

The Lone Star Dispatch December 2020

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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
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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.

I hope everyone had a good Thanksgiving – wow this has been a very different year than last – we all missed seeing each other at MillenniumCon.

My good friend Rob Gravener and I have exchanged Christmas gifts for many years – he has always said “at least you get one gift, other than underwear and ties, that you will enjoy”. Last year Rob got me a fully painted (by him) 28mm ACW Union Zuave regiment – his gifts are always one of the best Christmas presents I get every year!! This year will be tough for me to find him a good gift – I usually depend on finding that “perfect gift” for him at MillenniumCon

We continue our membership drive this month, we had a very good response last month with 50 of us re-newing or starting our LSHM membership. Last year we had 250 members so we still have a long way to go, please consider joining up and supporting wargaming across Texas – see page 4 for details.



Hanukkah

Have an absolutely wonderful Hanukkah and Christmas this year. Please let us know how you are working on.

Charlie Torok

2020 - Texas Region - Conventions and Events

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

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

Wyndam Tulsa - Tulsa,OK

Contact: Jeff Lawrence jlaw2424@gmail.com

<http://www.maneuverscon.com>

Begin 2021

OWLCON 2021 2/4/2021 - 2/7/2021 **Cancelled**

Rice University - Houston,TX

Contact:

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



REAPERCON VIRTUAL EXPO 2021 3/5/2021 - 3/7/2021 **Online Event**

Online Event - ,

Contact: questions@reapercon.com

<https://reapervirtual.com/>

COLD WARS 2021 4/8/2021 - 4/11/2021 **As Scheduled**

Roland E. Powell Convention Center - Ocean City,MD

Contact: HMGSdirector@coldwars.org

<https://www.hmgs.org/page/CWHome>

DALLAS OPEN 2021 4/29/2021 - 5/2/2021 **As Scheduled**

Sheraton DFW Airport - DFW,TX

Contact: Matthew O. Porter DALLASOPENGT@GMAIL.COM

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

ORIGINS GAME FAIR 2021 6/16/2021 - 6/20/2021 **As Scheduled**

Greater Columbus Convention Center - Columbus,OH

Contact:

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

HISTORICON 2021 7/7/2021 - 7/11/2021 **As Scheduled**

Lancaster County Convention Center - Lancaster,PA

Contact: HMGS

<http://www.hmgs.org>

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

<http://www.twistedlordscon.com>

GENCON 2021 8/5/2021 - 8/8/2021 **As Scheduled**

Indiana Convention Center - Indianapolis,IN

Contact:

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

LONE STAR GAME EXPO 2021 10/8/2021 - 10/10/2021 **As Scheduled**

Grapevine Civic Center - Grapevine,TX

Contact: Jamie Matthews lonestargameexpo@gmail.com

<http://lonestargameexpo.com>

FALL-IN 2021 11/11/2021 - 11/14/2021 **As Scheduled**

Valley Forge Casino Resort - King of Prussia,PA

Contact: HMGS director@fall-in.org

<https://www.hmgs.org/page/FIHome>

MILLENNIUMCON XXIII - 2021 11-14 November **As Scheduled**

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charles Torok torokc@hotmail.com

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



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

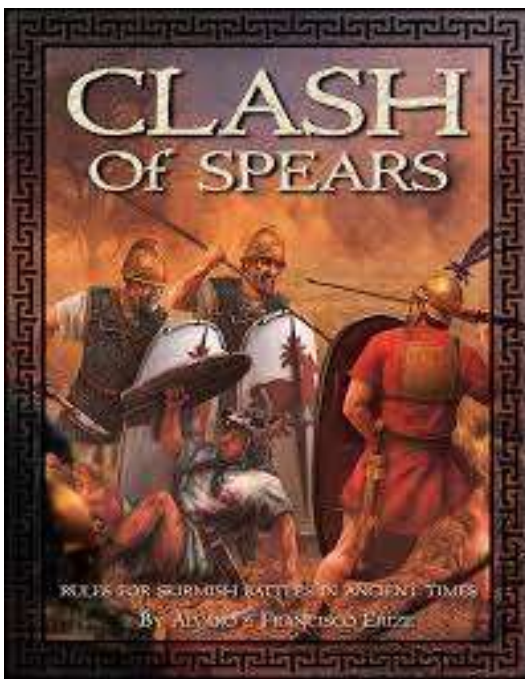


Visit the MillenniumCon website to make a Paypal payment at:
<https://www.millenniumcon.info/>

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





LSHM member Francisco Erize and his brother Alvaro (or is it the other way around?) have written and published a great set of Ancient Skirmish rules. He will showcase these at MillenniumCon 2021 – get your copy today and get it signed by the author next November.



Get 20% off at
www.fightinghedgehog.com
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TRIUMPH!

Fast Play Ancient and Medieval Rules by the Washington Grand Company

Blake Radetsky's Triumph! Journey

Many of you may remember that I was a big fan of De Bellis Antiquitatis, (DBA). When the rules came out in 1990, I embraced the rules set simply because it was fast play, simple to learn and it filled my Ancient and Medieval wargaming need. Games finished between 30 minutes to an hour or so. I promoted DBA in our game club and during my summer middleschool wargaming classes. However, the rules went through several version changes and finally a few years back they changed completely to the extent that I did not like the game play any longer.

Then a couple of years ago I was introduced to a rules set called Triumph!, (T!). Triumph! is a fast play, Ancients and Medieval rules set that is very similar to DBA, but with new troop types that better reflect their battlefield roles. T! cleaned up some gray areas that were in DBA and made a few changes to terrain and how the pregame set up was completed. Overall, I really like it better than the last version of DBA that I played.

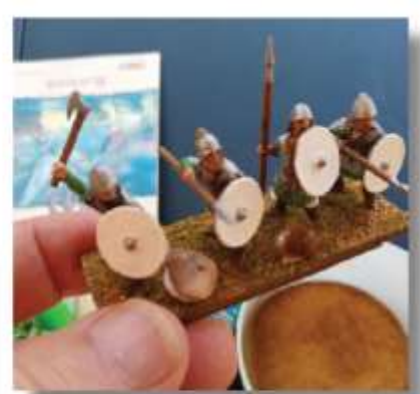
During the "lockdown" I decided to commit to building two 28mm armies for T!. I had excess miniatures from my SAGA Norman army and my Anglo-Danish SAGA army. Instead of changing my multitude of 15mm and 10mm DBA armies, I ventured into the world of 28mm.



TRIUMPH!



Anglo-Danish Rabble and Skirmishers in flock tray.



Anglo-Danish Fyrd

Painting 28mm miniatures are still a pain in the butt for me as opposed to painting 10mm miniatures. AND the cost of 28mm versus 10mm is staggering. Since I already had most of the Normans and Danish 28mm minis from my SAGA armies, the few that I needed to finish both armies was within my budget, yay!

To assemble my armies I used:

Miniatures are a mix of Crusader, Essex, Foundry, Gripping Beast, and Warlord Games.

Army Painter Primers, Paints, and Inks.

Leadbears Tufts.

Army Painter Tufts.

Woodland Scenics Flock

Little Big Man Studios' Decals

Evergreen Scale Models Polystyrene 1/6" Rods

I am almost finished painting both armies and can't wait to get them on the table. Will post again when I finally get a game with Triumph!



Flemish Pikemen



Norman Knight, Bow Levy, Heavy Foot, and Flemish Pikes



Norman Crossbowmen

Gaming Projects

“Old School Gaming”
Micro-Armor 1/285th

By Steve Wirth

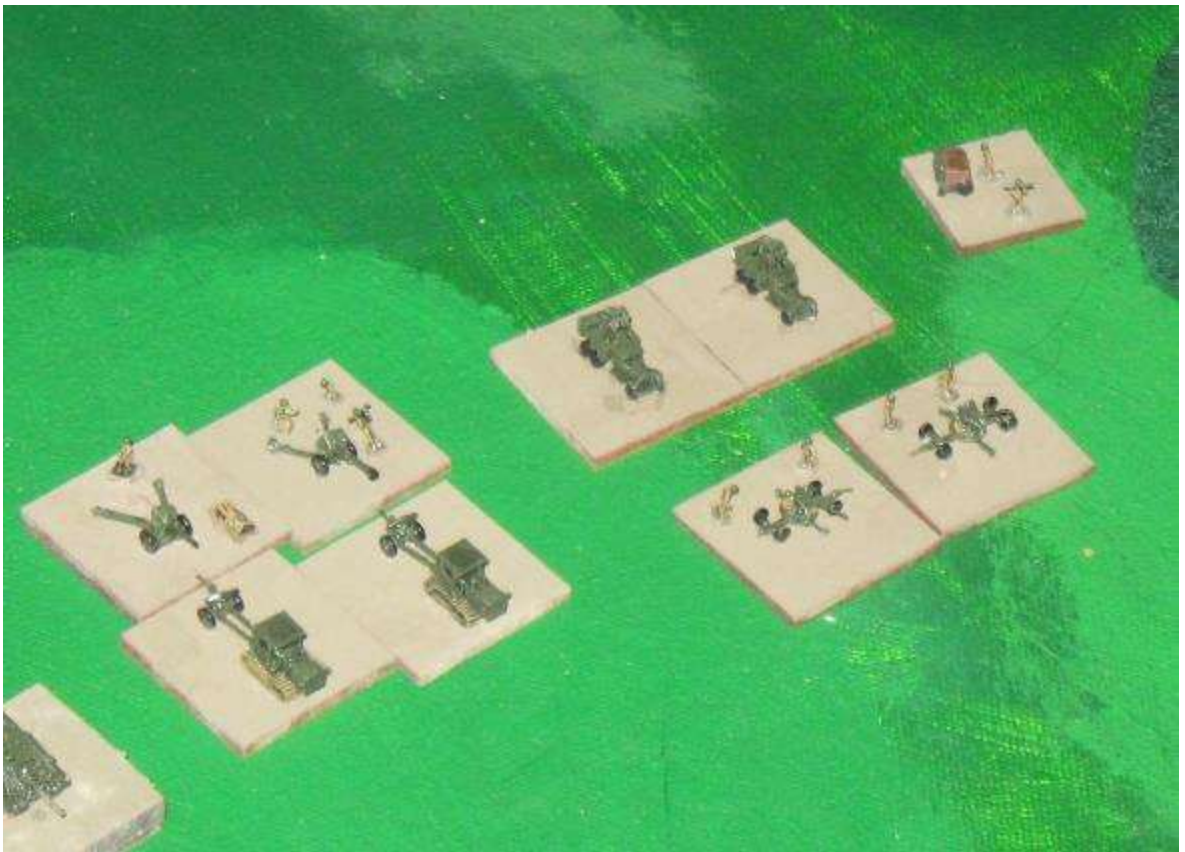


First, let me say that I have been playing with toy soldiers since 1966 (have photo to prove it). I have seen a lot of news letters over the years, even published a couple but yours is by far and above the best newsletter I have ever seen!





I look forward to seeing it every month! Here are some pics of last weeks game of 6mm WWII Russian Front. Revised Featherstone Modern Warfare rules. We beat each other to pieces and had an undecided ending. Both sides were too







beat up to claim a victory. Best kind of game, down to knife work. Going down to New Orleans and hold a mini-Millenniumcon at Mr. Paul's house this Weekend!





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Team - USWDT
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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!!

December 2020 membership report

Welcome to our newest members in LSHM



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Josh	Atchley
Riley	Blair
Manuel	Chairez
Michael	Cote
Chris	Escobar
Joe	Pelfrey
Mike	Wikan
Stephen	Wilcox

**Membership
Matters!**

Lone Star Historical Miniatures - Official Group

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

Also join the Texas Bolt Action Group at:

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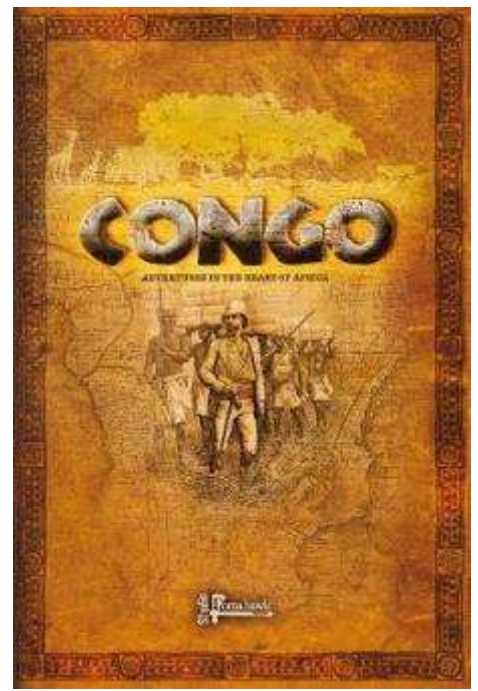
And the Flames of War San Antonio group (FOWSA):

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

We are now at 830 this month!!

CONGO

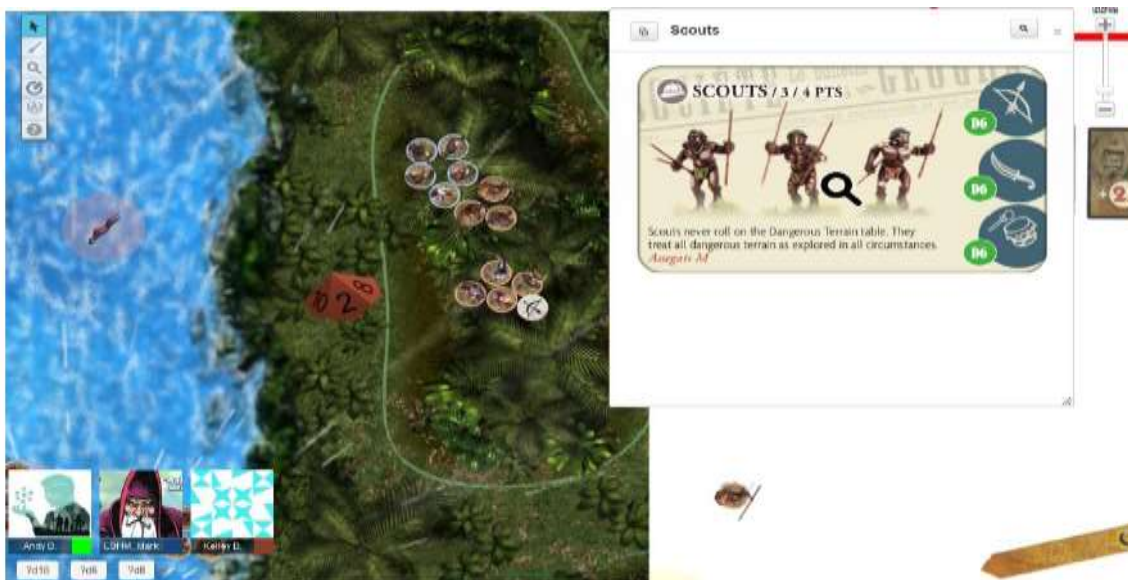
At the Virtual Texas Broadsides 2020 Convention By Mark Leroux



Due to the COVID-19 pandemic, many game conventions have decided to postpone or cancel their events altogether, including MillenniumCon. A few conventions have decided to take a different route by going FULLY ONLINE!

Andy Bouffard is the organizer of the Texas Broadsides event. The combination of pandemic and the restoration of the Battleship Texas has forced him to move his entire event to online play. He has partnered with the BoardGameGeek@Home online convention to run online games in place of the Texas Broadsides in-person event.

Andy Bouffard told me, "Others have been spending their time in quarantine by painting more miniatures and getting armies done. I have been spending this time developing digital apps, graphics, documents and visual aids for use in my online games. I haven't purchased new miniatures since the pandemic started."

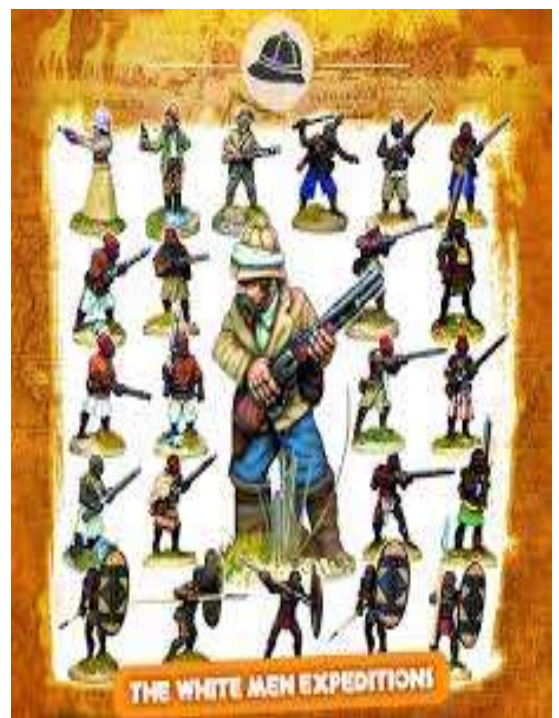


So, I purchased a virtual registration badge and joined the BGG@Home convention. Andy scheduled a game of Congo re-created online using Discord and Roll20 apps. Discord managed the voice communication and video streams, while Roll20 provided a top-down view of the table, terrain, miniatures and dice rolling. This is generally called the 'digital tabletop'. Included on the digital tabletop were all the individual figures, QRS sheets, unit cards, the scenario description, status tokens and simulated 3D dice of all types.



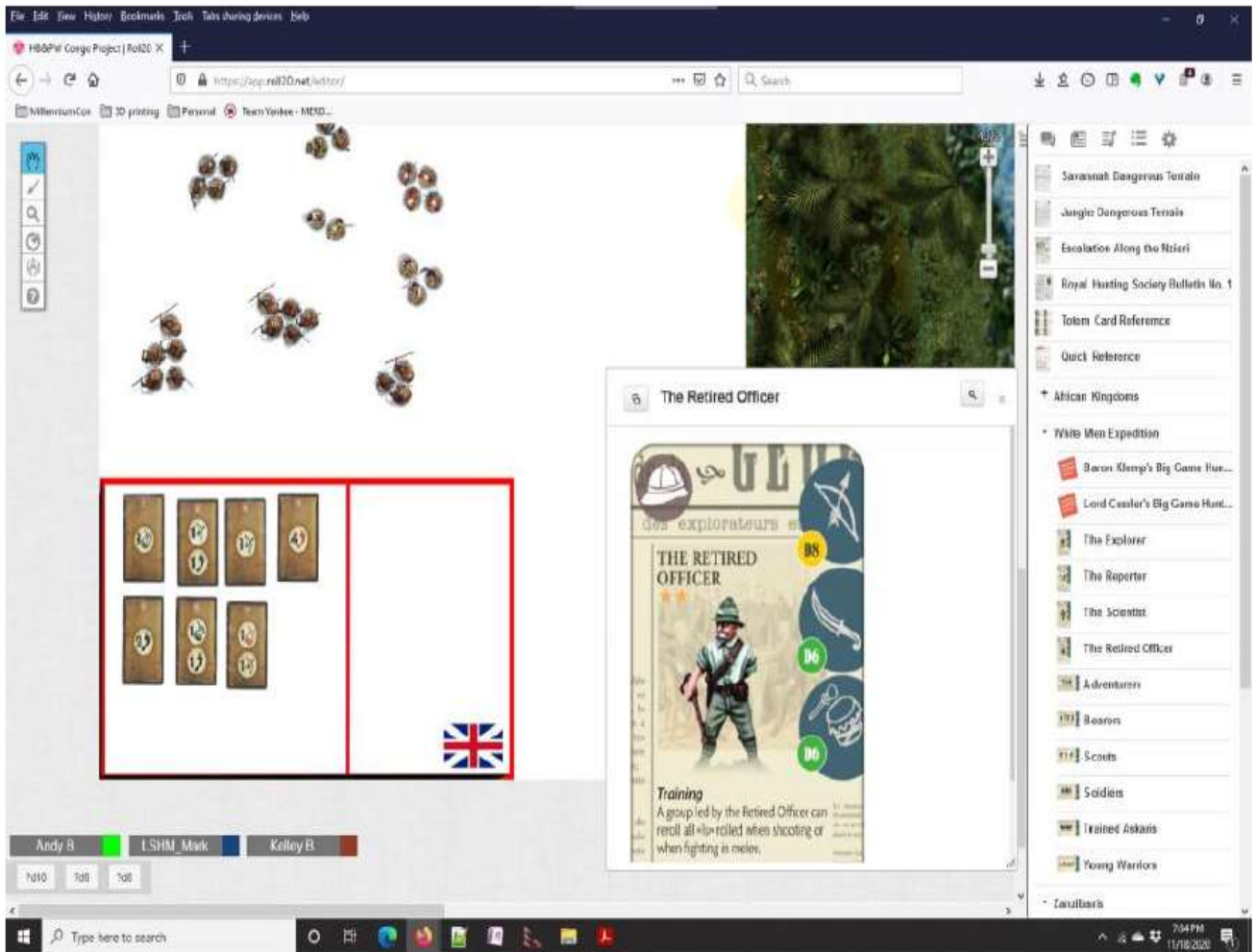
My list was a group of Germans looking for new medicines in the Dark Continent. They enlisted the help of local tribesman and soldiers-of-fortune.

- Baron Werner Klemp - The Explorer (3 stars)
- Dr. Franz Schmidt - The Scientist (2 stars)
- Adventurers x 3 (Greta, Heinz, and Juarez) - 11 points
- Soldiers x 4 - 21 points
- Trained Askaris x 4 - 16 points
- Trained Askaris x 4 - 16 points
- Young Warriors x 5 - 12 points
- Young Warriors x 5 - 12 points
- Scouts x 3 - 4 points
- Bearers x 3 - 6 points



My opponent was someone I've never met face-to-face named Kelley B. His list was a group of British explorers searching for fame and fortune. They also had locals helping them.

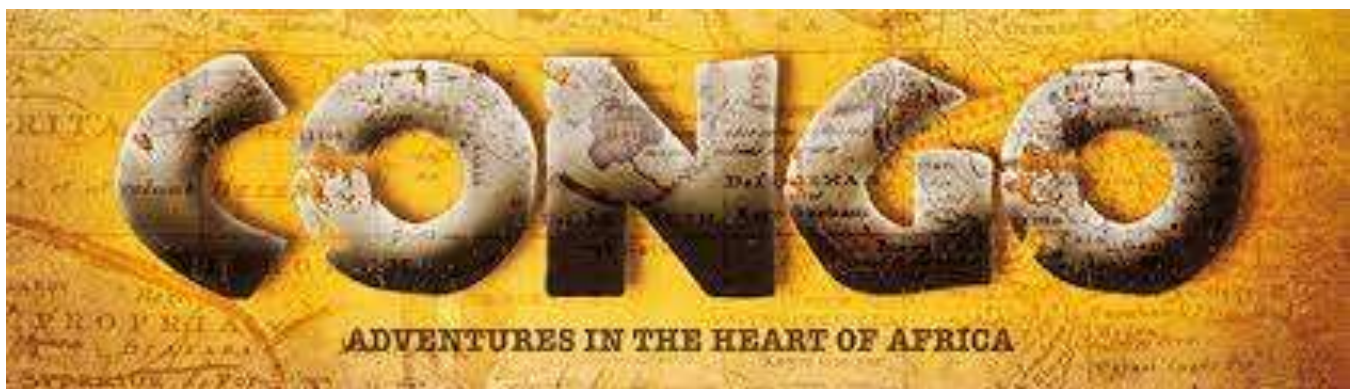
- Lord Reginald Cussler, MP, OBE - The Retired Officer (2 stars)
- Julia Reynolds - The Reporter (1 star)
- Adventurers x 3 (Rick, Evelyn, and Jonathan) - 11 points
- Soldiers x 4 - 21 points
- Trained Askaris x 4 - 16 points
- Trained Askaris x 4 - 16 points
- Young Warriors x 5 - 16 points
- Young Warriors x 5 - 16 points
- Scouts x 3 - 4 points
- Bearers x 3 - 6 points
- Bonus at-start: Two Totem cards.

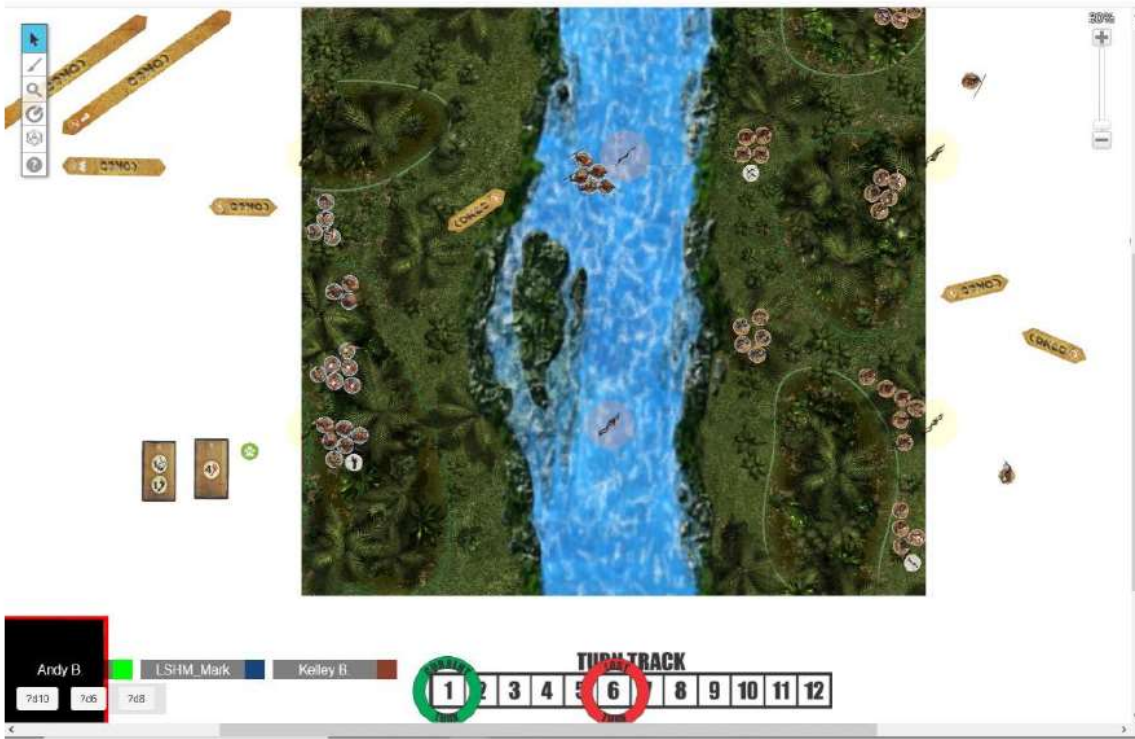


The digital tabletop displayed a beautiful verdant green jungle with a crocodile-infested river down the middle of the map. Our objectives were banners placed in the river. All units could enter the river at a slower movement rate and they would be subject to crocodile attack. The goal for both players was to capture as many flags as possible and move off the edge of the map on the opposite side of the river.



Kelley acted first and he sent a troop of young warriors into river and quickly grabbed a banner. They were quickly ambushed by crocodiles but survived the attack. My actions were to stay back and try to cause terror in the young warriors. That plan failed. Several of my units suffered from weapon malfunctions and treacherous terrain as well.

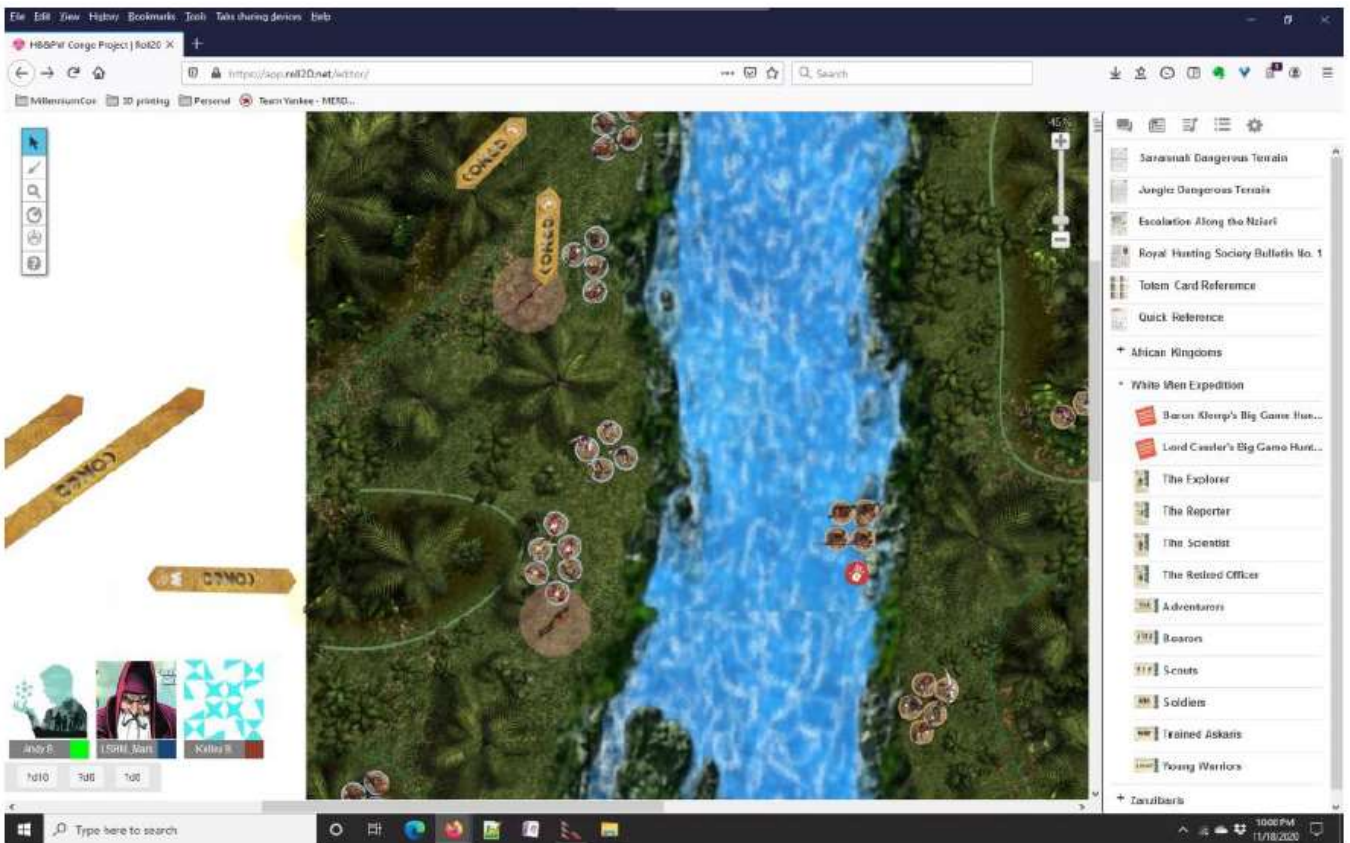




The crocodiles continued to harass the Brits but with little effect. Soon the British team grabbed the remaining banners and rushed across the river.



The Germans couldn't bring enough weapons to bear on the enemy. A platoon of Askari warriors with a banner charged the German scouts and were able to thwart them easily. He German explorer unit furiously fired back at the Askaris but could not stop their march. The Germans got off the board easily and sealed the victory.



I enjoyed this event. Congo is a great game and this online implementation retained all the aspects that made the tabletop game fun.

But I have some advice for anyone thinking about moving their hobby to online play.

1. Players need to be proficient with the computer and particularly the mouse. There will be many times when you need to drag-and-drop your online miniatures with speed and skill.
2. Probably best to play in smaller groups of 2-4 players. I've played games with as many as 10 players. This can slow down the game greatly as players tend to step away from the computer when it's not their turn. Occasionally the rest of the group will wait for someone to come back to the mic. Also, the group will need to understand that they cannot all speak at the same time. We implemented Two-Way Radio protocols (ex. Saying 'Over' when you are done speaking) to help with communication.
3. Preparation is key. Andy has put in a lot of work to present these games and it shows. You can add amazing maps. For example, Andy took actual photographic images of a battlefield in France and used it as a digital mat for his WWII games. This added authenticity to the roads, hills, forests and buildings. All had an effect on game play.
4. Patience is important. Playing with digital tabletops is a new skill for most everyone. It will take time to get used to.

I expect to see more digital tabletop games as the pandemic continues. I hope you will be willing to give it a try.

By Mark Leroux

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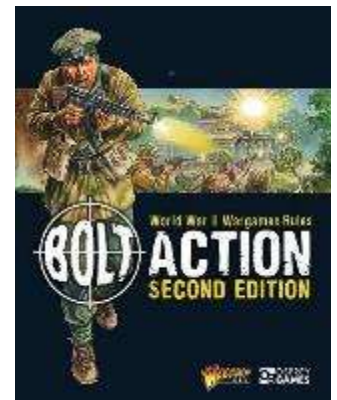
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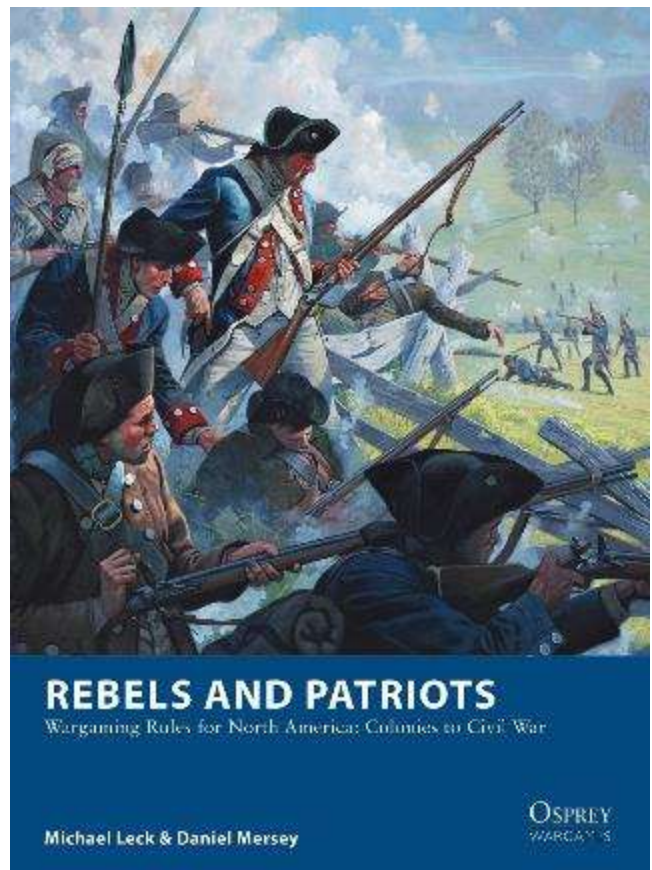


American War of Independence

Battle Report

By Stephen Wirth

OSPREY
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General Galvez of the Spanish fought a small action at Manchac Point shortly after the first Battle of Baton Rouge during the American Revolution.





This is where the Bayou Manchac runs into the Amite River. Galveztown La. was founded on this site. Bayou Manchac was open to the Mississippi river. at this time.





I lived a few miles from here and there is an historical marker on La42. The Continental Congress sent a small unit of men to help Galvez making the first Battle of Baton Rouge the only battle of the AWI to be fought outside of the original 13 colonies.





We used the new(ish) Rebels and Patriots by Osprey. Almost same engine as Lion Rampant. They added a lot of officer stuff that makes it like Mordheim (GW). We deleted that. The Spanish managed to rout away the Brits in this meeting engagement. Fun Stuff.





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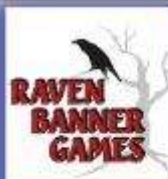
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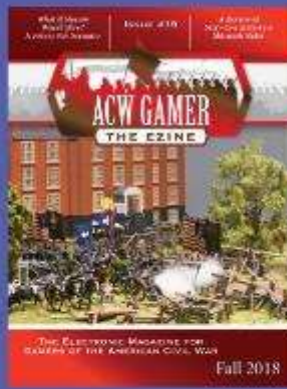
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*Miniatures and photo
by Paulalba*

Flames of War World War II

San Antonio,

Texas



By Chris Lisanti

WW II Update. We had three games last night. The first match up was an infantry slog between Branden (German grenadiers) and Mark Leroux (US infantry) in the Encounter mission.





The Americans attempted to assault but were stymied, and then darkness descended and neither side brought their flashlights and thus it was a draw (pics 1+2). The second match saw Eric Warren's Panzer IV company attack Evan Hudec's US infantry in the No Retreat mission.





Slow reserves for the Americans combined with determined and substantive German armor and some amazing saves brought the Germans to victory (pics 3-5). The last match saw Mark Reed's IS-2 company against Chris' SS Panther company in the Dust Up mission. This game could have gone either way.





The Soviets were assaulting on both ends of the battlefield. 3 IS-85s assaulted the dug in German panzergrenadiers with casualties on both sides. The 2nd IS-85 assault determined the fate of the last two IS-85s with the die rolls going against the Soviets in the end resulting in both IS-85s being bailed out and a happy German infantry still in charge of the objective.





The other assault saw the Soviet infantry charge a strung out Tiger platoon that was having all sorts of difficulties crossing the woods. The tigers elected to break off, but again the lead tiger failed his cross check and was destroyed. In the end, two tigers and one panther were trying to take out the last IS-2 resulting in a bailed effect with the German AA on the objective culminating in a very exciting and very close German victory. Team Yankee next on Black Friday starting at 2 PM

Join the Flames of War San Antonio

(FOWSA) facebook page for all your Flames of War information:

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

See you next month

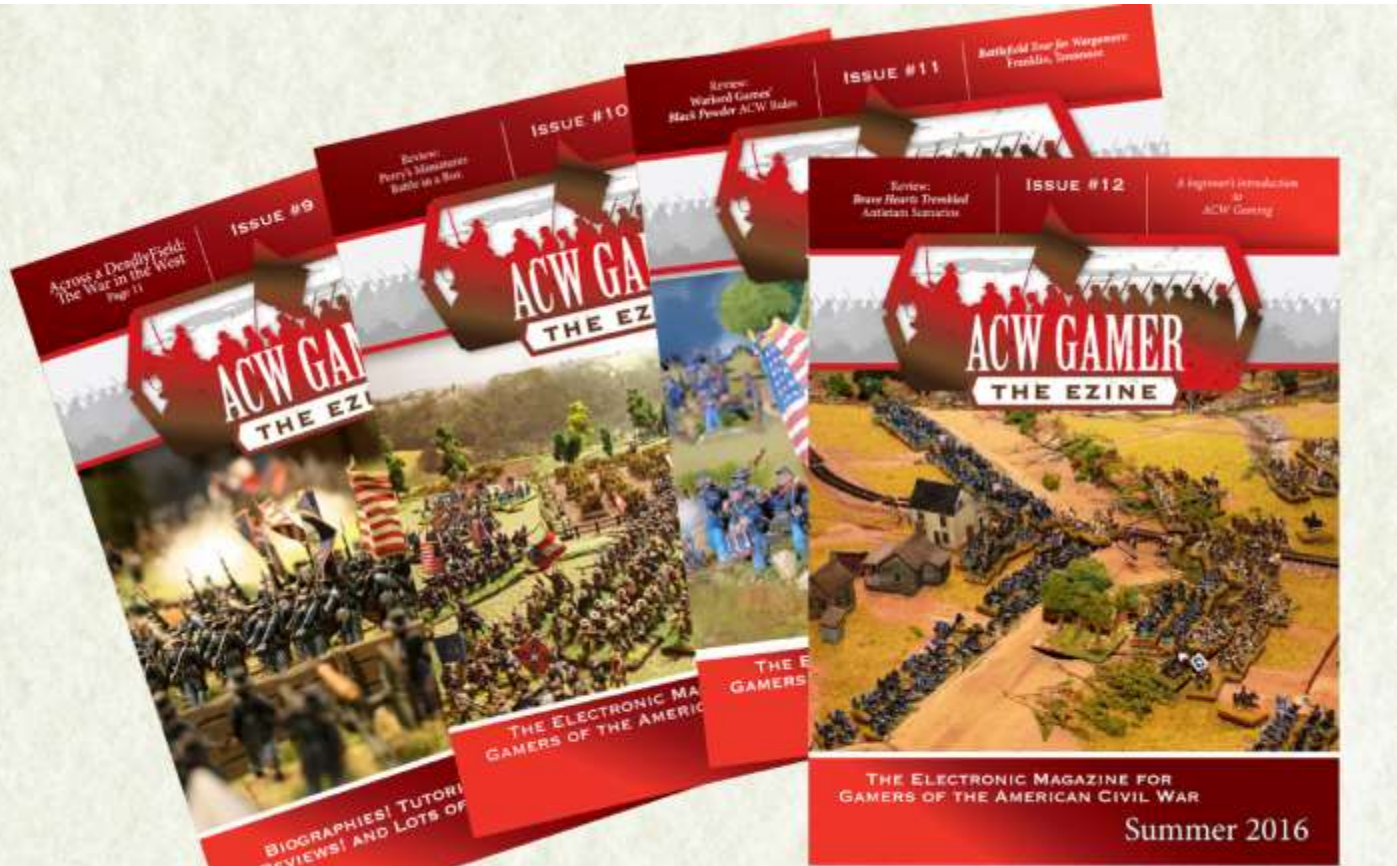
– *Chris Lisanti*

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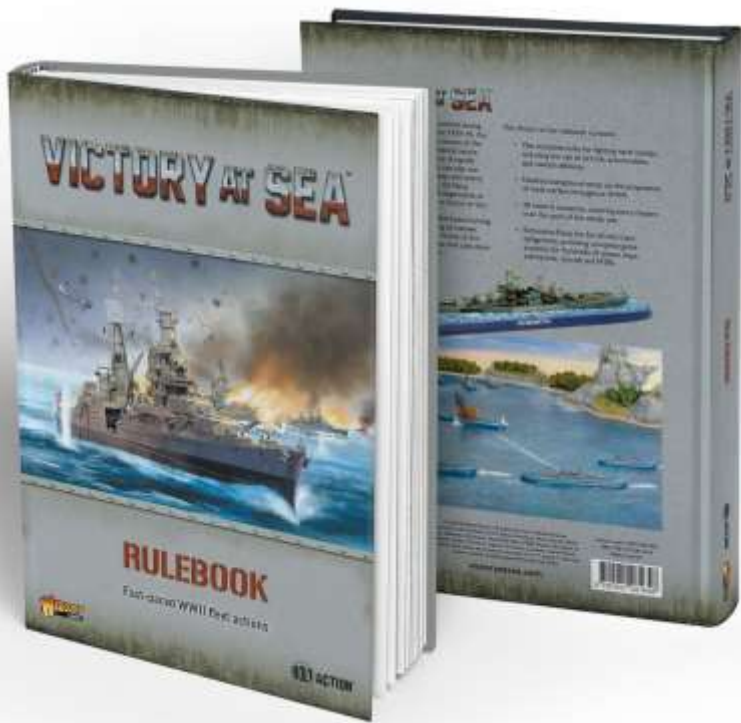


28mm American Civil War

Raven Banner Games is now adding new cavalry codes to our webstore!

Time to mount up and follow Stuart or Wheeler! Custer or Wilson!

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Victory at Sea

Quick Impressions

By Scott Hendrickson



Now that I have played several small games of this system I have few early impressions to share for those that haven't seen it played or tried it out yourself. Given that WWII naval is not a favorite genre for me to make it part of my game portfolio it needs to hit the bar in several areas.

I would be looking for a quick to learn and fast to play with a minimal need to re-read the rules before each playing. I also want a game that creates the kind of scenes that you read about, such as the vicious engagements in the Solomons, particularly regarding variability of destruction that may or may not occur with each salvo. In this regard, the basics of the system that comes in the starter box rules booklet fits the bill really well for me.

Initiative: Simple and it works, loser of roll off moves 1 ship and then alternate. What I've seen is the squadron commander moves ship 1 with a plan and then forgets the plan trying to respond to the enemy ship that moves next. So within a couple turns ships can be in all directions as if they were trying to escape an air raid on Rabaul. It also means the commander that keeps his head can focus and cripple ships of the enemy as they become spread out.



Gunnery: Being an ex-Seekrieger, nothing bogs a game down more than complicated sections and subsections within the game process and then a mass of charts to reference and cross reference. This might be my favorite part of the game so far. Resolution is relatively quick given the amount of gunnery on a WWII ship. Roll x number of dice 4+ is a hit with a small number of modifiers. Those hits generate damage dice again simple roll, very few modifiers and a simple mechanism for critical hits. Critical hits stack by section causes more and more limitations on ship capability, much easier to deal with than 2 pages of charts just for criticals. Damage control is easily handled as well.

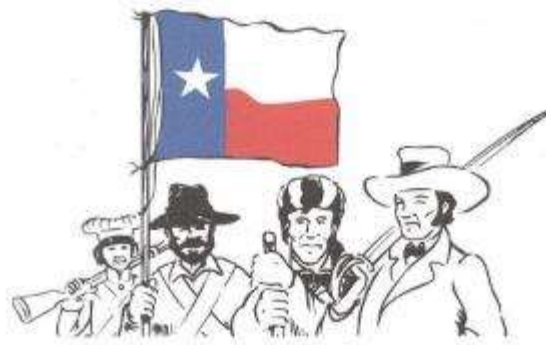
Orders: There are specific orders that can help if they are activated, such as the ability to send damage control to deal with multiple areas of critical damage.



Some game anecdotes: 1) Long lance torpedoes are awesome if they hit, just don't expect to hit if you let them go too far out (super sixes). 2) Close in gunnery will waste ships in a single turn so decide if your ships are brawlers or boxers.

By Scott Hendrickson





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



**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/>

Hammer of Democracy



Friendly
Battle rules for
The Second World War

Vietnam

Hammer of Democracy

Quick Impressions

By Nathaniel Weber



Vietnam game using modified Hammer of Democracy rules

I have set up a 20mm Vietnam game, using the rules Hammer of Democracy. The scenario involves a poorly supported Marine company trying to take two PAVN-controlled hilltops. The scenario is based on the battle at the end of the novel Matterhorn (a fantastic book, highly recommended).





Game 1 of a protracted hill fight in Vietnam: a Marine rifle company, with limited support, has launched an attack on a pair of PAVN held hills near the Laotian border. In the first game, they seized the outlying hill, though the PAVN defenders put up a very hard fight.





Game 2 will feature the Marines attempting a night assault on the 2nd hill, before PAVN reinforcements show up. They'll have to do it short on troops, having suffered about 30% losses taking the first hill.



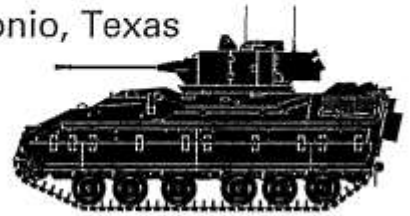
By Nathaniel Weber



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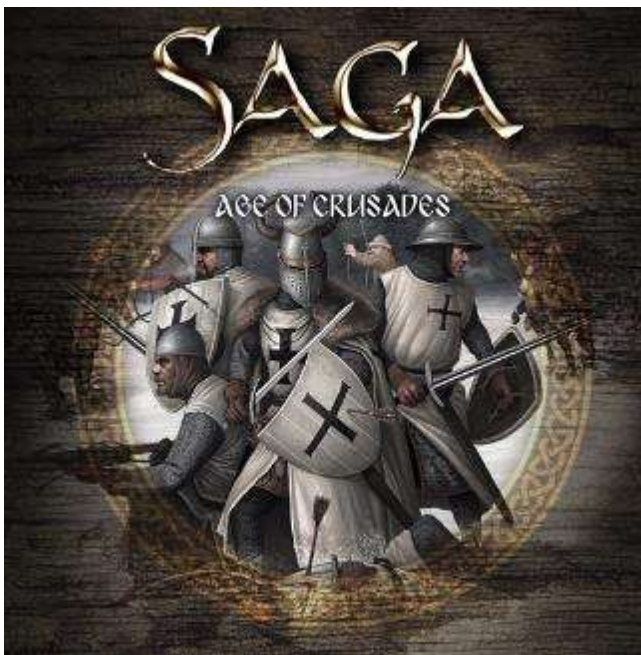
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Age of Hannibal

By Charlie Torok



I picked up my copy of SAGA: Age of Hannibal at Dibbles Hobbies here in San Antonio a few weeks ago. This is the latest era to the rules that currently comprises: Age of Vikings, Age of Crusades and Age of Magic. If you are familiar with SAGA you will recognize the components of this game. As most of you know, I am a lifelong wargamer. The SAGA game system is currently my favorite game.



Roman light infantry: Velites



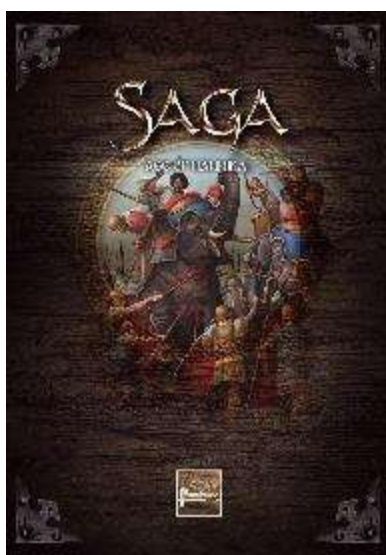
Roman heavy infantry: Principes

Here are a few pictures of the Republican Roman's I am building. These models are Victrix 28mm plastics – they have a very nice range of Ancients to include Carthage and Macedonians

My gaming collection already had a very large Carthaginian army and some Republican Romans. I also have a very big stockpile of unpainted ready to work on. I also have Gauls, Spanish and Macedonians – I plan to build a SAGA force for each of them.



Roman heavy cavalry





Here is my current paint table – more Roman velites and Roman heavy infantry. Note the shields ready to be added once these are finished.

Roman commanders



SAGA dice



I look forward to playing some SAGA in 2021, we also hope to hold the SAGA World Cup at MillenniumCon next year – so watch for more news.

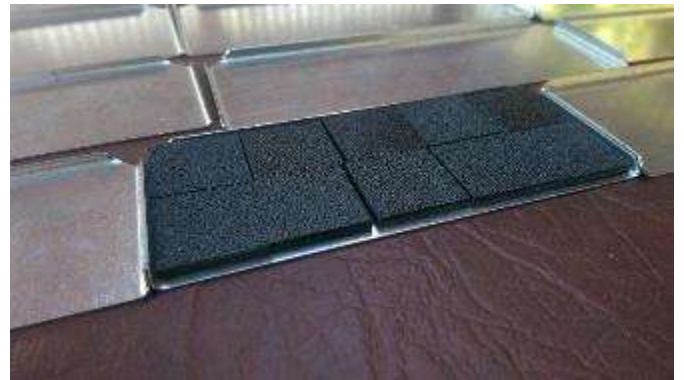
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Contact Charlie Torok:
torokc@hotmail.com

San Antonio

Middle Earth Strategy Battle Game

2020 Campaign



The Riders of Rohan vs Mordor

By Chris Lisanti



Brandon Escalara (Mordor) took on Chris Lisanti (Rohan) in the Domination mission.



Rohan's very effective bow fire the first couple of turns wounded several orcs and wargs while the far fewer orcs with bows wounded none.



Khamul pulled off a black dart and wounded a Rider, but was rather limited in his effectiveness overall due to priority rolls and some amazing duel dice rolls by very brave (or foolish) Riders who charged him.





Rohan's initial charge was very effective with many 6s being rolled for duels resulting in many wounded orcs. A 2nd priority going to Rohan allowed them to very wound more orcs with the left flank entirely collapsing from Erkenbrand and the Red Shields.





Once Mordor was broken, they won the priority and promptly melted away ending the game leaving Rohan in charge of 4 of the 5 objectives with an orc warg rider on the 5th.





Rohan (Chris) - 9 vs. Mordor (Brandon) - 2. I'm sure Khamul will have a kind word or two to say to his orc friends to motivate them for the next round.

Chris Lisanti

Charles Torok (Editors Note)

Great battle report [Christopher Lisanti](#) - once again the unpainted army got whooped - I'm seeing a pattern here!!! Lets go fellow Mordor player ([Brandon Joshua Escalera](#)) get some paint on those mini's!!!

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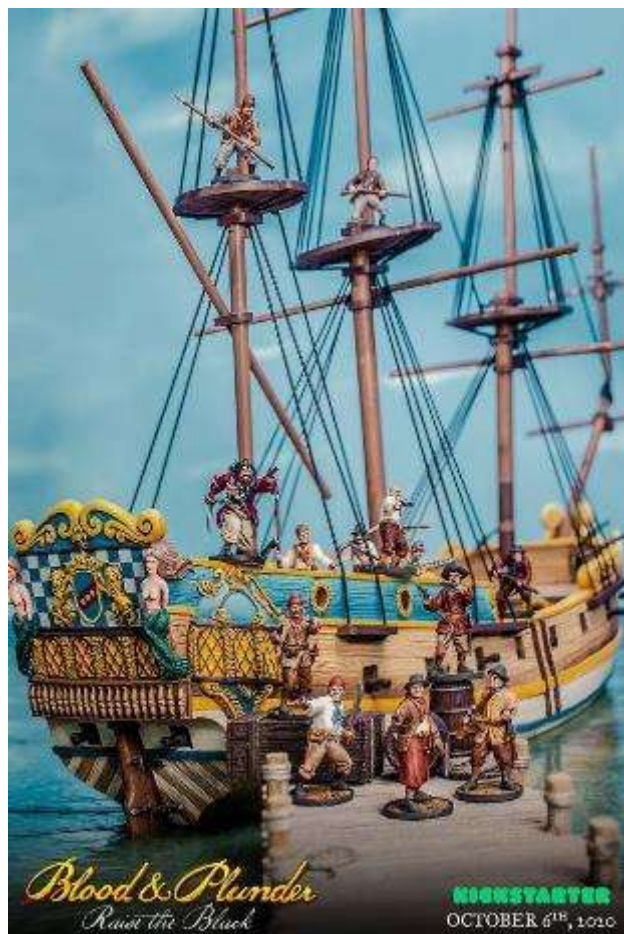


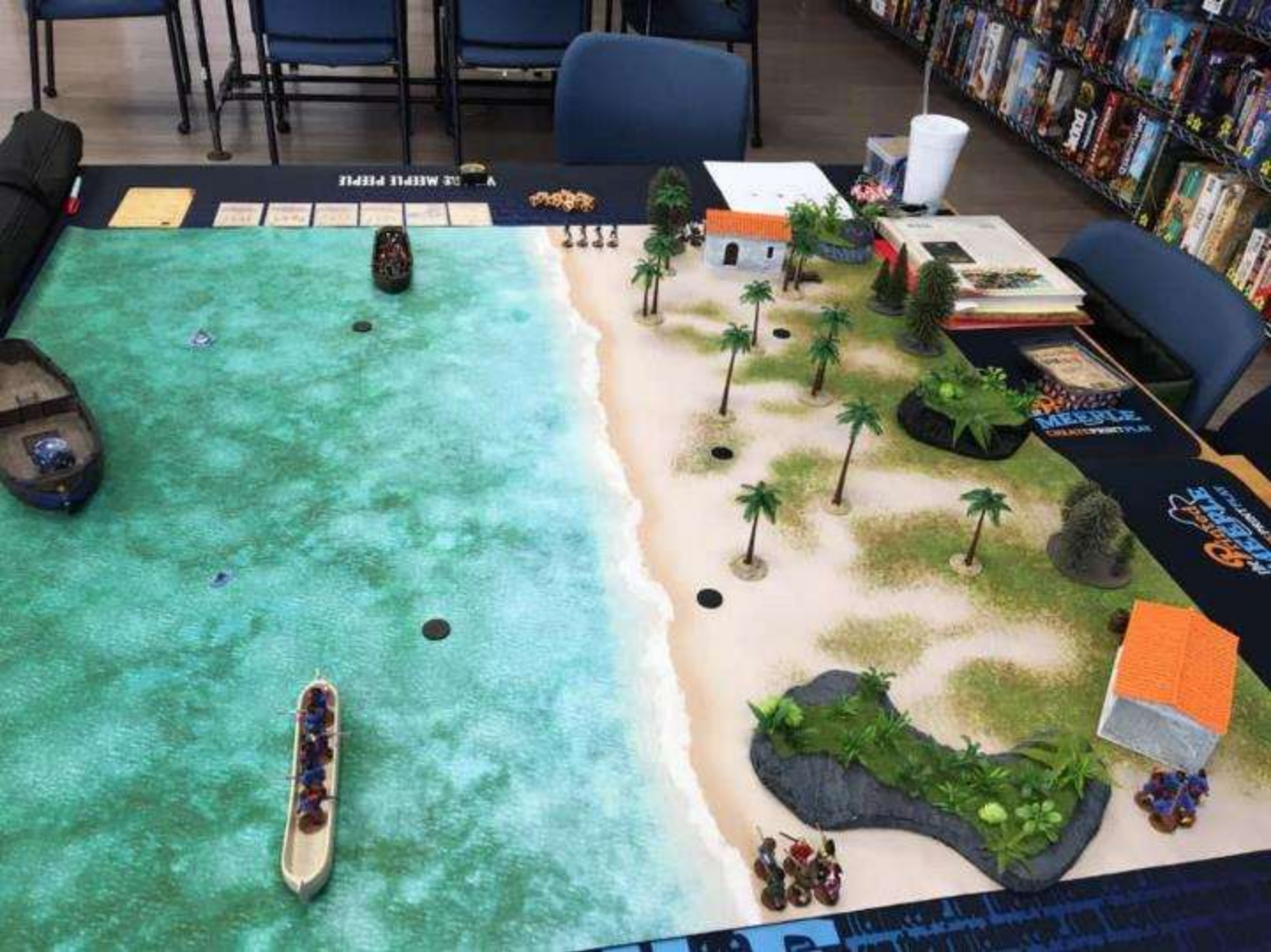
Blood and Plunder

By Ian “Blackbeard” Straus



On Saturday 11/21 at the printed Meeple [Carlos Sierra](#) and I played the scenario search & recover amphibious. Unfortunately the prize turned up really early on my side of the board around 2-3. The rest of the game Carlos' brethren of the coast tried to force my Filibustiers to drop the prize but were ultimately unsuccessful. Next game at the Printed Meeple 11/27 with Carlos' Brethren vs Ian's Spanish.





Blood & Plunder is a 28 mm historical miniatures war game set in the 17th century during the golden age of piracy. The game is played out on a tabletop using custom terrain and 28 mm miniature figures and ships.



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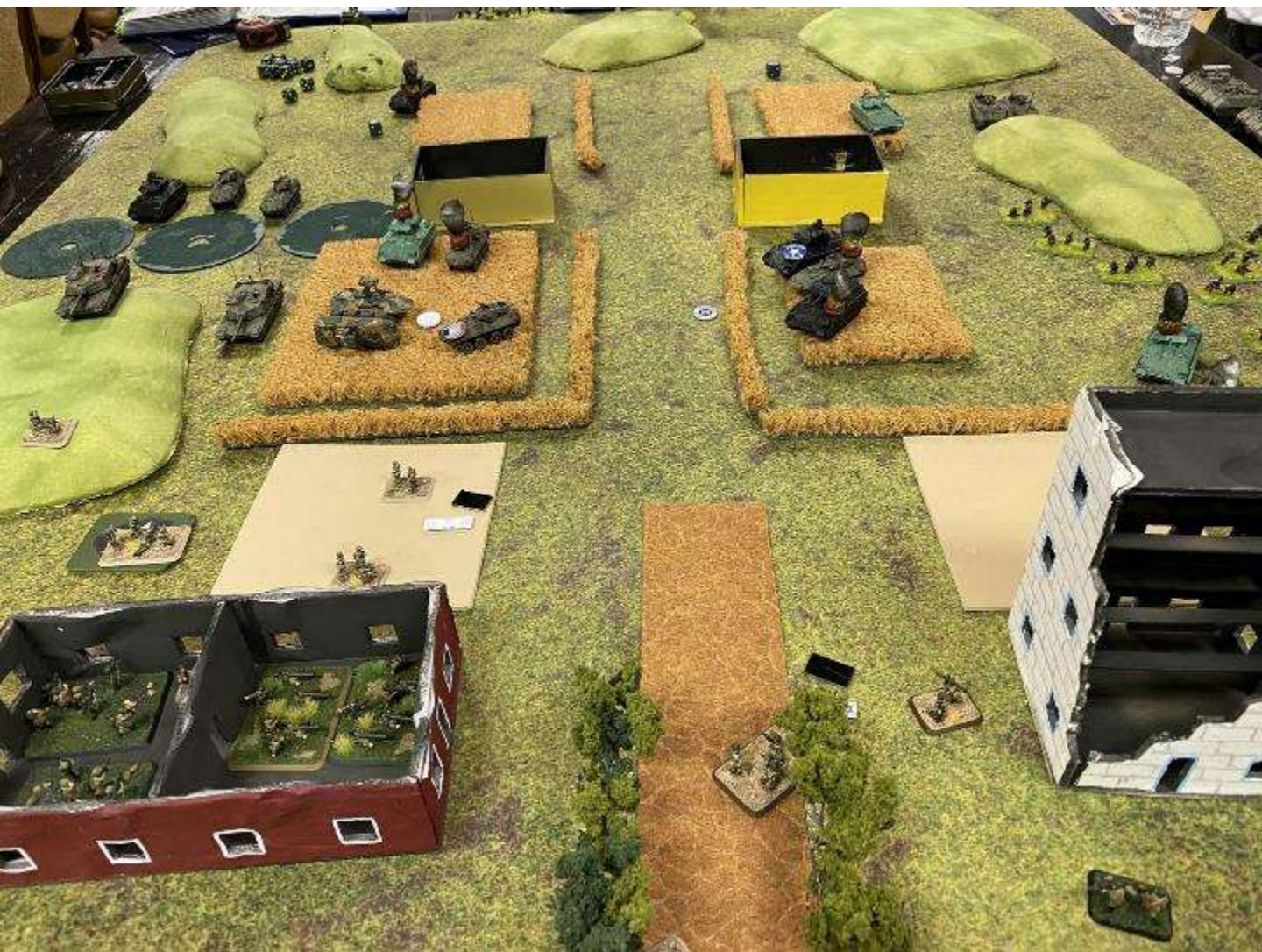
Team Yankee WWII

San Antonio, Texas

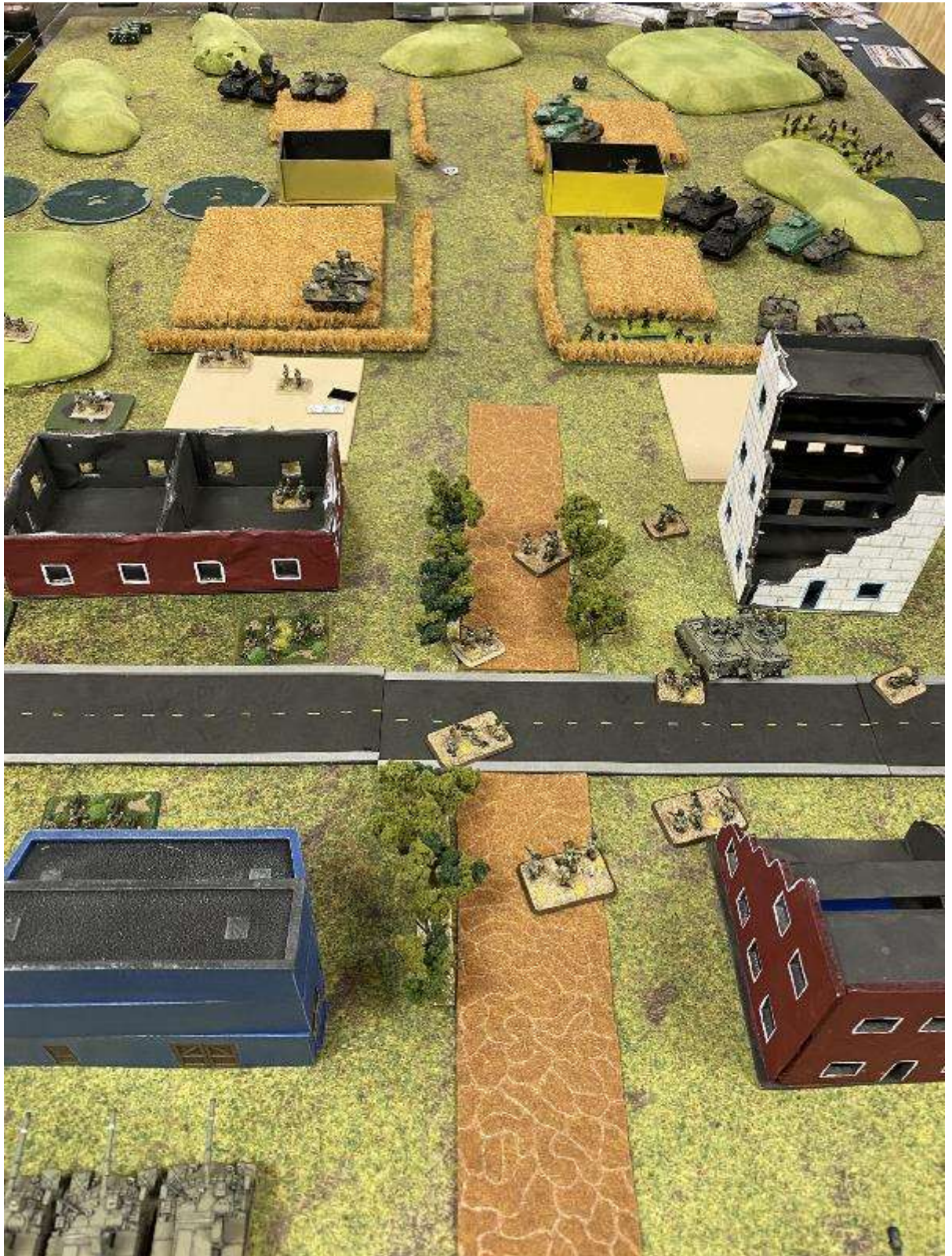


By Chris Lisanti

WW III Update. We had a blue on blue battle last night between Nathanael (IDF Merkava 2 and Mech Infantry) against Branden (US Bradley Mech Infantry) in the No Retreat mission. The IDF defended against the Americans.



The Americans did well the first turn or two, but then the Bradleys started to explode at the hands first of the IDF dragon teams and then at the shooting of the Mercava 2s that came on from reserve.



The Apaches and Abrams both had turns of abysmal shooting while the MLRS barrage hit the IDF infantry but resulted in few casualties. The two Abrams HCs assaulted the IDF infantry which turned into a battle of counterattacks which the IDF won when the Abrams failed to counterattack (neither side had the advantage of their formation commander to help).





With the Mercava 2s coming on fast and the Bradleys mainly up in smoke along with one of two infantry platoons, the Americans withdrew to fight another day (likely a defensive mission). Next week late WW II. Warm up your Shermans and Panthers.

Join the Flames of War San Antonio (FOWSA) facebook page for all your Flames of War information:

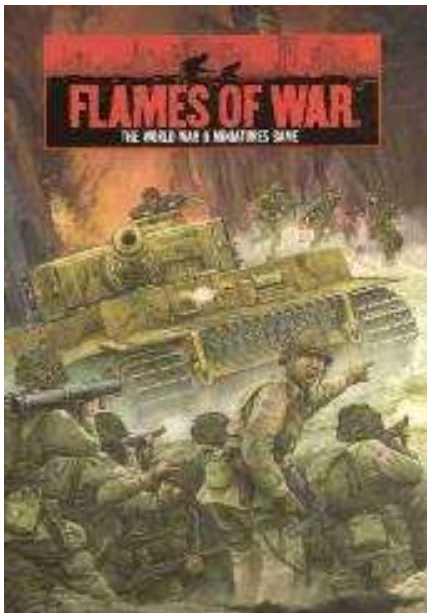
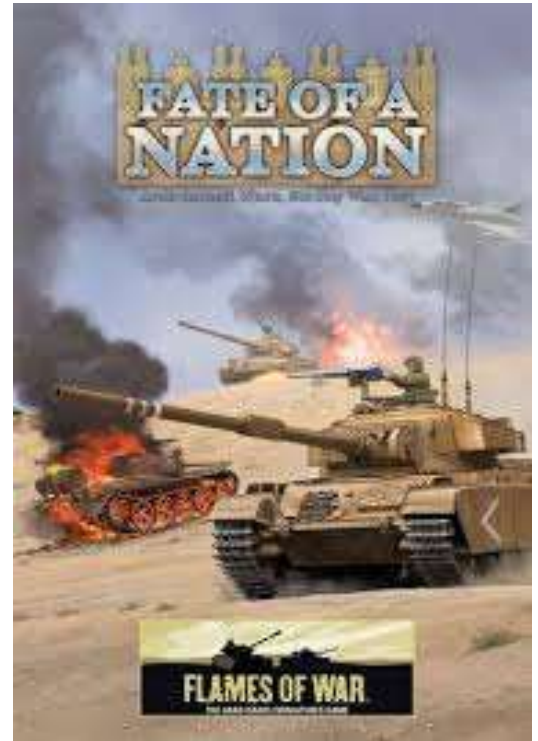
<https://www.facebook.com/groups/fowsa>

By 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.



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Gaming Projects around Texas



Alan Spencer

My 10mm "To the Strongest" Greek Phalanx forces continue to grow.

Ricky Moore

Not exactly the right scale for Bolt Action. But I had little pine trees and needed to do something with them. I guess they would work as pine tree saplings for Bolt Action.



My first attempt at terrain.
I can also use these with my 15mm mini's.



Alan Spencer

Greco/Roman camps for To the Strongest. These are the paper tents I posted last week.



Scott K Hendrickson

Now that the Roman cavalry unit is done... we go forward in time. Stoked to work on these guys... LANDSKNECHTS!!!



Ian Straus

The third gun position I have painted for Blood and Plunder. They each look different, as my artistic vision changes over time.



Charles Torok

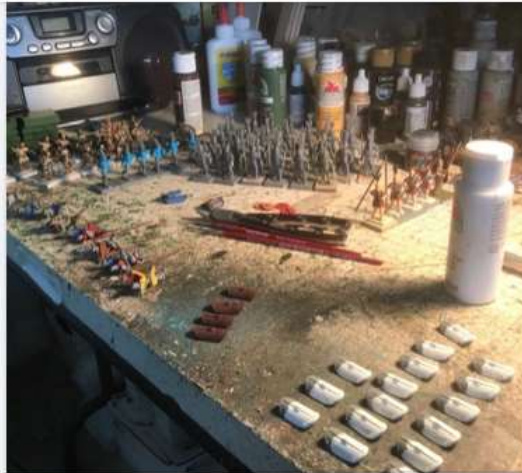
What is on my
painting table:

20 November
2020:

28mm Victrix
Republican
Roman infantry
and shields

28mm OG
Napoleonic
Bavarian
infantry

20mm OG
Napoleonic
Russian
Cossacks



Ricky Moore

Painted up the movement trays for my 14-man Chinese Nationalist, Conscript and Free Levy squads.



Mark S. Leroux

Got new books from the 'buy 2 get 1 free' deal from Battlefront. Now I can start building up a second or third Mid-War force. From there evolve into late war. And try a NATO force with my extra box of Leopard 2s



Ian Straus

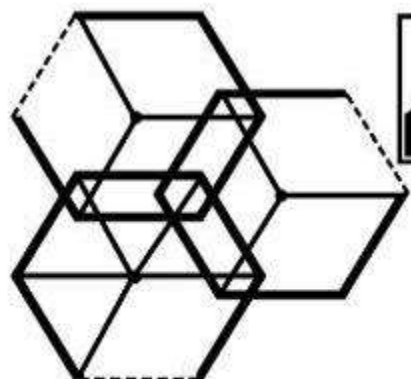
Today I received Bagration stuff ordered at the end of August.



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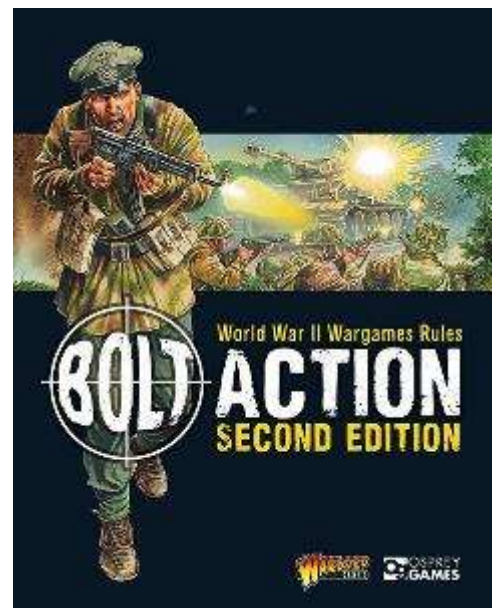


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