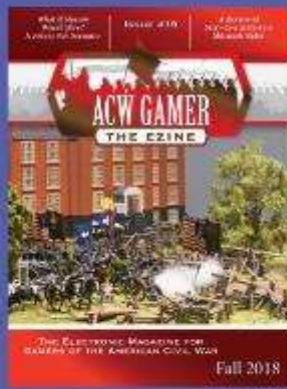
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*Miniatures and photo  
by Paulalba*



# LSHM & Texas Bolt Action DFW

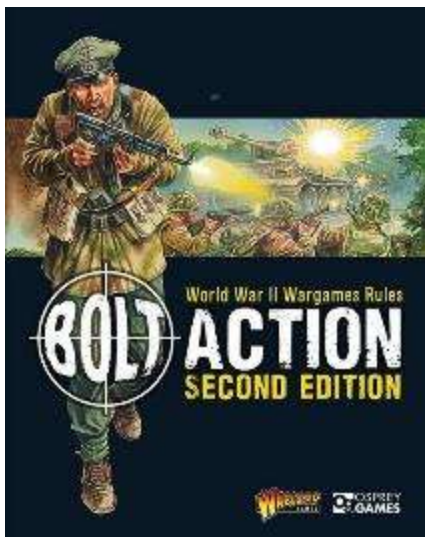
## Bolt Action Tournament

Contact: Matthew Porter [mporterco07@yahoo.com](mailto:mporterco07@yahoo.com)

Event date: October 24<sup>th</sup>, 2020

Location of event: Texas Toy Soldier – Carrollton, TX.

Description: Bolt Action; 3 Rounds at 1000 Points; 10 Players  
\$10 per Player (goes to gift cards for the venue to support them hosting)



# Welcome a new company to LSHM



## Wargamer US LLC

Anno Domini 1666      By Fire and Sword      Hot and Dangerous      Wargaming Accessories

Wargamer US is the North American distributor of all products developed in Poland by the Wargamer Company. This includes three distinct lines:

- 1) the 15mm historical range By Fire and Sword,
- 2) Hot and Dangerous, a range of pin up models in 28mm and 54mm,
- 3) and the newest game, Anno Domini 1666, which is a 28mm a miniature board game set in an alternative 17th century Vienna.

I have been miniature wargaming since the 1980s and cut my teeth on such games as Empire, Napoleon's Battles, Fire and Fury, and the Sword and the Flame. I have always been interested in 17th century warfare and much of my professional career has focused on both the history and archaeology of Central and Eastern Europe. I had spent much of my time in Poland and a chance encounter with a few gamers in Warsaw allowed me to be part of By Fire and Sword. I played some of the earliest demos and helped with developing an English language of the game. When the company began to expand beyond Europe, it was me who helped crew the two-person booth at our first HistoriCon, and spent the night rebased figures that were damaged in transport to the US so that we could run demo games.



Over the last decade the company has expanded and has a good-sized operation in Poland. When we started By Fire And Sword, we focused on making the game fun and reflective of what we know about the period. Some of this information comes from historical sources, other from using reproduction weapons during reenactments. As a result, the game feels right and has won various awards. This is a complete game system, which includes: rules, scenarios, 15mm figures, flags, tokens, dice, and terrain. The game replicates the armies of the Polish-Lithuanian Commonwealth and the those of their many neighbors – Cossacks, Tatars, Ottomans, Transylvanians, Moscow, Sweden, Brandenburg, Denmark, and the Holy Roman Empire, so a gamer can build a force that they find interesting and is reflective of their style of command.



The rules system allows for the use of a variety of tactics, formations and ways of warfare used during the 17th century and takes into account the differences in training, arms, armor and morale of the various types of units. Depending on the experience of gamers and number of available figures, as well as time and space for the game, By Fire and Sword battles can be played on 4 different levels - from a simple skirmish game with a handful of units to fielding a truly awe-inspiring multiple division field army. Some people enjoy tournament play and by using the on-line Army Creator, players can build historically correct forces for all the armies in the game (<http://ac.fireandsword.wargamer.pl>).



Our Hot and Dangerous is an amazing line of 28mm and 54mm pin-up style miniatures wearing uniforms of the most iconic military units. WWII, the American Civil War, the Napoleonic Wars, Pirates, Knights, and Vikings are all represented. Some people use the 28mm figures in their games, either as characters or as objective markers, while other like the opportunity of painting something a bit different.



Anno Domini 1666 is our newest offering. Available with metal or plastic 28mm figures, this game can be played on a kitchen table and requires only a handful of figures. The basic core sets provides you with everything to start playing – two factions (Polish heroes from the 19th century novelist Henryk Sienkiewicz and French heroes from the 19th century novelist Alexandre Dumas), some town guard, three two-sided terrain boards, the rulebook, a playbook, 250 cards, and over 200 markers and tokens. Additional factions are available, as is an expansion set for 3-4 players..



Lagertha loves to collect souvenirs from overseas trips, where she travels with the black metal band "Valhalla" (she pays special attention to early medieval religious art). The route of her concert tours mean dozens of wrecked hotels, pubs, and stadiums. This petite girl can really rock you! No wonder that hoteliers in Good Old England ring the bells when they hear her coming.

If any of this sounds interesting to you, come check out our web site (<https://www.wargamerus.com> ). We run specials every month and offer clubs discounts on returning orders. You can always contact me directly at [sales@wargamerus.com](mailto:sales@wargamerus.com).

*Adrian Mandzy*



# Old School Wargaming



*By Steven Wirth*

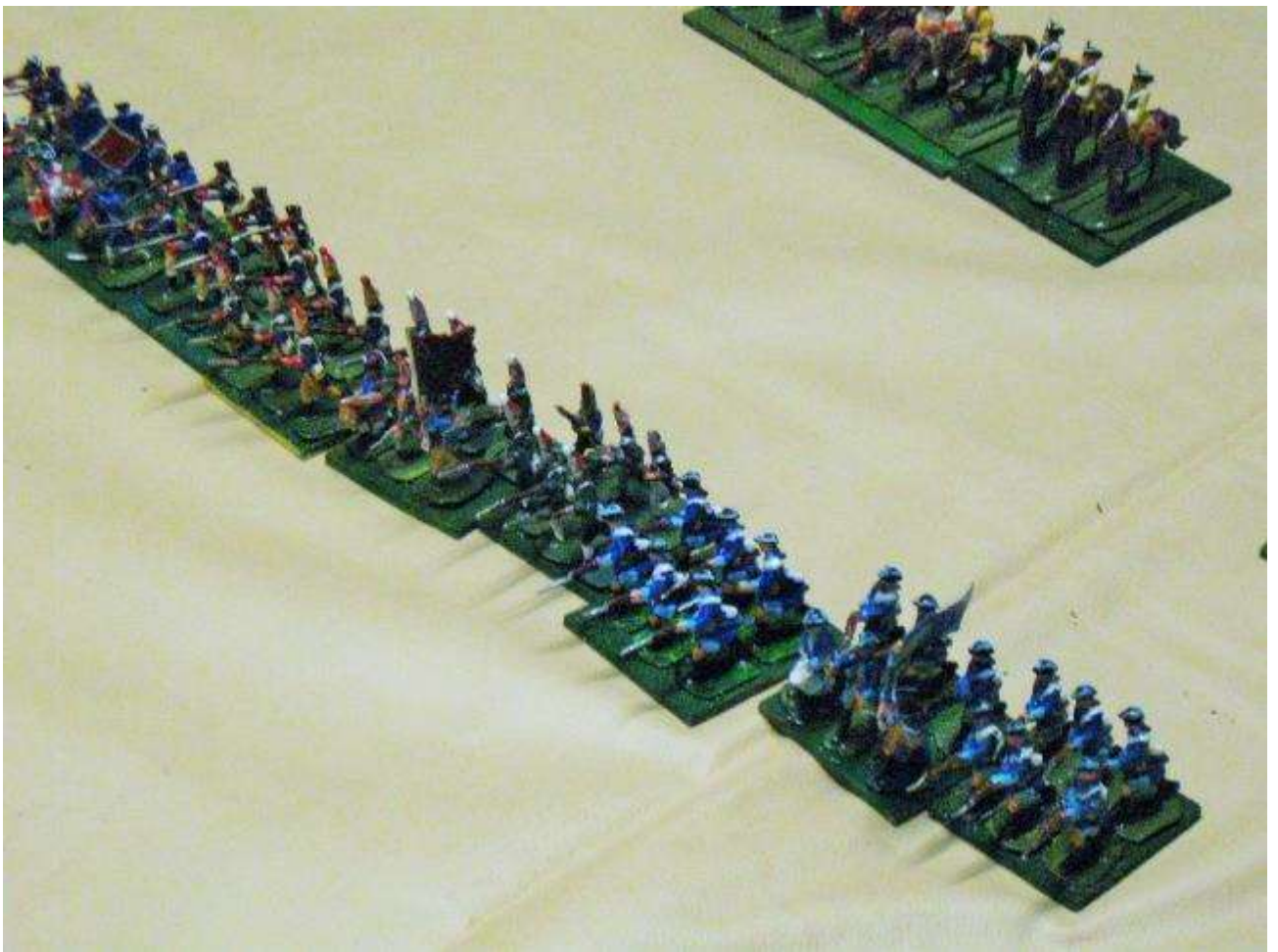
My 30mm Seven Years War. Mr. Paul Arceneaux brought out these very old figs (from the late fifties) and touched them up. We had a battle for the cart of gold in the middle of the table.





We used Black Powder rules and Mr. Paul rolled a blunder three different times and My Brits were able to capture the cart and slaughter the French as they milled around and ran into each other in the middle of the table.







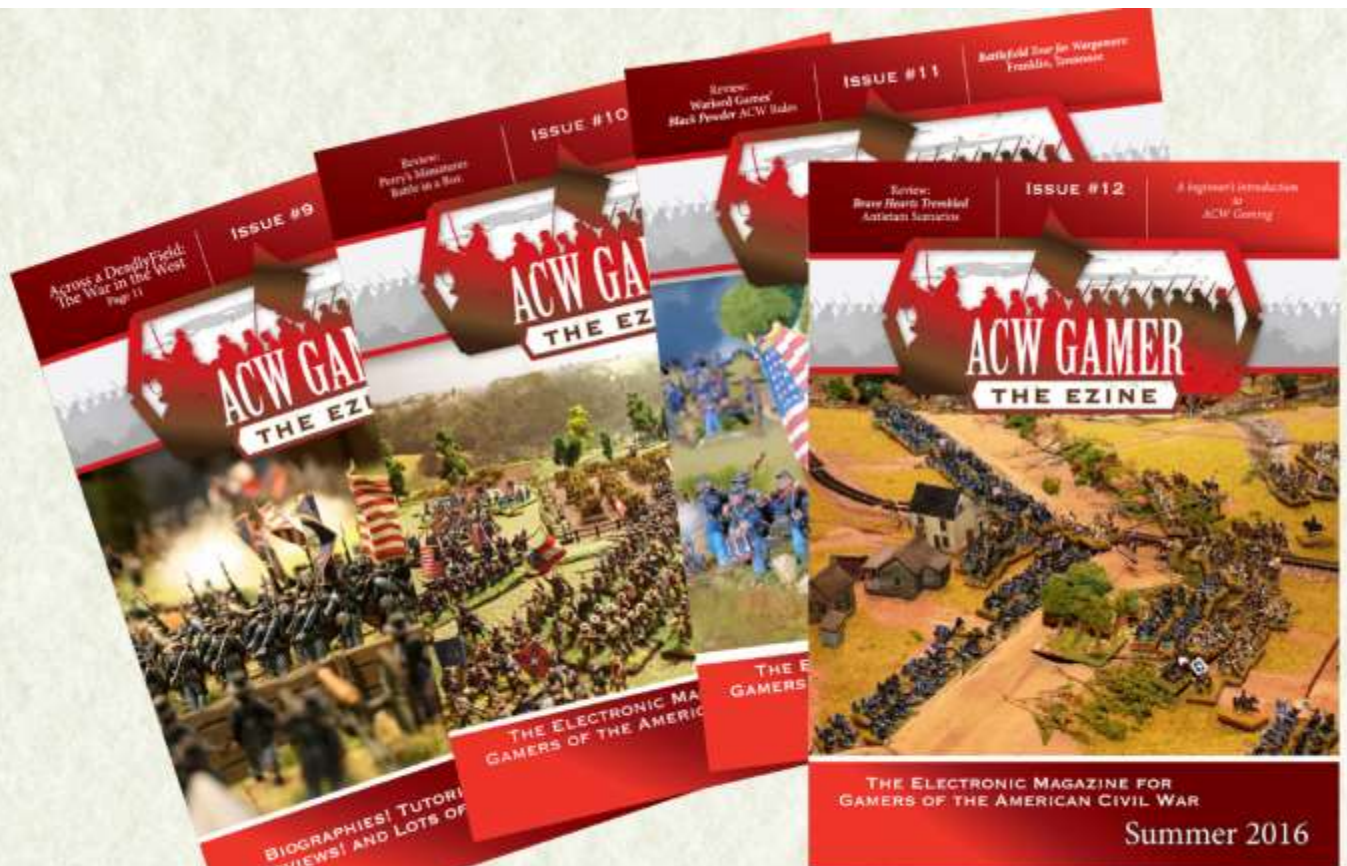
I even had a third of my army that never moved the whole game



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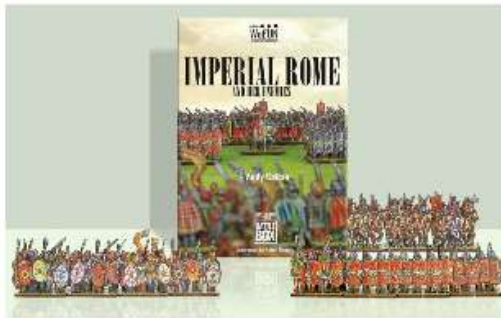
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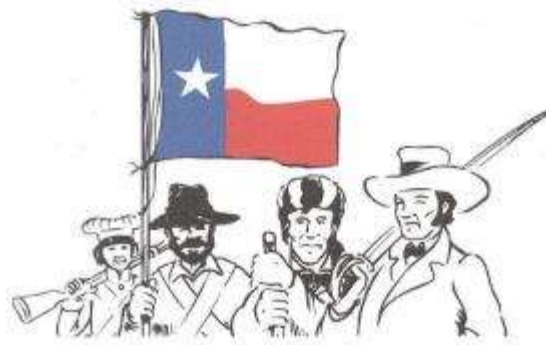
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***Start a new period! Try new rules! Introduce new gamers to the hobby!***



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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**



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

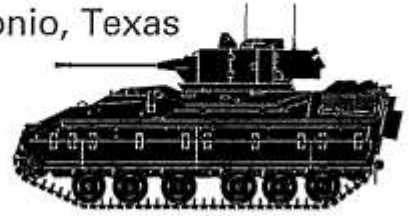
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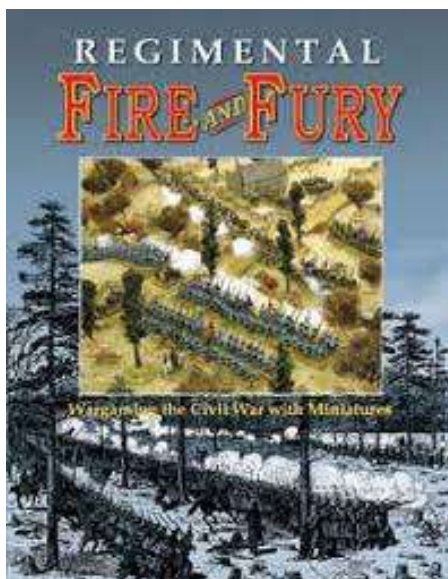
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By Fred Brannan  
Killeen, Texas



I put together a game for the local 'Blood Donors' of our Bolt Action group. We meet at my house Sunday. The scene was Normandy at the Vierville draw. Germans are (of course) heavily outnumbered but under cover. The Yanks nominate a landing point for a unit and then dice for actual arrival. Heavy tidal drift was historically a real problem.





On a 1 they drift 6" west, 2 or 3 arrive on point, 4 or 5 drift 6" east, on a 6 drift 12" east. As the beaches filled up with troops some units, armor especially, got delayed for a turn due to crowding. Upon arrival all units took d3 pins from the confusion.





Destroyed vehicles can be replaced by a newcomer of like type (i.e. tank for tank, recce for recce, etc.) with the wrecks remaining as clutter/cover. Foot troops destroyed come back in following waves as, umm, following waves. Obvious objective is to clear the draw and exit a unit off table. We got to the end of turn 3 and will play part 2 next weekend.





Goliaths/Doodlebugs haven't made themselves felt yet. I made rules for the abwehrflammenwefer 42 but they've been unsuccessful so far. German artillery on the crowded beach is, of course, a dramatic factor.



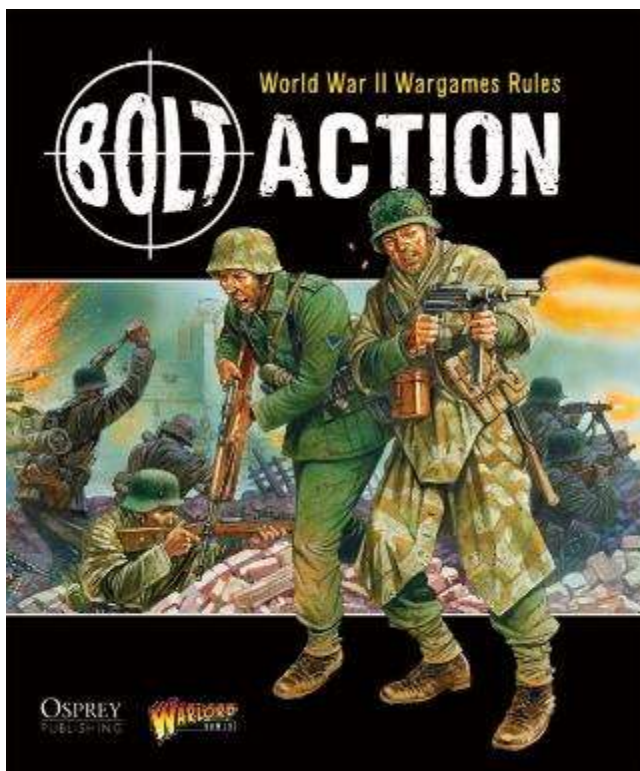


I'll follow up once we resolve the game. It's expected that overwhelming allied numbers versus limited defenders lead to a foregone conclusion with the only German hope being a moral victory if they can die slowly enough. We'll see.



So, the game/battle has come to its inevitable conclusion. With an overwhelming superiority of numbers the Americans were sure of ultimate victory. But, it came at a cost. Historically, the allies almost pulled the surviving troops off Omaha beach but chose to stick it out. Close call here, too. Turn four started with a German arty strike over a 12" area. 12 American units hit the dirt ('went down') to minimize losses owing to the beach being so crowded. While the Germans failed to inflict a single loss with the strike, the loss of time and pins inflicted delayed the attack to a critical degree. It also didn't help that both allied air strikes attacked the packed beach (rolled '1' on the air strike appearance roll). A Sherman blasted by a Goliath just put icing on the strudel.

By Fred Brannan

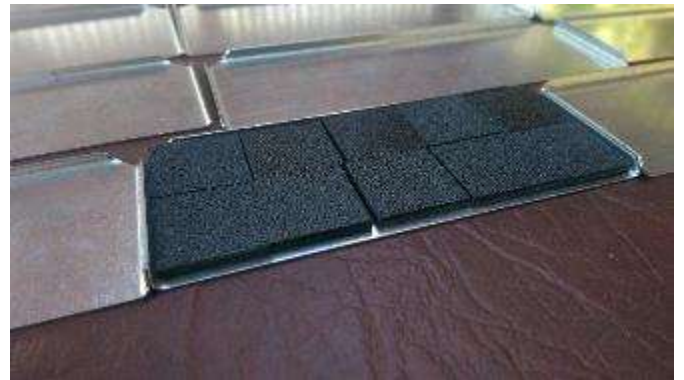


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**Dallas/Fort Worth group**

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**Houston group:**

<https://www.facebook.com/groups/341879096647054/>



Contact Charlie Torok:  
torokc@hotmail.com



# *How do you store your miniature collections??*



**By Charlie Torok**

[Note: Send me your storage method. Here are two ways to do it]

Joe Shaughnessy

The last reorganization has begun. Everything from storage, bedrooms, and hobby room is being put in standard storage boxes and placed on Ikea Billy shelving to which I am attaching heavy duty casters and handles.



What is daunting is that I will need at least six more units if not more. Miniatures, wargames and books, everybody into the pool!





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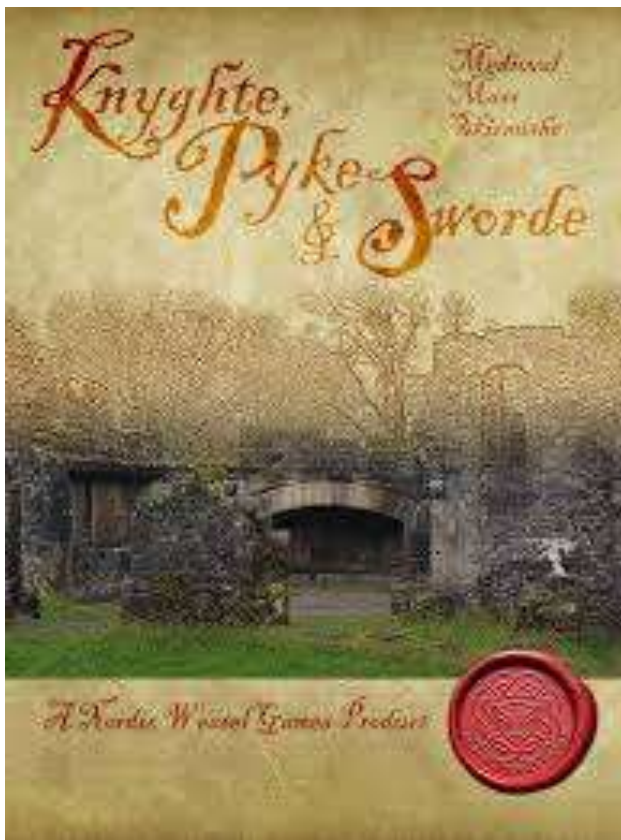


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I have my next game of the Japanese *Sengoku Jidai*---Age of the Country at War, the civil wars of the 1500s which included figures like Nobunaga and Tokugawa---all set up and ready for turn-by-turn solo gaming over the course of the next few days.

By  
Nathaniel Weber





This is using all of my so-far painted 28mm Japanese stuff. The attacker has massed a force strong in cavalry against the defender, who has better supplies and muskets.





The game will be decided by capturing objective areas, killing leaders, committing glorious heroics ("first spear" for example), and destroying or routing enemy units.



After spending the summer painting, finally playing with these troops is inspiring me to continue the painting to hopefully finish the project by Christmas.



By Nathaniel Weber





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# *Flames of War World War II*

## *San Antonio, Texas*

*By Chris Lisanti*



We had the 0.137% chance assault on Thursday night between Chris's German infantry and Nathanael's Soviet T-34s. 4T-34s machine gunned 7 German grenadiers armed only with a Panzerfaust in a field next to an objective.



It was bloody. The preparatory machine guns took out a single infantry stand leaving 6. 4 T-34s then assaulted the 3 forward infantry. The defensive fire with the Panzerfaust missed and the Soviets killed all 3 infantry. Then the very lucky or very good grenadiers went into action.



Three German infantry took on 3 T-34s in a duel to the death (the 4th T-34 was just out of counterattack range). The grenadiers then passed 9 die rolls in a row (3 series of 4+ counterattack followed by 3+ Panzerfaust hit followed by a 5+ Panzerfaust firepower). The Soviets to their credit also passed every counterattack killing an infantry stand each time, but in the end it was the single infantry stand Iron Cross winner standing on the objective surrounded by 3 burning T-34s.



The odds of those 9 die rolls succeeding is 0.137%! The grenadiers then went on to pass two more successive last stands and dug in on their first attempt! The Germans ended up winning the counterattack mission but the highlight, at least for the Germans, was that epic assault.



See you next month

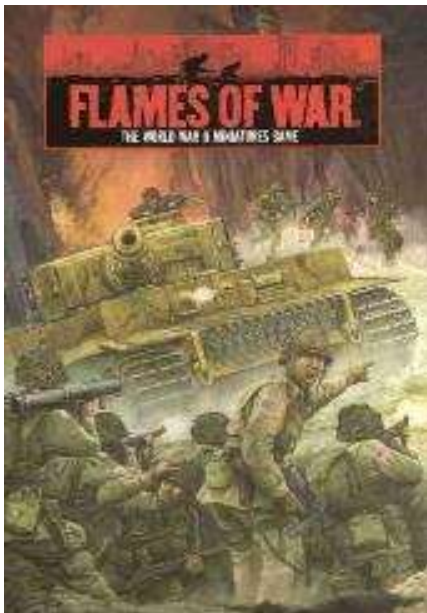
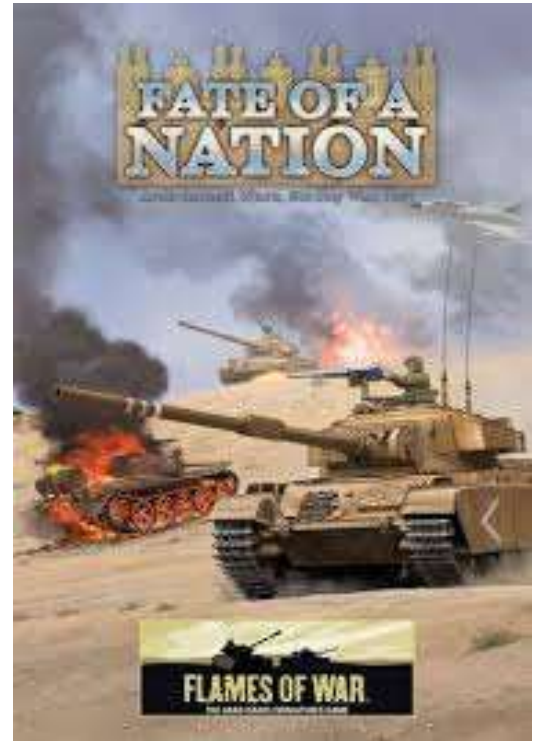
– *Chris Lisanti*



# *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.



# ***LSHM Team Yankee WWII***

## ***San Antonio, Texas***

***By Chris Lisanti***



WWIII update. Branden (Soviet tank battalion with T-80s and T-64s) took on Mark Leroux and Chris (US Abrams Combat Team and HMMWV Cavalry Troop) in the Free For All Mission.



The Soviets moved out aggressively on both flanks and the center but poor die rolls and difficulty ranging in either artillery unit blunted all the shooting.

The US forces played the waiting game taking advantage of concealing terrain whittling away at the numerically superior Soviets resulting in a US victory.



Late war WWII next week  
... let's see those  
Shermans and Panzers.

Chris Lisanti



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# A Game Review by

*Pete Attack*

I took advantage of some cool weather for an outdoor game of **By Fire and Sword** with Albert DiMarco recently. Set up as Task Force battle of my Brandenburgers vs his Ottomans fighting over the Ottoman camp. My goal was downright proper: loot and pillage.



Totally historical drone surveillance image of the battlefield. Ottoman camp (outlined by field terrain) on the center left of the pic with the Brandenburgers on the right. The Ottoman center was held by Janissaries and some lesser infantry facing an infantry battalion and 2 Reiter squadrons. On the top (far right of the B-Burger line are 2 squadrons of Veteran Armored Reiters supported by some Dragoons.



The slow, poor, bloody infantry. Outnumbered by the Ottomans, but... we've got pikes! And 2 small cannons! Infantry is great for holding positions / VP spots, but considering the pace of the game and the cavalry, they are disadvantaged in games that have a turn limit or require them to move any distance.



The camp and its occupants. Determined to defend the treasury and other trinkets they have probably looted themselves along the way. Each grey, plastic base (5 total) is a spot to be "liberated" by the Brandenburgers.



B-Burg right flank with commander and best cavalry.



Ottoman right flank with the cannon I hate. This thing rolled HOT and tore into the B-burg cavalry. The only saving grace was when it ran out of ammunition.



Collapsing the Ottoman Left flank. The Ottoman commander watched as his cavalry squadron advances to the rear after being hit by a charge. The combo of Veterans, pistols, and a charge can hit pretty hard!



More armored Veterans breaking into the camp after getting into a scrum with a massive block of Ottoman infantry (not the “good” types!) and some light cavalry. Victory was up to these guys – how fast could they pivot to their left and pillage the Ottoman camp???





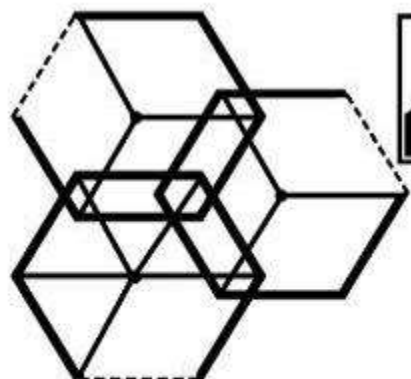
Standing fast! With the camels looking on, these Janissaries made sure the Pasha kept his treasury. These guys had pulled back off the line after firing a vicious volley into some Brandenburg cav that was trying to hold their attention and defended the main loot token. In a series of charges and follow up charges the cavalry could not rout them and claim the objective on the last activation of the last turn, resulting in an Ottoman win.

This is the 5<sup>th</sup> or 6<sup>th</sup> match I've played of **By Fire and Sword** and it has been a series of great matches. Also a quick thank you to Adrian over at **Wargamer US** who has been great the past 2-3 months at providing info, shipping quickly on orders for several of us to get our forces built up, and getting backorders filled from Poland in short order!

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

*Pete Attack*

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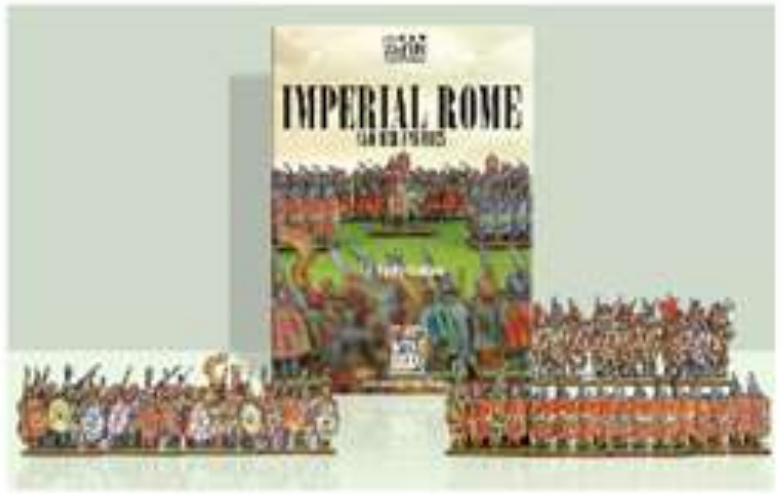




# RAVEN BANNER GAMES

By

*Pete Attack*



I hate painting. So I naturally have fallen in love with miniatures gaming. Makes total sense. The time and money I've spend on begging (and paying) people to deal with my minis has been... impressive! But has a partial savior arrived in **WOFUN Games**? Now I love the appeal of traditional miniatures, but there are some eras I'm just not going to buy into. Until now?

To scratch the Ancients itch I decided to buy a bunch of Romans and Carthaginians from the 18mm line. So I got in touch with Stephen over at **Raven Banner Games** and he was all too happy to quickly set me up with an army (or two).

Of course Question #1 is how much does this cost me? For about \$500 or so I was able to get a full Roman army (basically a full Roman Legion, about 50% of an Italian Allied Legion, some Oscan Italian Allies, and a large Carthaginian force of Libyans, Iberians, Gauls, etc...). This came in the form of the 18mm Complete pack and a Starter pack. Yes – I was a bit of a completist and no, you don't need to get all of this, but I would recommend getting the Full Pack over the starter for the better variety.

Ok, ok – so how do they look? They initially come “hidden” in a surprisingly small box – smaller than a shoe box.

Inside you get several plexiglass sheets with the printed miniatures – so instead of clipping... get to punching! Most come in groups of 3-4 infantry figures, 1-2 cavalry figures, and 1-2 skirmish type troops. You will typically snap these onto a base to form two rows of troops. The artwork is very impressive and you get a large number of unique poses and artwork. A note on punching these out : most of them are no issues, BUT for the units with long spears I highly recommend using your fingernail or something else to gently push out the spears before the main part of the unit. In my first go at this, I did break several spears even when going slow. Thankfully they glue back nicely and the broken ones go perfectly on the back rank! 😊





You can buy these with or without the bases depending on how you want them based. The 18mm line comes with bases that are 30mm by 20mm so they may not match up with your system of choice. Bases are made of MDF and come in some different varieties, but in 99% of the cases you'll use a base with 2 parallel slots. The figures snap into the slots – there is no glue necessary. Like punching them out – a quick note. These make for a tight fit. In most cases a bit of pressure was all it took, but in other cases I took a tool and stretched out the MDF slot slightly to make things easier. Again this was the result of breaking a few while trying to fit them in (mostly with cavalry where the basing is by a single leg). Time wise – from punching out the figures to basing them is under 2 minutes per base (but damn I had some sore fingers!).



So all that said, how do they look assembled? Using some of Hannibal's Veteran Infantry as an example. As you can see – from the aspects showing the artwork – pretty sharp. The “downside” is a side view or any angle where you are seeing the plexi without artwork. On the table from 3 feet away – not too noticeable, but pick them up and it is slightly... meh / unattractive.





An entire 18mm Roman legion in a bin? Got it.

Storage wise : I have everything in 3 small bins (1 Roman, 1 Carthaginian, and one with a mix of Roman Allies and Carthaginians). And together they weigh pretty much nothing.



So what else?

Elephants? Sure.



Casualty markers? Here and limping.

What's next? I may flock the bases to cover up the slots as that seems low effort which is what I wanted from this set. Rules? There is a super-simple set included when you buy the box sets – it is really intended to be for beginners, but to be honest, they may be the ones I use when I just want a quick game of smash-n-go. An Imperial Roman line was just released with a new set of including Rome's Imperial Enemies.

Thoughts? These have grown on me. They are not going to replace "miniatures", but if you just want to fill a gap in the collection and don't want to drop top dollar or paint, these are a solid bet.

For orders here in the US, again – thanks to Stephen at **Raven Banner**. From ordering to delivery was only about 3-4 days.

Pete Atack

Lone Star Historical Miniatures (LSHM) club of Texas



More AWSOME products from Stephen Huckaby and Raven Banner Games!

<https://raven-banner-games.mybigcommerce.com/>



## 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!!!

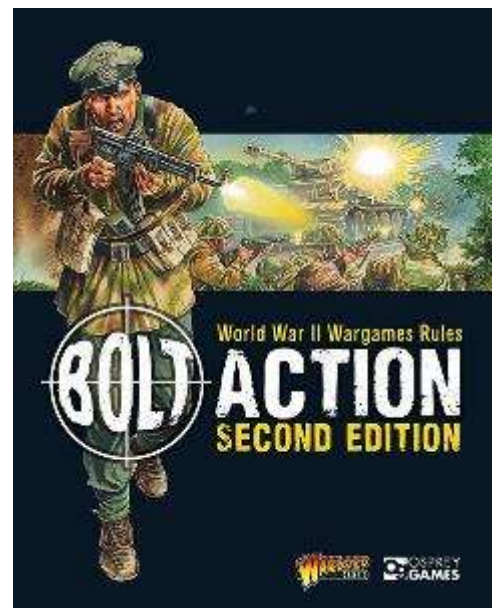
Please support your local gaming club!

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



# Tulsa Historical Miniatures Gamers

# Tulsa



OK

Greetings Fellow Wargamers: (A note from Cal Kinzer)

Helmuth von Moltke the Elder is often quoted as having once said, "No plan ever survives first contact with the enemy." While this is certainly true, professional military men will be quick to add, "But it's still good to plan anyway!" That being the case, the below is offered as a tentative schedule of our club games through the end of next year. This COVID "virus-thingy" has knocked everything into a cocked hat, especially for this year, and who knows whether 2021 will be much different. Nevertheless, we can plan for all of our monthly second-Saturday games being at my house until such time as Top Deck reopens for multi-player gaming. After that, I will continue having larger games at the house while also taking my turn at putting on smaller ones at the store.

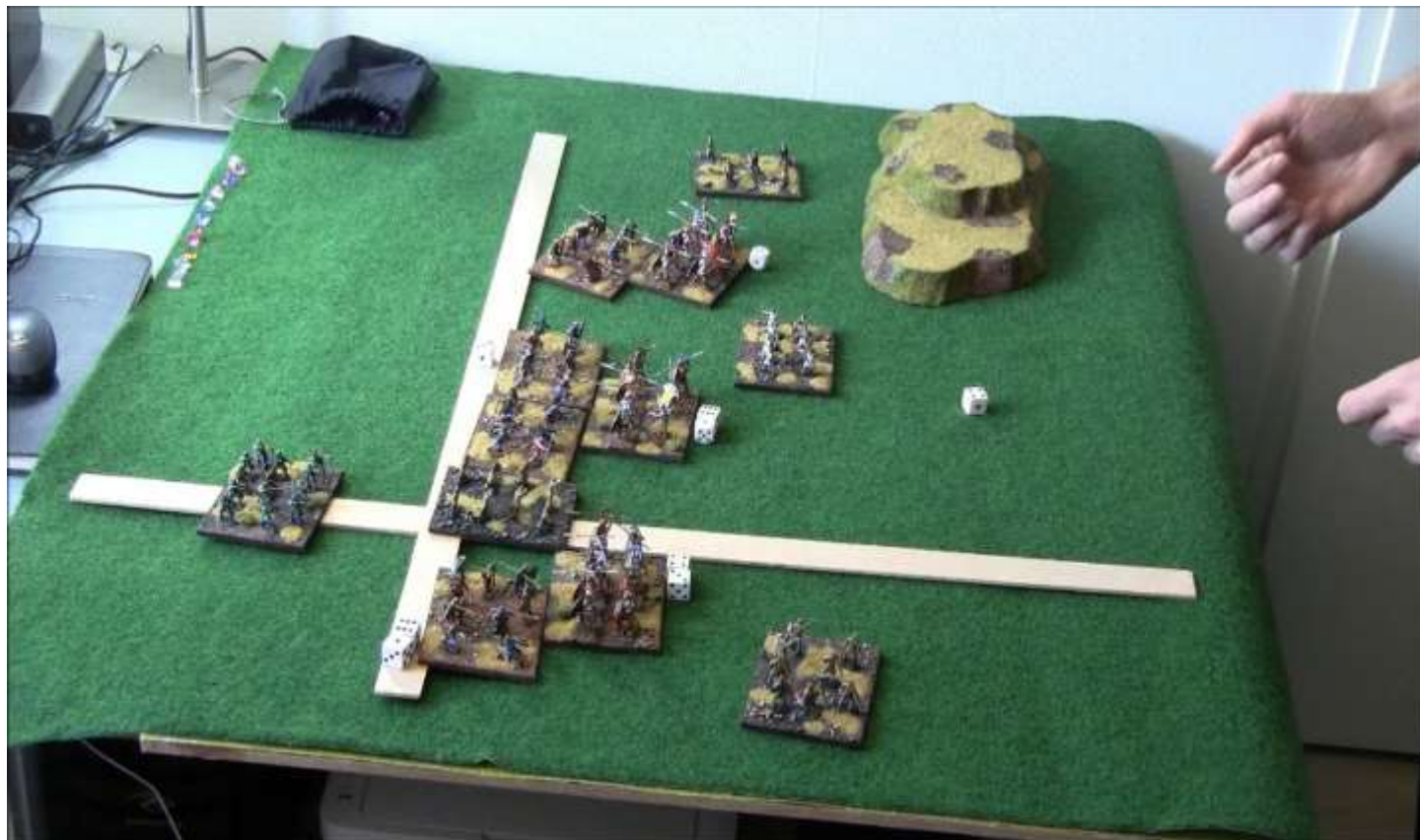


In preparing for battle, I have always found  
that plans are useless but planning is  
indispensable.

(Dwight D. Eisenhower)

For now, I'm planning on doing a game every other month, which is about as much as I can manage. So we need other gamemasters to step up and fill in the gaps. Gary has already agreed to do so for the November game, but those for next year are still open. If you think that you'd like to put on a game, please go ahead and reserve a slot. We can always "amend the plan" later as circumstances change - which they undoubtedly will!

On another note, I'd like to again admonish the "non-responders" to please be more active in letting the gamemasters know whether they will be at their games. It takes a lot of thought and effort to come up with a good scenario and a lot depends on the number of players that are expected to participate. So we need to hear from everyone EVERY TIME - even if the response is "I won't be able to attend." There are several on this list who don't bother to reply one way or the other. Historical miniatures is a game for GENTLEMEN and players are expected to act accordingly. It's just good manners to answer an invitation, even if in the negative, and it only takes a minute or two to reply to an email!



Our local Tulsa con, *Manuevers*, has been put on hold for now because the Wyndham is being sold and probably turned into apartments and no suitable (affordable) substitute has been found. Tim is still looking and will keep us posted, but for now it's certain that Maneuvers will not happen in 2020, and maybe not in 2021 either. Nevertheless, we have several other good options in the region and these are listed below. Jon Russell has already announced that *Twisted Lords Con* will definitely be back but, as far as I know, the others are all still tentative at this point. I've already promised Jeff Lawrence that "The Alamo" will be making the trip to Midwest City in July! The only down side is no Napoleonics home games being put on by me until after that since my French infantry will all be tied up portraying Mexicans!

Lastly, Top Deck is open for one-on-one gaming, and I recently met Tim there for a couple of fun little Ancients and Napoleonic games using Neil Thomas' *One Hour Wargames* rules. We used Scenario #2 from the book for both - the same as the one shown below - and, true to the title, we finished each in just under an hour. So if you're interested in getting together for a game other than the second Saturday, please contact me.



## **Top Deck Games**

5970 East 31st, K  
Tulsa, OK 74135  
(918) 665-7529



# GAME SCHEDULE

OCT 10 - "Tarleton's Raid" - A fictional 15mm American War of Independence mini-campaign scenario depicting a raid by Tories and Indians upon a Patriot backcountry settlement. Rules: Modified *Fire and Fury*. Gamemaster: Cal Kinzer [ckinzer@juno.com](mailto:ckinzer@juno.com). Place: West Tulsa War Room (Cal's house). Start Time: 12:00 noon.

NOV 14 - 15mm Napoleonics scenario of Austrians vs. French and Bavarians based on the 1809 Campaign. Rules: *Lasalle*. Gamemaster: Gary States [gcstates2006@gmail.com](mailto:gcstates2006@gmail.com). Place: West Tulsa War Room (Cal's house). Start Time: 12:00 noon.

DEC 12 - "Herron's Attack". 15mm American Civil War scenario based on the Battle of Prairie Grove, Arkansas, December 7, 1862. Rules: Modified *Fire and Fury*. Gamemaster: Cal Kinzer [ckinzer@juno.com](mailto:ckinzer@juno.com). Place: West Tulsa War Room (Cal's house). Start Time: 12:00 noon.

2021 JAN 9 - open

FEB 13 - "Zulu Dawn" - 15mm Anglo-Zulu War scenario based on the Battle of Isandlwana, January 22, 1879. Rules: Modified *Fire and Fury*. Gamemaster: Cal Kinzer [ckinzer@juno.com](mailto:ckinzer@juno.com). Place: West Tulsa War Room (Cal's house). Start Time: 12:00 noon.

MAR 13 - open

APR 24 - "April Morning" - 15mm American War of Independence mini-campaign scenario based on the battles of Lexington and Concord, April 19, 1775. Rules: Modified *Fire and Fury*. Gamemaster: Cal Kinzer [ckinzer@juno.com](mailto:ckinzer@juno.com). Place: West Tulsa War Room (Cal's house). Start Time: 12:00 noon. **Please note that this game is being moved to the fourth Saturday as I have a reenactment on the second Saturday.**

MAY 8 - open

JUN 12 - "Sigel's Retreat." - 15mm American Civil War scenario based on the Battle of Carthage, Missouri, July 5, 1861. Rules: Modified *Fire and Fury*. Gamemaster: Cal Kinzer [ckinzer@juno.com](mailto:ckinzer@juno.com). Place: West Tulsa War Room (Cal's house). Start Time: 12:00 noon.

JUL 10 - open

AUG 14 - "Wilson's Creek" - 15mm American Civil War scenario based on the Battle of Wilson's Creek, Missouri, August 10, 1861. Rules: Modified *Fire and Fury*. Gamemaster: Cal Kinzer [ckinzer@juno.com](mailto:ckinzer@juno.com). Place: West Tulsa War Room (Cal's house). Start Time: 12:00 noon.

SEP 11 - open

OCT 9 - "Cetswayo's Waterloo" - 15mm Anglo-Zulu War scenario based on the Battle of Ulundi, July 4, 1879. Rules: Modified *Fire and Fury*. Gamemaster: Cal Kinzer [ckinzer@juno.com](mailto:ckinzer@juno.com). Place: West Tulsa War Room (Cal's house). Start Time: 12:00 noon.

NOV 13 - open

DEC 11 - "The Ridge at Mont Saint Jean" - 15mm Napoleonic scenario based on the Battle of Waterloo, June 18, 1815. Rules: Modified *Fire and Fury*. Gamemaster: Cal Kinzer [ckinzer@juno.com](mailto:ckinzer@juno.com). Place: West Tulsa War Room (Cal's house). Start Time: 12:00 noon.

Regional Wargame Conventions:

MAY 28-30 - *Border Wars* - Kansas City, MO (dates tentative)

JUL 23-25 - *Twisted Lords Con* - Midwest City (Oklahoma City), OK

SEP 24-26 - *Recruits Con* - Lee's Summit (Kansas City), MO (dates tentative)

NOV 12-14 - *Millenium Con* - Round Rock (Austin), TX (dates tentative)

So keep your paint brush handy and your dice ready to roll and we'll be seeing everyone in the near future!

Contact Cal at the below

Best regards,

Cal Kinzer

3264 W. 71st Street

Tulsa, OK 74132

918-861-428

[ckinzer@juno.com](mailto:ckinzer@juno.com)



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