

The Lone Star Dispatch

January 2021

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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.

We finally made it to 2021 – hopefully we will never see a year like 2020 again!!

Lots of great BIG news this edition. First off – a HUGE CONGRATULATIONS to the Erize brothers (Francisco and Alvaro) for their rules – CLASH OF SPEARS – being named the Wargames Illustrated “BEST GAME 2020”. We look forward to both of them attending and showcasing their rules at MillenniumCon 2021 this year.

We will hold our annual membership meeting via ZOOM this year – watch the facebook page for details for the date and time – all interested are welcome to attend.

We also introduce a new Wargames club here in central Texas – the “Heart of Texas Wargamers” – everyone who lives in the Waco-Temple-Killeen-Fort Hood region should join this local group. See page 2 for more details.

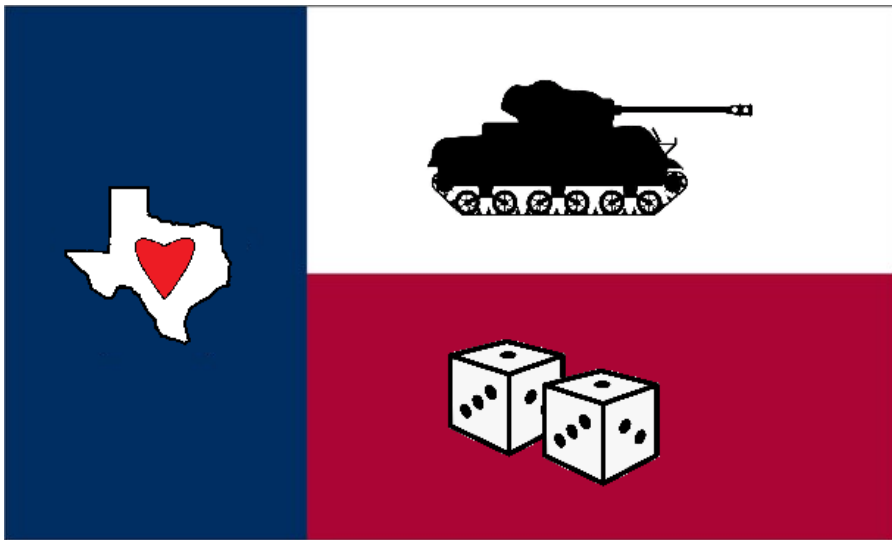
And of course we are all looking forward to the return of some normalcy to gaming, tournaments and events in 2021. Watch the newsletter for events across Texas.

Stay safe and have a great early 2021 – keep us posted on your gaming projects.

Charlie Torok

Introducing the Heart of Texas Wargamers

Greetings fellow gamers! We've (Ben and I) started this new wargaming club for folks in the Waco/Temple/Killeen area. While definitely not a replacement for LSHM (which we encourage all our members to join), the club's goal is to promote the hobby in a more locally centered/concerned area.



The club will be playing all genres of tabletop wargaming with both miniatures and board gaming. We also hope to eventually get to having weekly game nights (as well as weekend gaming). And there are plans for some club campaign games in multiple genres as well.

We will also be coordinating efforts for making club terrain, armies, etc for club members use, helping members with their projects, and some hobby “how-to’s” to share with the members.



We are “home basing” the club at The Game Closet in Waco, TX. While we are working toward a private gaming space for the club members there, we hope to run games in all the local gaming stores.

Currently the club requires no dues, but this may change in the future depending on the club’s desire for a more robust private gaming area/location.

The club runs on the following three rules:

No Hate Speech or Bullying, Be Kind and Courteous, and our Motto *Honeste Venatus* (Game with Honor).

To find out more about the rules, the club, and keep up with our activities, you can apply to join our group on Facebook at:
<https://www.facebook.com/groups/399197067945312>

We hope to have our first meet-n-greet in February 2021. Until then be safe, be well, and see you at the tabletop soon.

Alan Spencer – Admin & Moderator
Ben Earnest - Moderator





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2021 - Texas Region - Conventions and Events

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

Update - December 2020

OWLCON 20212/4/2021-2/7/2021 - **Cancelled**

Rice University-Houston, TX

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

ADEPTICON 20213/1/2021 - **Cancelled**

Renaissance Schaumburg Convention Center Hotel-Schaumburg, IL

Contact: <https://www.adepticon.org/>

REAPERCON VIRTUAL EXPO 20213/5/2021-3/7/2021 - **Online Event**

Contact: questions@reapercon.com

<https://reapervirtual.com/>

COLD WARS 20214/8/2021-4/11/2021 - **As Scheduled**

Roland E. Powell Convention Center-Ocean City, MD

Contact: Heather Blushdirector@coldwars.org

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

DALLAS OPEN 20214/29/2021-5/2/2021 - **As Scheduled**

Sheraton DFW Airport-DFW, TX

Contact: Matthew O. PorterDALLASOPENGT@GMAIL.COM

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

LITTLE WARS 20214/29/2021-5/2/2021 - **As Scheduled**

The Weston Chicago Lombard-Chicago, IL

Contact: HMGS-Midwestbod@hmgsmidwest.com

<http://www.hmgsmidwest.com/category/little-wars/>

ORIGINS GAME FAIR 20216/16/2021-6/20/2021 – Pending
Greater Columbus Convention Center-Columbus,OH
Contact: <https://www.originsgamefair.com/>

HISTORICON 20217/7/2021-7/11/2021 As Scheduled
Lancaster County Convention Center-Lancaster,PA
Contact: Joby Millerdirector@historicon.org
<http://www.hmgs.org>

TWISTED-LORDS CON7/23/2021-7/25/2021 - As Scheduled
Sheraton Midwest City Hotel & Convention Center-Oklahoma City,OK
Contact: Jon Russelljwrintampa@hotmail.com
<http://www.twistedlordscon.com>

GENCON 20218/5/2021-8/8/2021 – Pending
Indiana Convention Center-Indianapolis,IN
Contact: <http://www.gencon.com/>

REAPERCON 20219/2/2021-9/5/2021 – Pending
Embassy Suites -Denton Convention Center-Denton,TX
Contact: questions@reapercon.com
<https://reapercon.com/>

LONE STAR GAME EXPO 202110/8/2021-10/10/2021 - As Scheduled
Grapevine Civic Center-Grapevine,TX
Contact: Jamie Matthewslonestargameexpo@gmail.com
<http://lonestargameexpo.com>

FALL-IN 202111/11/2021-11/14/2021 - As Scheduled
Valley Forge Casino Resort-King of Prussia,PA
Contact: Dan Murawskidirector@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

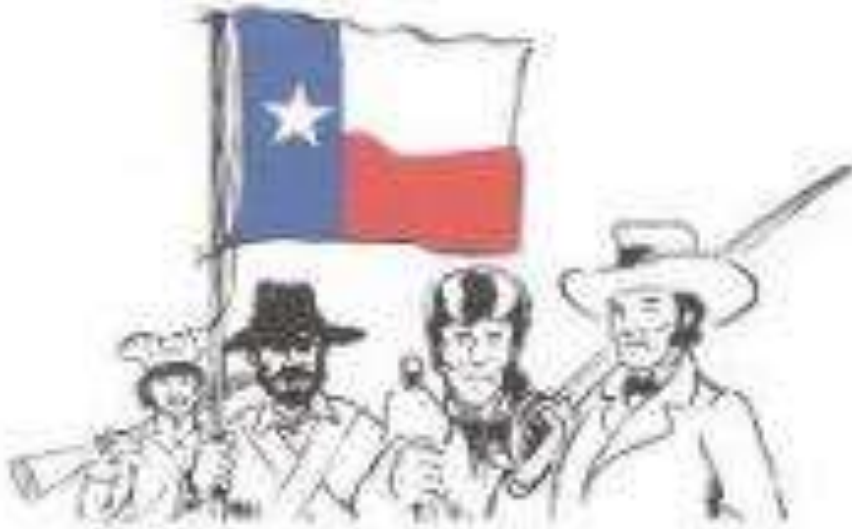
<http://www.millenniumcon.info/>

MANEUVERSCON 202112/3/2021-12/5/2021 – Pending

Wyndam Tulsa-Tulsa,OK

Contact: Tim Harwoodtim95th@gmail.com

<http://www.maneuverscon.com>



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Membership
Matters!

2021 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



Classic Battletech

By Frank Crull

I ran a demo at Dragon's Lair Austin recently. Attached is a blurb and pictures of the event.



Classic Battletech has been making a comeback with the release of the kickstarter focusing on the Clan invasion. While the Clan invasion is the focus of the kickstarter, other factions have gotten interest. One of the biggest factions has been Wolf's Dragoons vs. Word of Blake. These two groups started fighting at the start of the Jihad, which turned into Word of Blake vs. everybody.

As the game advertises, Battletech is mechanized combat in the 31st century. While the game can be played with counters or actual minis, almost everyone plays with minis after a short exposure to the game. Battletech offers flexibility as a movement system, using hex based maps as an option or players can play with actual miniature rules.

The game itself, while focusing on the battlemech that can be 7-17 meters tall, also incorporates spaceships, fighters, tanks, various armored infantry and infantry. A point system is available to determine what units to purchase, but a lot of players just pick a tonnage limit and chose their forces in various combinations. 250 tons is often the agreed upon amount.



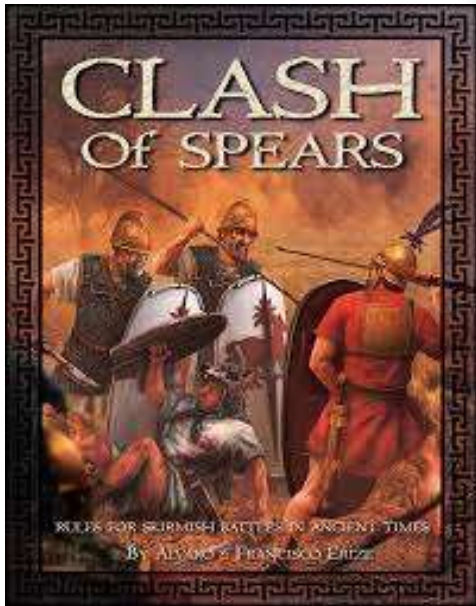
Once engaged, players move their mechs around the board, taking into account terrain. Various weapon systems can be chosen, so a player could have a short range combo with pulse lasers and short range missiles, or a long range combo with particle projector cannons and long range missile. Damage first has to go through armor and then into internal structure to destroy a unit.

Sarna.net is a favorite resource to get information on factions, units etc.

Of course, players who get committed to playing Battletech like to start painting their minis in factional schemes. Camospecs.com offers tutorials and paint scheme for various factions.



Look for Frank to run some Classic BattleTech at this year's MillenniumCon – he holds the events on Friday and Saturday in the Board Room on the second floor.



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.



It is truly awesome that a game by a small, new, publisher, released through the pandemic could find a home with so many wargamers. With retail stores closed and conventions cancelled this was only possible through the amazing support of our community , who kept adding people to CLASH and generously posting their experience with the game. As well as building add-ons for it!

So we want to thank you all, not just for voting for the game, but for playing it, for giving us feedback, for adding friends to the world of CLASH and for pushing us on to do more! We promise we are here to stay and we will keep investing and expanding this new system that can offer so much.

www.fightinghedgehog.com

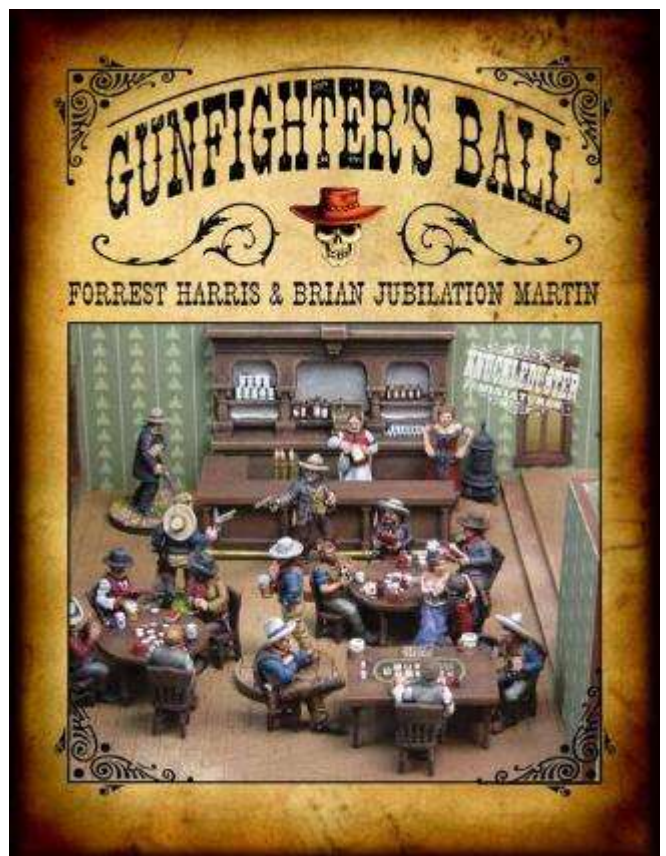


Gunfighters Ball with Steve- Judge, Wayne, Larry, Greg, Chuck, and a few other players at Texas Toy Soldier in DFW.

We ended up with two tables and four players, but opted to have me play the Judge and Wayne, Larry and Greg played different factions. We played a 'free for all' the first game and a bank robbery the second game.



Greg won the first game by virtue of Wayne and Larry mostly taking each other out. Larry won the second game, getting away with the money from the bank that he stole from the bank robbers, killing the Sheriff and her deputy in the process.





I think a good time was had by all, including me as the Judge. My dog got to bite Larry, my Sheriff was shot in the back, and then Greg's Kung fu bandito managed to knock cold three bystanders who tried to take him out through brawling.



In the second game Greg robbed the bank, stole some horses, and was six inches away from riding off the board with the money when Larry's senorita shot him out of the saddle.





She grabbed the money and ran, only to be tackled by Wayne's lady Sheriff, only for said sheriff to be shot by Bob the Bartender who helped his lady accomplice off the board with the stolen loot.

By *Grant Johnson*

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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!!

Gaming Projects

“Old School Gaming”
1/72nd Plastics

By Joe Shaughnessy



Week Two. 1/72
Successors. The four
phalanx in the back
were already painted
and were rebased to
60x30mm bases. Most
of the rest were new
paints. I am slowly
upgrading shields with
various methods. The
red shields with the
yellow sunburst were
diy decals placed on
10mm rounds punched
out from thin plasticard.
A drop of white glue is
allowed to harden on
the plasticard to
provide a more proper
hoplon shape. Next up,
elephants!





January 2021 membership report

Welcome to our newest members in LSHM

Max	Lunstrum
Kris	Boss
Sam	Horton
Patrick	Hoage
Charles	Hamm
Thomas	Fraser
Bobby	Moen
Benton	Day
John	Parus
Clay	Dougherty
Eddie	Serna
Mike	Gupton
Josh	Lambert
Shawn	Swart
Robert	Silsbee
Nathan	McClaran
Michael	Moore
Chris	Yoakum
David	Jensen



**Membership
Matters!**



Lone Star Historical Miniatures - Official Group

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

Also join the Texas Bolt Action Group at:

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

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

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

We are now at 837 this month!!

Flames of War World War II

San Antonio, Texas



By Chris Lisanti

Mid-War Report: We had two battles on Thursday. Mark Reed (British Tanks) attacked Rob Shelton (Panzer grenadiers) in the No Retreat Mission. The Germans were greatly helped by the fortuitous placement of a large wood that obstructed British tank advancement.



Good anti-tank gun and StuG shooting decimated the British tanks while indirect fire took its toll on the single British infantry platoon. The Germans suffered a platoon casualty of their 105 battery mainly due to aircraft, but not enough to keep the Germans from victory,



Game #2 Russia vs Germany

The second match was a family affair pitting Nathanael's Soviet Mixed Tank Battalion versus Chris' German Grenadiers in the Bridgehead mission. Things looked good for the Germans when their 3 Hornisses sprung from ambush annihilating the 3 KV-1s leaving only 4 T-34s and 4 T-70s.

The T-70s went to work on the German pioneers resulting in multiple casualties and eventually killing them all in conjunction with Soviet submachine gun unit. Turn two saw the Soviets T-34 return fire against the Hornisses were all misses. however the Sturmoviks nailed one of the three Hornisses.



Turn two for the Germans saw them get both their reserves (3 StuGs and Stukas) and German morale was running high. However, it was short lived. The two Hornisses shot at the T-34s hitting two but failing both firepowers while the StuGs hit but never were able to kill a T-34 the whole game.

Turn three saw the Hornisses still hull down on a hill (failed to shoot and scoot) with the T-34s exacting their revenge for their KV brethren.

The pioneers were gone leaving one objective with only the formation commander and a not in good spirits mortar team contesting the objective. The formation commander and 2iC decided to go after the three infantry stands that were threatening.



They killed one in SMG fire but then only killed one in the assault. The assault ended up with the Soviets on top, and the German formation in bad shape.

They failed their mortar last stand and yielded the bloody battlefield to the Soviets. Next week WW III/Team



See you next month

– *Chris Lisanti*

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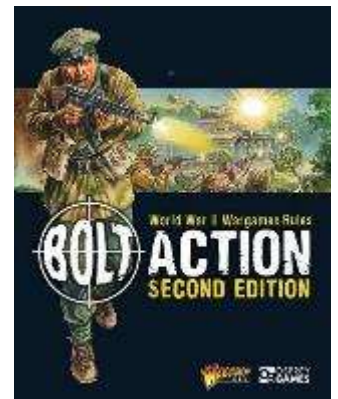
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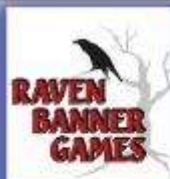
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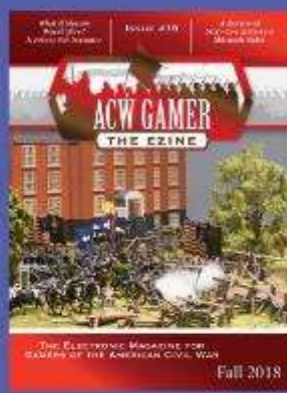
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Quick Impressions

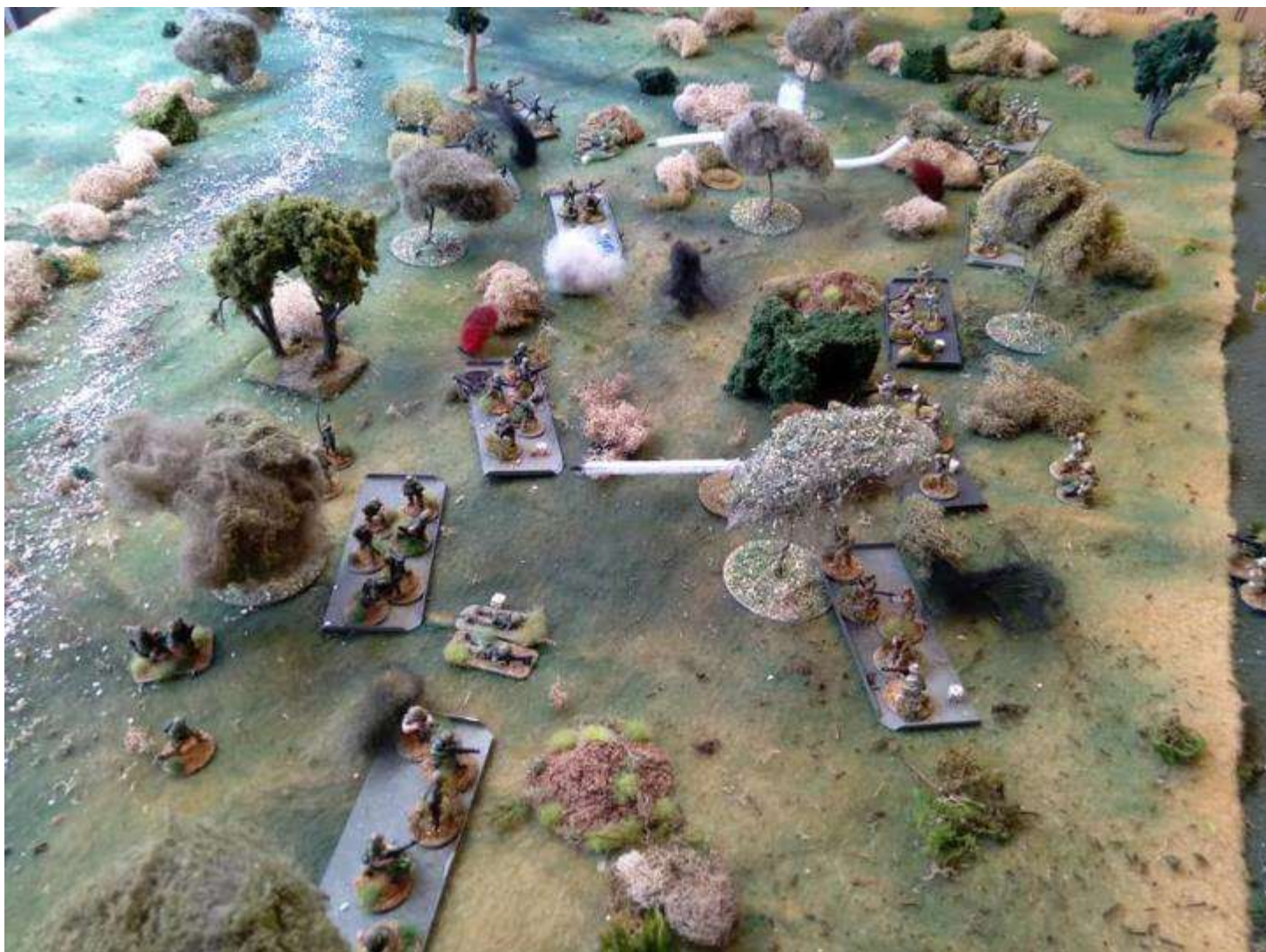
By Nathaniel Weber

Working on some Vietnam war scenarios, I got around to la Drang 1965 today and played first an LZ X Ray game, then a quick LZ Albany game.



At X Ray, the Americans were victorious in what was basically a re-fight of the first day, with terrain adjusted to suit my table and collection.

The game started with an American attack off the LZ to fight through to the lost platoon off table; then, a strong PAVN counter attack nearly overran Moore's command post on the LZ. But the Americans both rescued the lost platoon and held the LZ.





On the trail to Albany, things went poorly. As happened historically the American force was badly chewed up in a large ambush. The survivors huddled in two perimeters as the PAVN broke off the attack.





Rules used were Hammer of Democracy, available from Wargame Vault. I am currently working on a scenario/supplement pack for Vietnam for those rules.



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A collage of several covers of 'ACW GAMER THE EZINE' magazine. The covers feature various battle scenes and historical figures. Text on the covers includes:

- ISSUE #9: Across a Deadly Field: The War in the West
- ISSUE #10: Review: Peter's Immortal Battle in a Box
- ISSUE #11: Review: Warlord Games' Black Powder ACW Rules
- ISSUE #12: Review: Brave Hearts: Trembled Antislavery Supporters

At the bottom of the collage, it says: 'THE ELECTRONIC MAGAZINE FOR GAMERS OF THE AMERICAN CIVIL WAR' and 'Summer 2016'. A red banner at the bottom of the collage reads 'ACWGAMER.COM'.

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Blood & Plunder

Campaign continues

By Charles Ray



Sara Rosad's Pirates fought my French Buccaneers at the Printed Meeple on 12/17 in the Breakthrough Scenario with the Buccaneers defending.







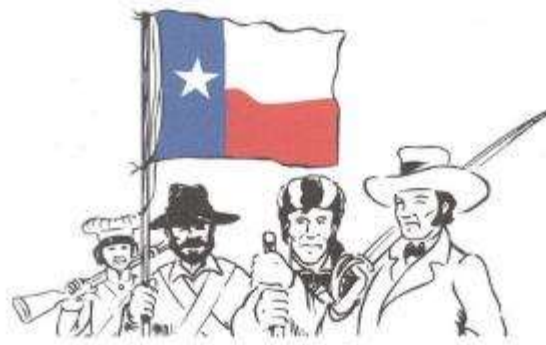
As the two forces closed in on the center of the board fire was exchanged with the pirates seeming to catch the worst of it. Her unit of Marins ran toward the center but were shot at by both my Freebooters and Filibustiers.





Soon she was down to three units and eventually voluntarily struck as the fire from the Buccaneers proved too much. Great game just luck of the dice.





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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**



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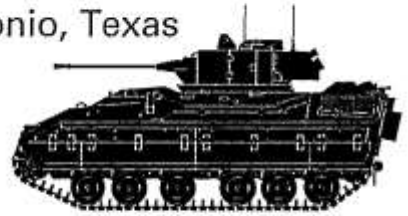
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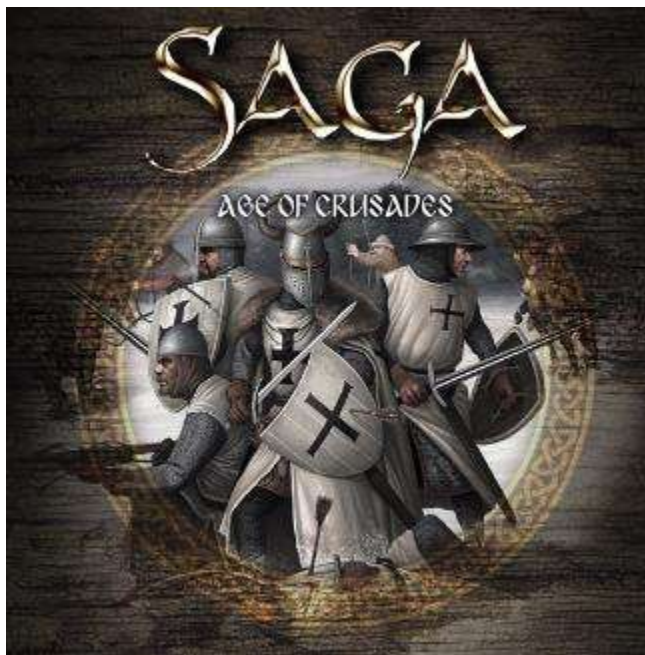
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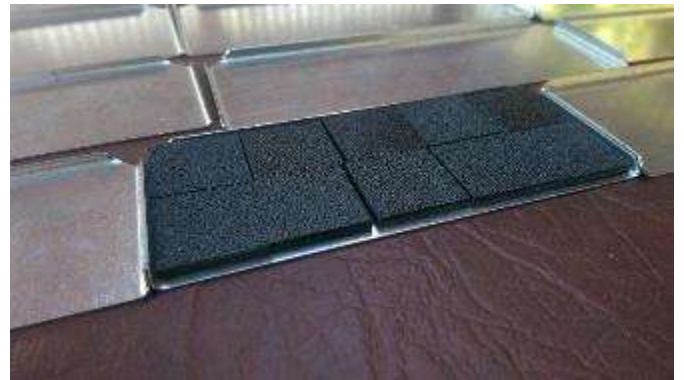


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San Antonio Middle Earth Strategy Battle Game 2020 Campaign



The Haradrim vs Moria

By Ryan Koops





After victories against Elves and Men, the Haradrim marched west to invade Moria. Durburz amassed his horde and sallied out to defend his kingdom. As the goblin vanguard charged only a few of the poisoned arrows found their mark as most glanced off shields.



The goblins struck into the left flank of the Haradrim. Obscured by thier own forces the Haradrim right wheeled around to contibute to the ensuing melee.



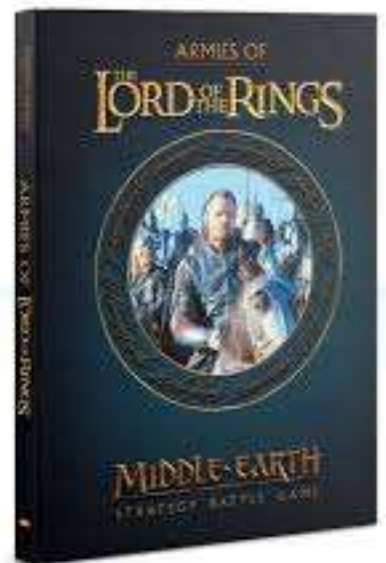
Fortunately for Harad the moria forces used all their good rolling on priority rolls early in the game and afterward could not roll higher than a 3.



After a few rounds of battle the goblins realized that their enemy had more bite than they initially thought. When a cave troll fell in one round of combat Durmuz called a hasty retreat, hoping to lure the Haradrim deeper into the mines where fouler things than orcs could be found.



Thanks to Alex for being a great opponent even though his rolls were hot garbage and to Knight Watch Games for having some awesome terrain for a Moria themed board.



Until next time

By Ryan Koops

Join San Antonio, DFW and Houston Middle Earth Strategy Battle Game Communities



San Antonio group:

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

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More Blood & Plunder Gaming

By Charles Ray



Saturday 11/28, two of our campaign games were played at Knight Watch Games. The first game was [Riley Blair](#)'s pirate hunters vs my French pirates. The mission was escort with Riley oddly trying to protect a catholic monk/priest from my French pirates. His strategy was to use his Sea Dog units to run interference against my fellows coming up the side road and would of worked probably if the dice cooperated.



My Filibustiers were bloodied as they moved up the road and managed to take out one Sea dog unit while the Freebooters dealt with the unit of Sea dogs that oddly decided to come to them. During these brawls on the side street, Riley's Veteran Freebooters marched up the main road attempting to escort the Priest to safety.



His Veteran Freebooters wiped out one of my small unit of Filibustiers, but were held up long enough to cause him to take a strike test for casualties and not having the priest close enough to the center line. Overall, it was an awesome game and could have gone either way for most the game. Due to the victory, my forces now have access to a ship bigger than a piragua/canoa!

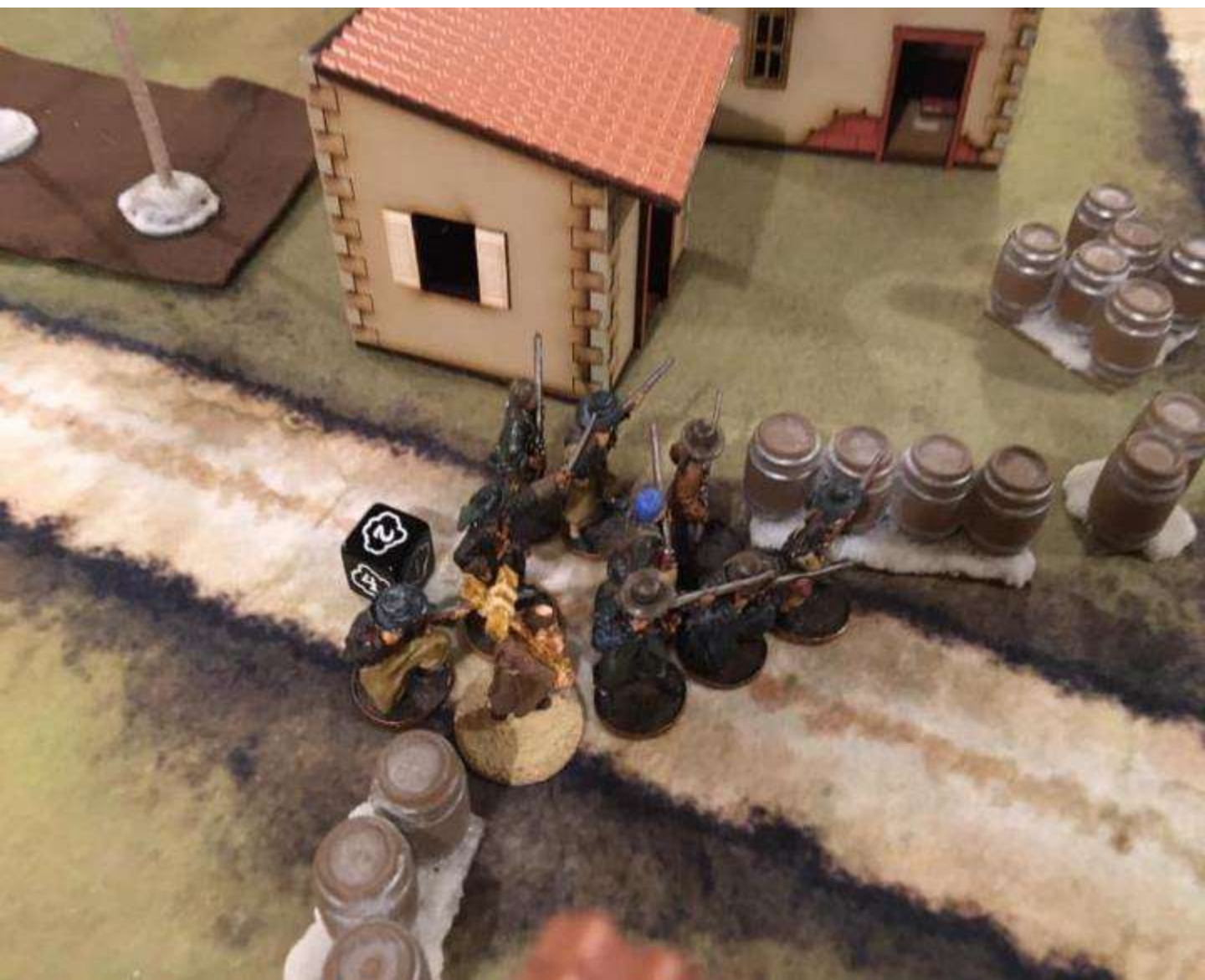
Game 2 of the battles played at Knight Watch Games. [Ian Straus](#)' Spanish Militia la Florida fought the controlled the field scenario against [Riley Blair](#)'s English Pirate Hunters.



The points that were to be controlled were the treasure chests on the board. One token was at the dead center of the board and created a bloody angle since most of the fighting was over that point of the field. Ian ran his warrior archers up the middle to secure the middle objective but Riley's militia actually managed to shake them and drive them into the inn by that objective!

The Hastigadores marched toward the bloody angle and contested it with Riley's militia while Riley's other militia anchored the far right objective and his veteran Freebooters moved up the main road in support. Ian's Soldados moved toward the bloody angle from the objective they were securing as Ian's Hastigadores and Riley's militia were locked in melee; they were shot to pieces by the Vetran Freebooters.





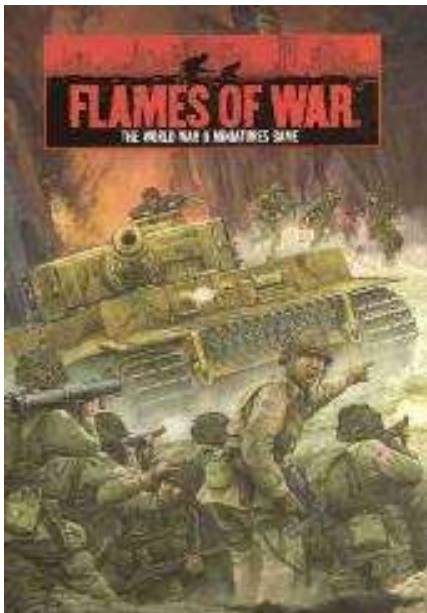
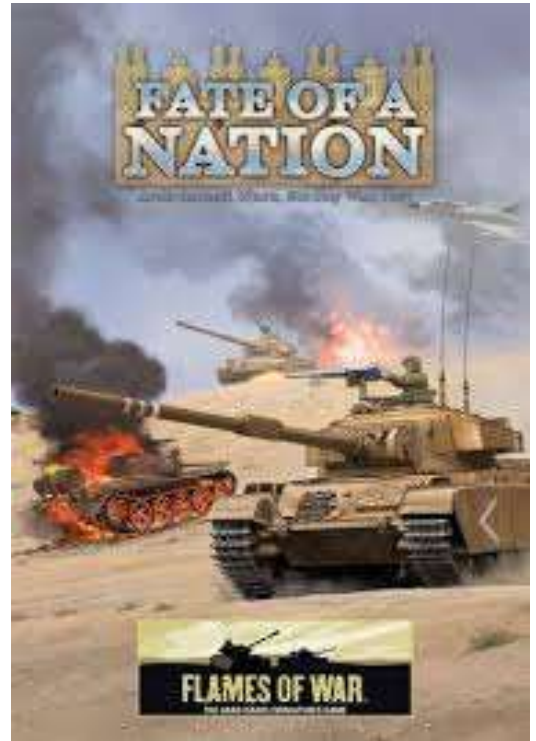
Ian's warriors moved around the inn to help out his Hastigadores but as Riley moved in his second militia unit in to the melee they were soon shaken. Ian broke the militia unit engaged with his Hastigadores but were then blasted by the veteran Freebooters since the Hastigadores were no longer in melee with one of Riley's militia. Ian voluntarily struck before his commander was killed with the last of the valiant Hastigadores. Great game with a lot of back and forth!

Game Report by Charles Ray

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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Product Review

Novus Design Studio SCENICS THAT TURN ORDINARY INTO EXTRAORDINARY!

By Charlie Torok

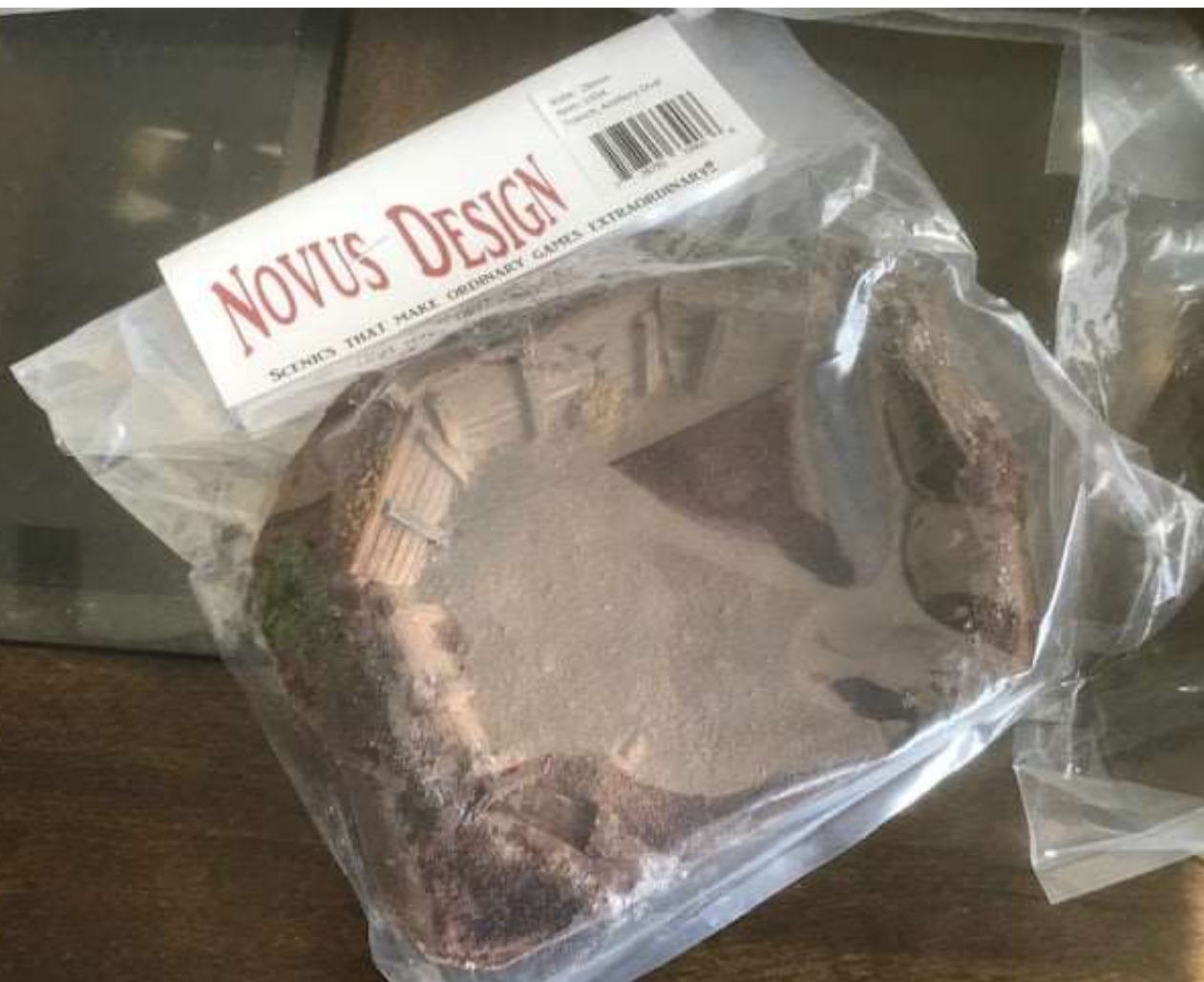
I recently purchased some 28mm trenches and walled fields (pre-painted) from Robert Rumpfelt at Novus Design Studio out of Colorado. Robert communicated immediately and often, he shipped very fast – I made a special request for shipping and he accommodated at no cost. The package arrived well packed and even contained a special surprise. Very well done start to finish.



Both the trenches and the fields are excellent. Nicely painted and very sturdy. These will work great for my Bolt Action games and I plan to use the fields for all time periods of warfare. They will add nicely to my tabletop.

NOVUS DESIGN STUDIO

SCENICS THAT TURN ORDINARY GAMES INTO EXTRAORDINARY!!



I plan to purchase more of these great products for my gaming table, I highly recommend these products and company.

<https://www.novusdesign.net/>



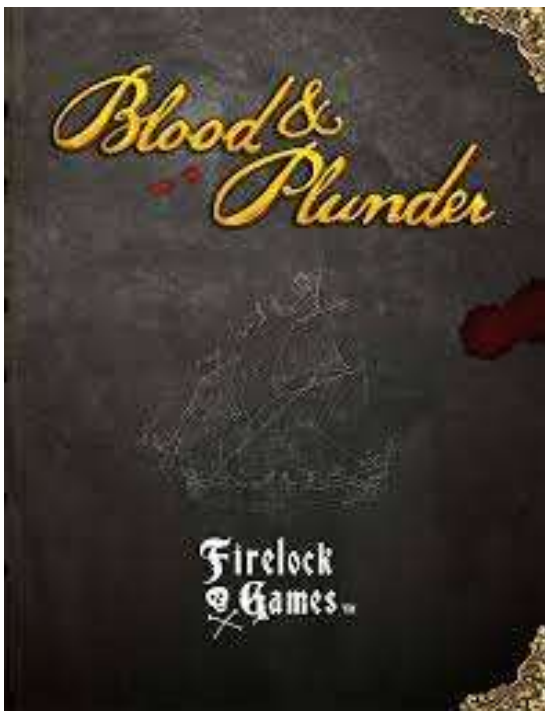
**NOVUS
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By Charlie Torok



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Blood & Plunder Gaming

By Carlos Sierra

Game 2 of the battles played at Multiverse Games – San Antonio with Ian Straus' Spanish Militia la Florida fought off the invaders Brethren of the Coast.

The 3 structures that were to be controlled were along the coast line but off to one side, instead of spread out which gave just the opportunity the pirates sought.





The Pirates landed their long boat on the far side avoiding any hits from the Swivel guns. They laid down cover fire for their crew to get into cover by turn two. Ian ran his warrior archers up the that side to secure the flank but Carlos's Brethren were dug in deep ,The Freebooters and Kapers muskets were cutting down the warriors .

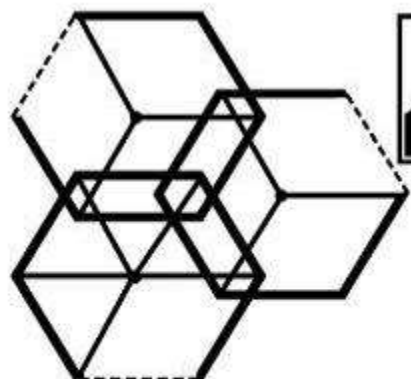




Ian's Soldados moved toward the bloody remains from the structure but were soon rushed by Carlos's Marins; with no bullets to fire they were shaken and then the Marins followed up inside the structure destroying the Artillery. Ian's other warriors moved around to that side to help out his but it was too late. Ian's Spanish Militia surrounded on all sides, Ian voluntarily struck before his commander was captured. Great game the Brethren took what they were dealt and never looked



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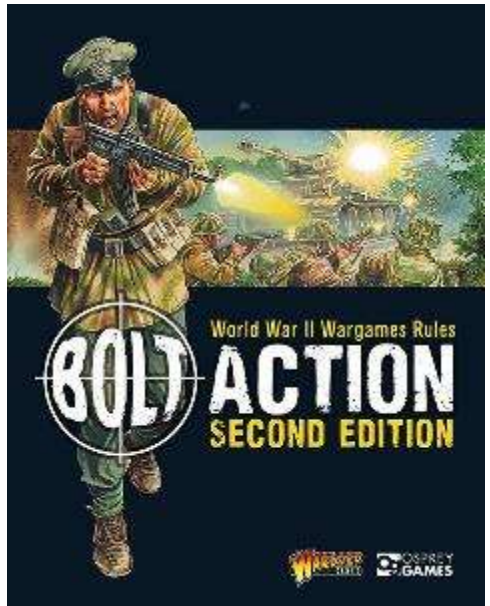
Please support your local gaming club!

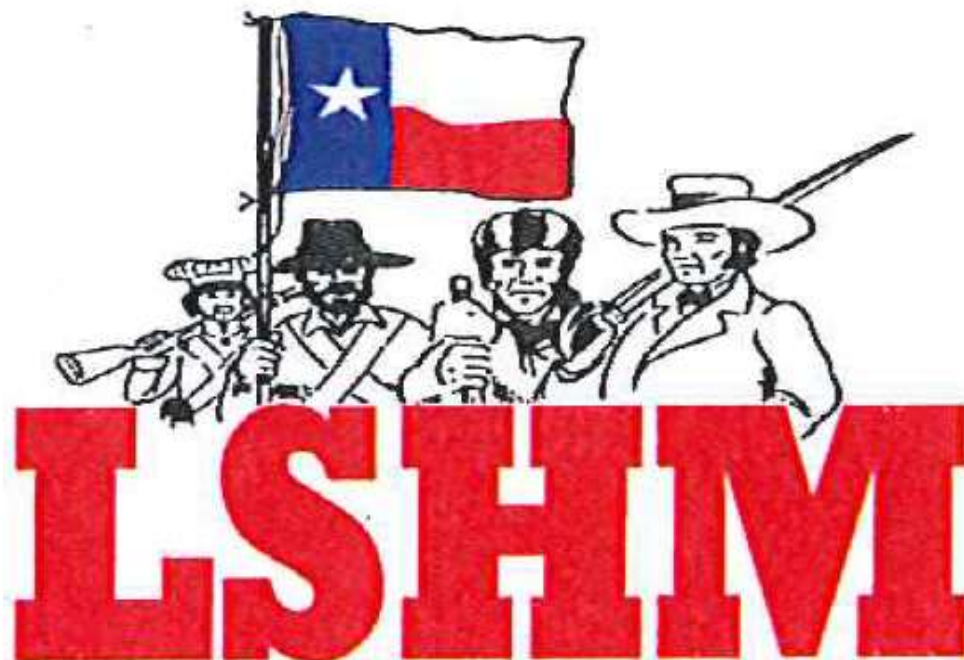
The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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

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