

The Lone Star Dispatch

February 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
Sponsors and Advertisers

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.

Welcome to the February Dispatch. I trust all you are doing good and enjoying the last days of cold weather before the heat arrives – make sure to get everything primered!!

This month you will see a number of events happening. For those who play Bolt Action there is a great tournament at Heroes Retreat in San Antonio on the 20th (See page 2 for more info). Also Blake Radetsky resumes his WARLORD WEDNESDAYS at the Printed Meeple (See page 3). If you like Flames of War Chris Lisanti offers up every Thursday night at Multiverse Games (see page 61).

We held our first ever Zoom membership and board meetings on 17 January. We had a good attendance for this first on-line meeting. Thanks to all who attended and provided input. We plan to use this format in the future – it was great to have members from DFW, Houston, Temple and Austin – along with San Antonio attend. Your board was re-nominated to continue into 2021. We – along with everyone else – hope and anticipate holding MillenniumCon in November – watch the newsletter for news.

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

Charlie Torok



20 February Tournament



Heroes' Retreat - Gaming Lounge shared an event.
Yesterday at 9:32 AM · 🌐

Bolt Action event is updated and posted!

Contact Mike Blanton for more details – Write to Charllie Torok (torokc@hotmail.com) and I will link you up with Mike.



SAT, FEB 20 AT 9 AM CST
Monthly Bolt Action Event
San Antonio, TX
You like Heroes' Retreat - Gaming Lounge





Join Blake and learn how to play your favorite Warlord Games.

Warlord Wednesday's



3

WEDNESDAY, FEBRUARY 3, 2021 AT 6 PM CST - 11:59 PM CST

Warlord Wednsdays

Free · The Printed Meeple

Details

- Event by The Printed Meeple
- The Printed Meeple
- Wednesday, February 3, 2021 at 6 PM CST - 11:59 PM CST
57-77°F Partly Cloudy
- Price: Free · Duration: 5 hr 59 min
- Public · Anyone on or off Facebook

Blake Radetzky will be here playing and demoing Warlord Games, the game will be Beyond the Gates of Antares.

Beyond the Gates of Antares is a wargame designed anew for the twenty... [See More](#)

Games

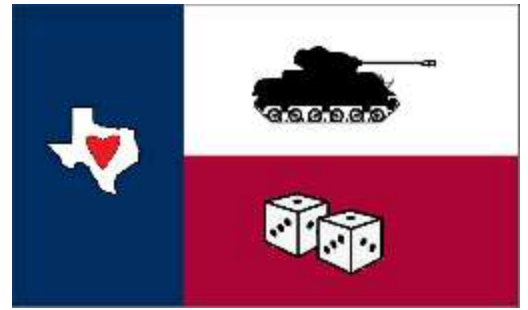


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Alan Spencer – Admin & Moderator

Ben Earnest - Moderator



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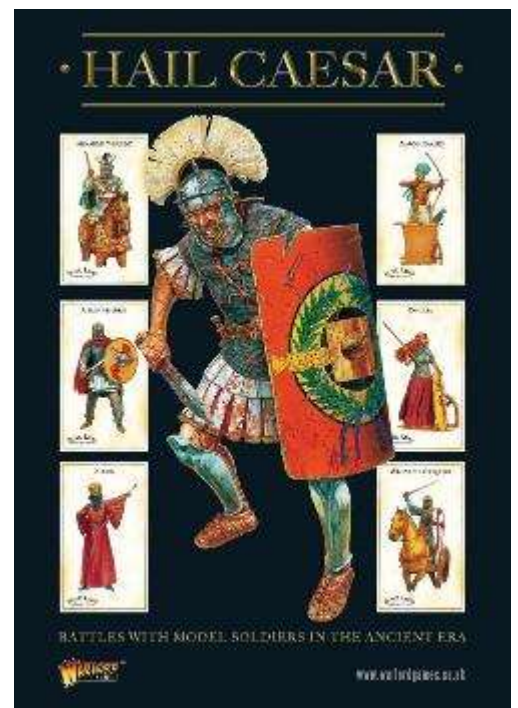
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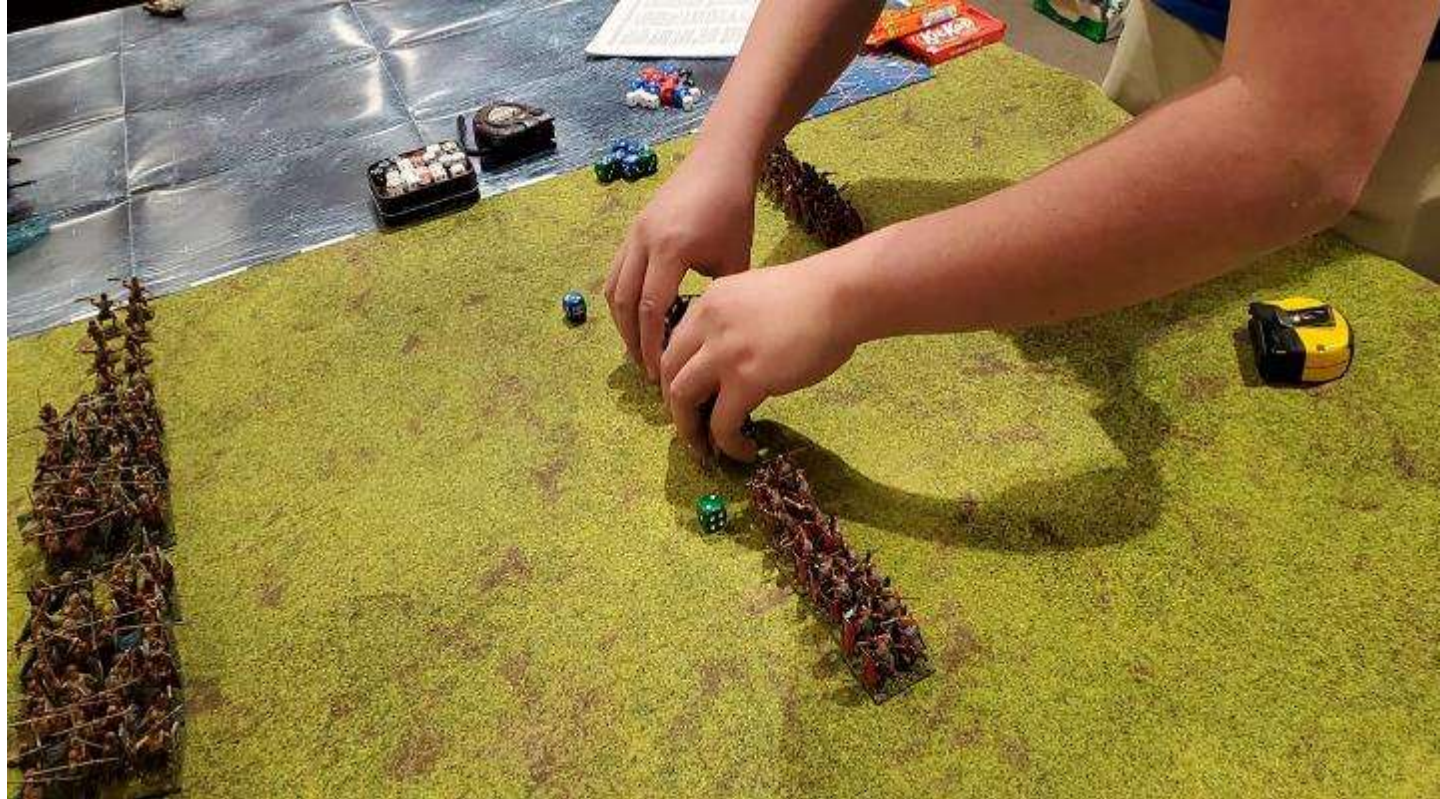
Hail Caesar Learn to Play Dallas-Fort Worth Texas

By Scott K Hendrickson



Even with issues with advertising and covid limiting traffic still got in a good Roman-Gaul introductory game for 2 gents...





The Gauls were defeated in both instances but it was close the second time... Friday night if your in the DFW come for an Antares intro, or Sunday tentatively set to do Antares at New World Gaming in Frisco.

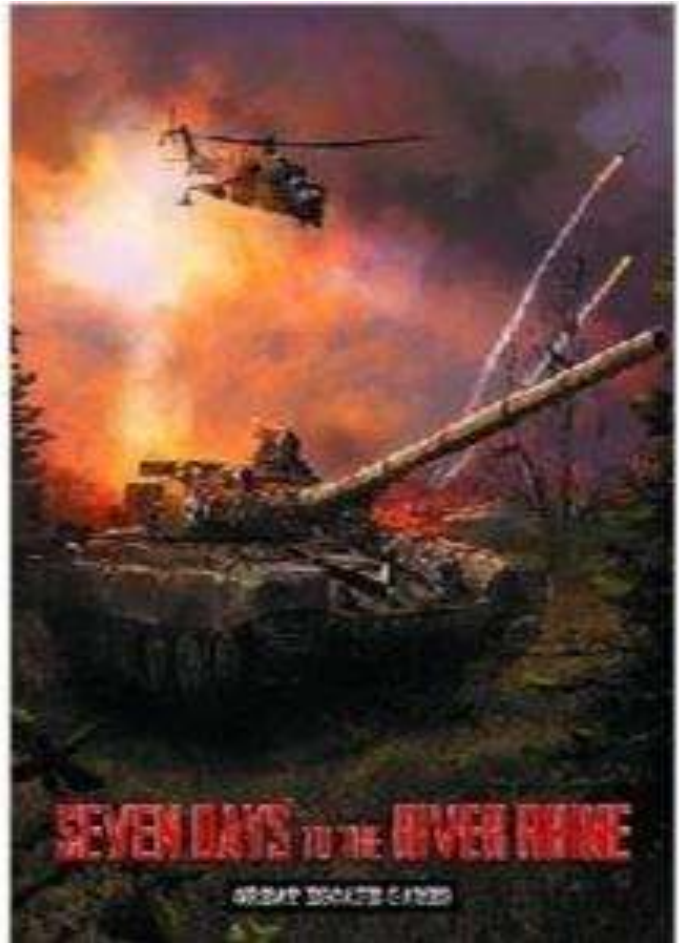


Seven Days to the River Rhine

By Great Escape Games

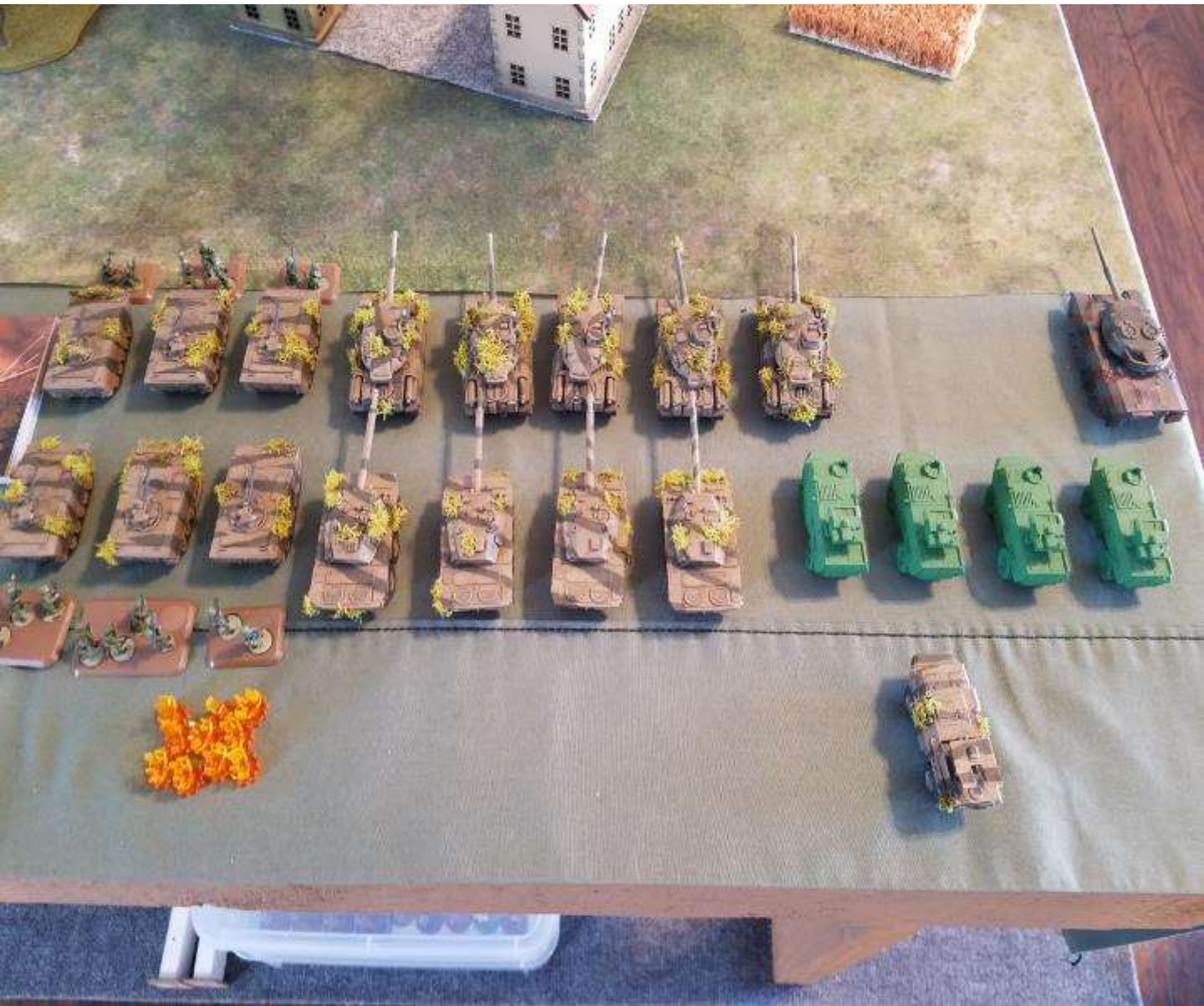
By Pete Atack

I recently sat down with Dave Robinson to see if the French could withstand a rampaging East German horde in the Breakthrough Scenario. With the EGs attacking, the goal was to get about 1/3 of the attacking force on the French side of the battlefield.



The EGs sent out a force mainly composed of T55s and BMP1s, but with a platoon each of T72s and BMP2s with the French defending with a mix of MBTs, light armored vehicles, and a swarm of ATGM carrying vehicles.

Opening artillery barrages on both sides complicated efforts as units struggled to advance while the King of Battle showered hate and damage on what was probably 40% of the units on the table.



The opening attack saw French missiles criss-cross the battlefield, but striking few EG vehicles - but when they did... The EGs knocked out about 6 French vehicles, then pushed up, losing several T55s and BMPs in the advance on / over a stream separating the main forces.



Losing a bit of focus, most of the East Germans halted and engaged in ranged fire with the French. Both sides took hits, but gained no advantage until a small EG infantry force moved into several buildings and skirmished with the French.





As the day drew to a close, the French had taken significant losses, but the EGs had failed to breakthrough. Maybe it would be eight days to the River Rhine?





GREAT ESCAPE GAMES

By
Pete Atack

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/>

LET'S ROLL GAME DAY 2 2/5/2021 - 2/7/2021 **Online Event**

Online Event - ,

Contact: Organizer ilg21@yahoo.com

<http://monadnockwargamers.org/LetsRollFeb2021.htm>

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 - **Cancelled**

Roland E. Powell Convention Center-Ocean City, MD

Contact: Heather Blushdirector@coldwars.org

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

FNORD CON 3 VIRTUAL 4/10/2021 - 4/11/2021 **Online Event**

Online Event - ,

Contact:

<https://www.facebook.com/groups/257710888965397>

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

Sheraton DEW Airport-DEW, TX

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 2021 8/5/2021-8/8/2021 – Pending

Indiana Convention Center-Indianapolis,IN

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

CONSIM WORLD EXPO 2021 8/28/2021 - 9/4/2021 As Scheduled

Tempe Mission Palms - Tempe,AZ

Contact:

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

REAPERCON 2021 9/2/2021-9/5/2021 – Pending

Embassy Suites -Denton Convention Center-Denton,TX

Contact: questions@reapercon.com

<https://reapercon.com/>

ORIGINS GAME FAIR 2021 9/30/2021 - 10/3/2021 As Scheduled

Greater Columbus Convention Center - Columbus,OH

Contact: registration@gama.org

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

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

Grapevine Civic Center-Grapevine,TX

Contact: Jamie Matthewslonestargameexpo@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: 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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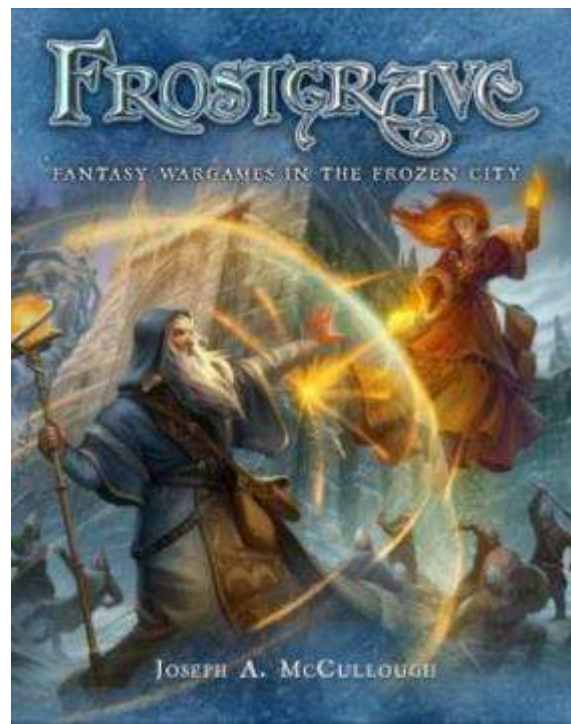
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Frostgrave Game update

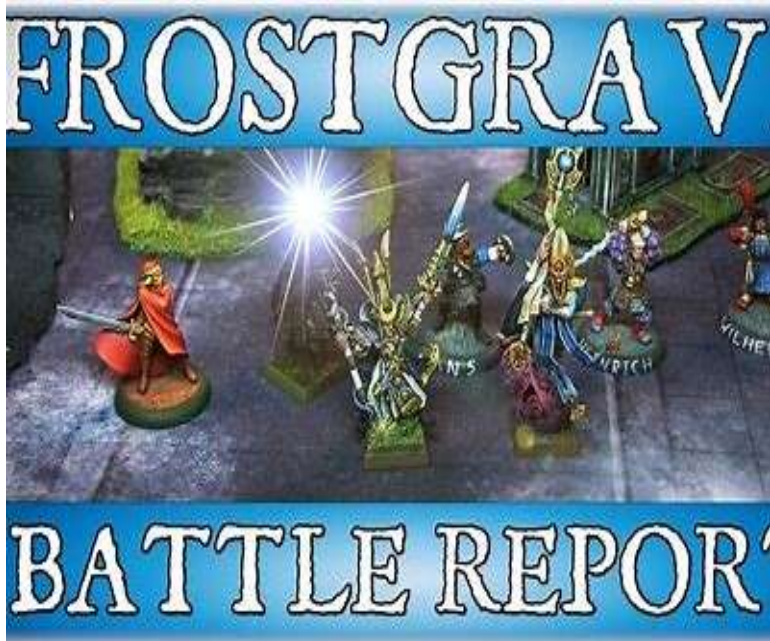
By Frank Thompson

A Tale of Four Wizards: Chapter 1:
Chip Aaron, Oscar Barela, Beeson
David Shannon and I started a
Frostgrave campaign. Chip and Oscar
are running Sigilists, David has an
Elementalist, and I have a Soothsayer.





The first round saw the wizards trying to loot an ancient Mausoleum teeming with skeleton guardians and excellent terrain.





Highlights of the round were the sheer bloodymindedness of Oscar and David's game and Chip's warband having to kill their own Ranger because he had fallen under the influence of my Soothsayer.

Can't say enough good things about Frostgrave as a game.





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:

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Epic Science Fiction

a variant for

HORDES OF THE THINGS

After Action Report by Blake Radetsky

During my quarantine, Cameron agreed to playing HOTT with me using some old Games Workshop Epic Space Marines miniatures, we have a ton of the little guys in the barn and after Specialist Games folded we never played again. The last rules version of Epic was quite enjoyable and we played it a lot. But alas, as with many rules that are not officially supported any longer, the game seems to go underground and most players just shelve their toys.

Several years ago, the God Father of Hordes of the Things, Alan Saunders of The Stronghold, produced a variant to use Epic miniatures using the HOTT rules. Originally, he used 60mm frontage bases and crammed lots of minis on these bases and wrote several AAR. It inspired Chip Aaron and me to talk about doing the same with our vast collections of Epic miniatures especially since we really enjoyed the HOTT rules. Sadly, we talked a lot about it but never took that step.

Somewhere between 2007 and 2008, Alan saw the game being played with 40mm frontages. So he rebased all of this armies to the 40mm frontages and used the 15mm distances. He also reworked his variant lists. If anyone is interested, send me an email at: wargamersacademy@gmail.com and I will send you a PDF of his lists.

Now back to the quarantine game . . .

email:
wargamersacademy@gmail.com
for a free PDF copy of this variant



Epic Science Fiction

We built standard 24pt armies, I used the Eldar Craftworld of Saim-Hann and Cameron used the Imperial Guard. We started painting the Guard for an ice planet that is why they are white, we didn't finish painting them or flock their bases, we wanted to play.

All armies are on 40mm frontages.

Rolling for attacker / defender, the Guard are attacking.

Scenario: The Eldar have a disabled Phantom Titan that the Imperial Guard are trying to capture to learn more about its construction. The Eldar are trying to protect the Titan. The Phantom Titan is the Eldar Stronghold.

The battlefield has some impassible rock formation with a gentle hill, a woods and a rough area.

Eldar Craftworld, Saim-Hann, Commanded by Blake.



The army is deployed from left to right and back to front;

- 3 Jet Bikes (riders)
- 1 Wave Serpent (knight)
- 1 Viper Bike (knight)
 - 1 Guardians (hordes)
- 1 Wraithlord (blade)
 - 1 Warlock (magician general)
- 1 Wraithlord (blade)
 - 1 Falcon Grav Tank (rider) does not fit on a Rider base so to protect the barrel its on a 40mm square.
- 1 Viper Bikes (knight)
- 1 Guardian (hordes)

Epic Science Fiction

The Imperial Guard, Commander by Cameron.



The army is deployed from picture left to right, front to back

- 1 Lemman Russ Tank (knight)
- 1 Lemman Russ Tank (knight)
- 1 Imperial Knight Warden (behemoth)
- 1 Robots (blades)
- 1 Guards with Rhino (hordes)
- 1 Guards with Rhino (hordes)
- 1 Guards with Rhino (hordes)
- 1 Rough Riders (riders)
 - 1 Commisar with Rhino (hero general)
- 2 Rough Riders (riders)

Off table: 1 Ratling Sniper (lurkers)

The battle begins with an Imperial general advance The Commisar sends the Lemman Russ tanks and Warden to the Eldar left to swing around the rock column. The main body advances again. The Eldar divert the Jet Bikes and Wave Serpent to their left to intercept the Guard forces.

The Warden made quick work of the Wave Serpent and the a Lemman Russ tank mowed down a Jet Bike unit.



Epic Science Fiction

Meanwhile in the center. . .



The Guard must have activated some kind of comm disrupter that kept the Eldar communications disrupted and unsure about moving and the Guard main body closed in on the Eldar.

Sensing the threaten left flank, the Warlock moves to help the distressed Jet Bikes. The Warlock attacked the Warden and the reserve Jet Bikes move to attach the Lemman Russ tank. The Warden vaporized in a swirl of electrical fire and the Lemman Russ crew backed away from the Jet Bikes' onslaught.



The Jet Bikes withdrew to reform and the Warlock moved to continue the attack on the Lemman Russ tank.

The Warlock was able to destroy the Lemman Russ tank. While the other Jet Bikes and the other Lemman Russ tank continued the fight.



Epic Science Fiction

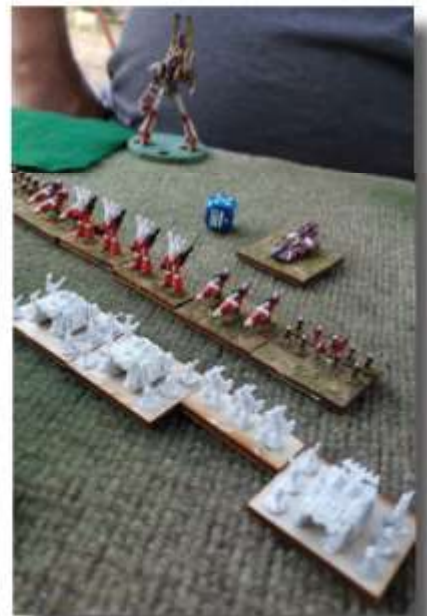
Meanwhile Back to the center. . .



The Commisar receiving news that his right flank is collapsing he starts moving his unit and calling a Rough Rider unit to follow him to support the right flank.

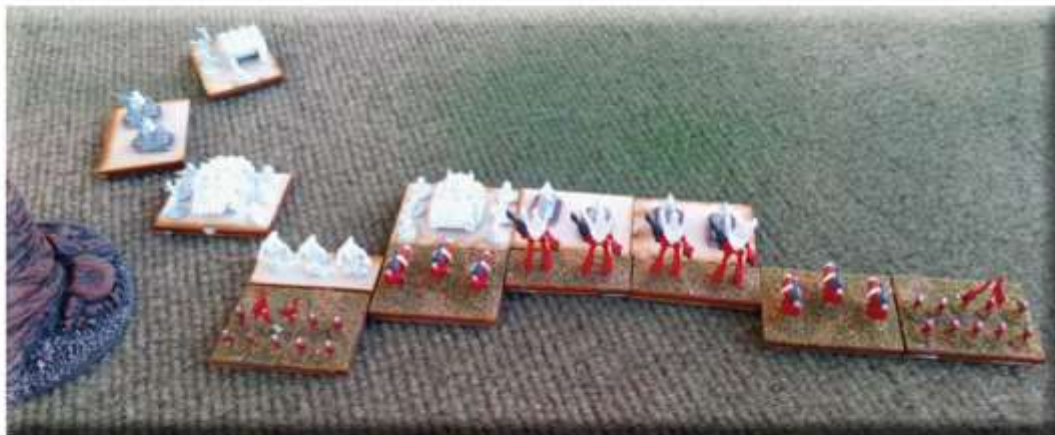
The Imperial Guard's jamming equipment finally failed and the Eldar comms lit up with frantic communications. The Falcon Grav unit moved to its left to be in support distance either for the left flank or to back up the Guardians to their front.

Unseen on the left, swirling movement by the Eldar trying to surrounding the last Leman Russ tank before the Commisar and Rough Riders could arrived to help.



The Guard moved to engage the Eldar resulting in disaster for the Guard losing a Guard unit and only recoiling the Guardians, while fighting to a stand still with the Vipers.

Epic Science Fiction



The Guard press the attack, bringing the remaining Rough Rider wing into the fight. The Commisar is momentarily stunned by situation on the right flank but still commanded the Rough Riders to the right flank in an attempt to help or set up for a delaying action.

The Robots were able to destroy the Guardians, the Vipers fell to the Guards onslaught while both Rough Rider units were decimated by the Wraithlords.



The Commisar returns from his movement to support the right flank and charges into the center fight destroying a Wraithlord. The Commisar and the Vipers draw in combat. The Wraithlords destroyed the Robots with a one vs six combat rolls. On the Eldar left, the Eldar were able to team up against the Leman Russ tank and force it to recoil off the table edge.



Final view from the Phantom Titan as the Imperial Guard flee from the battlefield. It was a close run battle especially in the opening maneuvers when the Eldar were rolling 1s and 2s for Command Pips. We said it was some new jamming gadget the Guard were using. The Ratlings never saw combat.

Final Tally:
Eldar 8pts lost
Imperial Guard 14pts lost



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!!

February 2021 membership report

Welcome to our newest members in LSHM

Sam	White	SA
Bryce	Crowder	SA
Siney	Martinez	SA
Mark	Medlin	DFW
Scott	Marquardt	Fredericksburg TX
Benjamin	Anderson	SA
Steve	Creek	DFW
Patrick	Bisigni	Abilene TX



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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 851 this month!!

Gaming Projects around Texas



[Scott K Hendrickson](#)

Well lads, may I present for your inspection... my first completed unit of 2021 and the current state of my ECW Pike & Shotte project. Army is 5 reg of Foote and 6 Horse (if you use alternate tKaK "big battle" org 7 foote 1 commanded shot and 8 Horse)



Benjamin Earnest

My 15mm American Revolutionary War project continues! The last two days were spent painting the 62nd Regiment of Foot (except for any good bits, I can't find my gold paint!)

And then Today, I did headswaps on 22 figures, and a handswap on one. Since Blue Moon doesn't make Continental light infantry in skirmish poses, I beheaded a number of British lights and Continental firing line guys to get Skirmish posed! It wasn't annoying or infuriating, just time consuming.



Andrew Rush

I'm doing some more work on my confederates, I had originally planned on finishing an entire battery of 4 guns with crew, ammunition wagons and pack mules, but then I got distracted watching RoboCop and only painted 1 of the guns, a mule, and some crew with a wagon. Wheels are the worst things to paint and I dread doing the rest of the guns. But now I at least have a section (which I believe is what they called 2 cannons) to support my infantry.



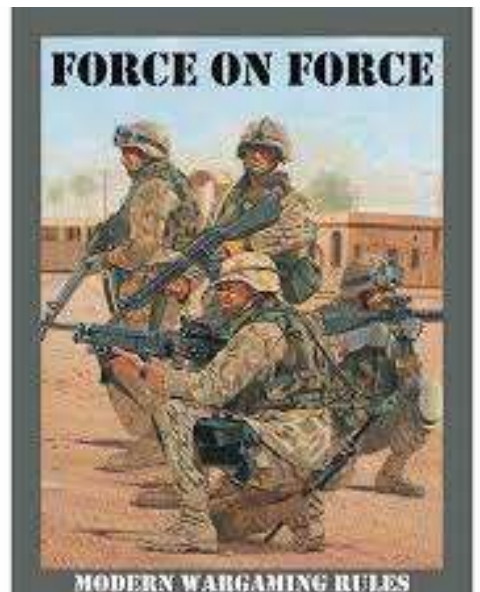
Joe Shaughnessy

This week's progress. Finished the Companions/Agema, 6 based of Tarentine light cavalry and a shield facelift and rebase another phalanx. 20mm plastics



Adam Rios

Some Force on Force the other day, great game Marine and Army joint force against Insurgents!



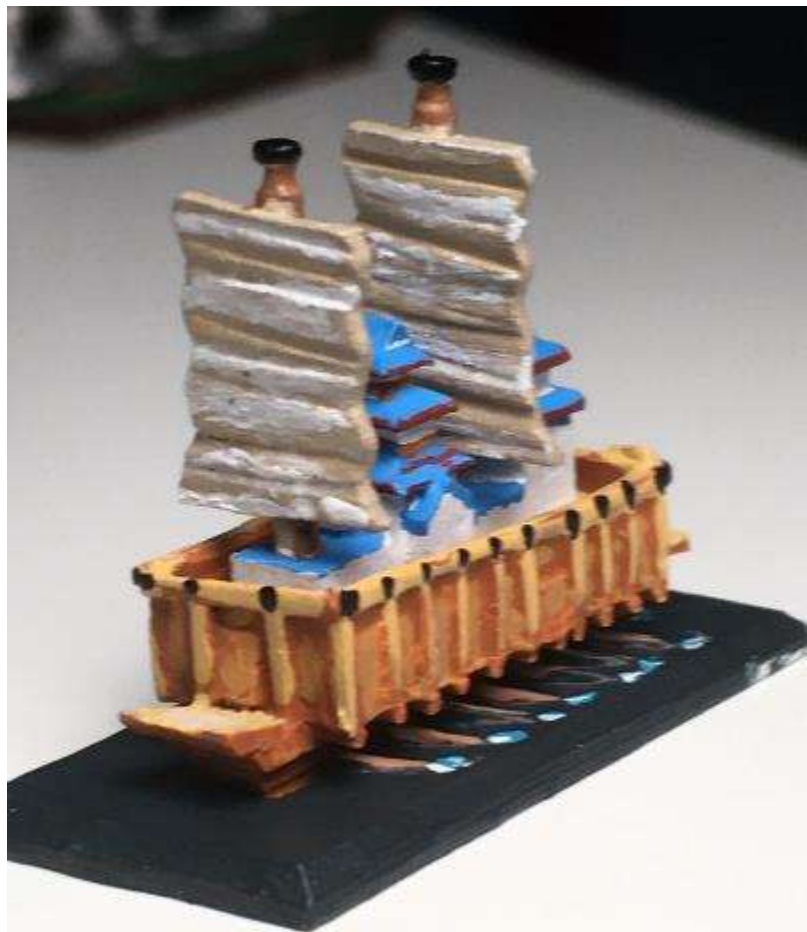
[Mike Becker](#)

My project for 2021 will be my Rivendell force for MESBG. Here is a speed paint I knocked out last night for the force.



Ernie Calvillo

Turtle ship, few touch ups to go.



David Beeson

Working on terrain for WoE, Oathmark, Frostgrave ASOBH etc.



Frank Thompson

Frostgrave treasure tokens. Couple more to go still.



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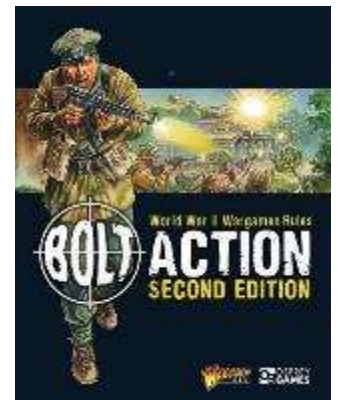
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LSHM*



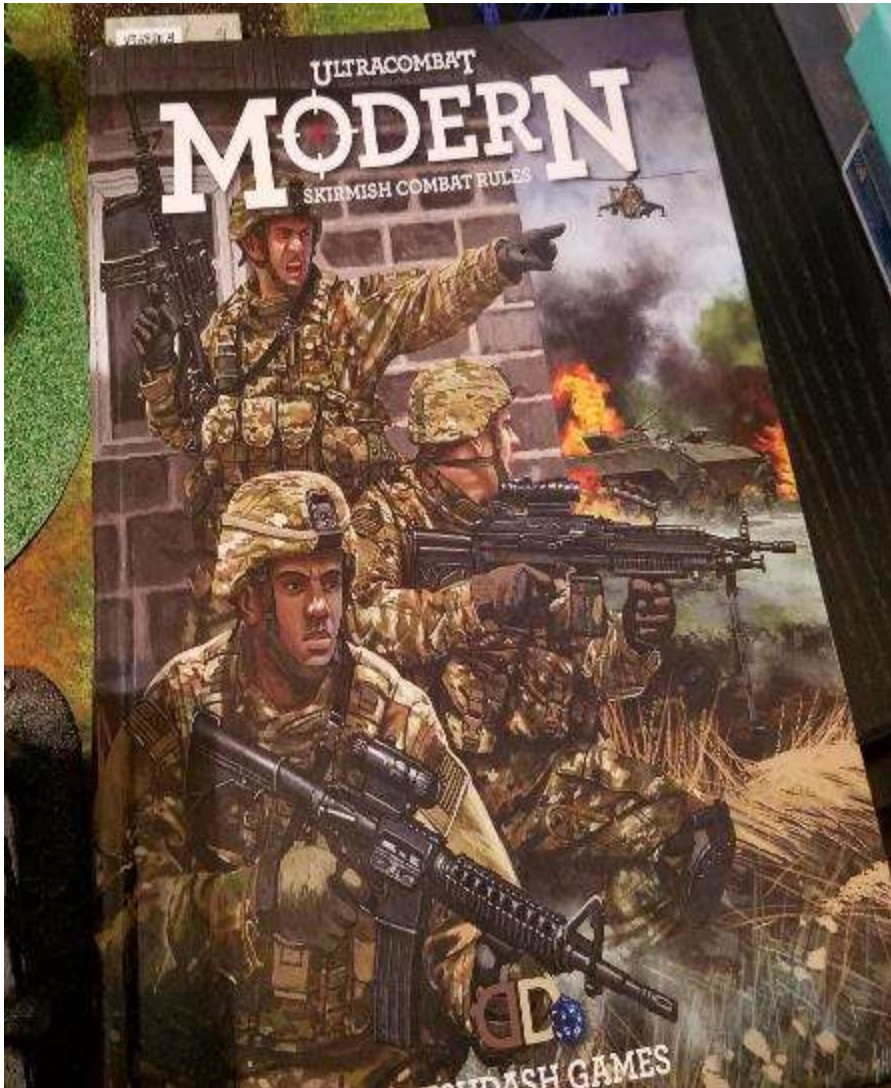
ULTRACOMBAT-Modern

Skirmish Combat Rules

By Pete Attack

Overall, pretty good, but the jury is still out at the moment as I've got a small list of questions.

I played Mission #1 in the book using the "Fireteam Element" section meaning you activate troops individually. I did not use the doctrine cards as I wanted to focus on the actual rules before adding in that level of detail.



First the Good: The rules are very concisely written and organized. The stuff you expect to be in here is in here and is covered in a manageable way. I was happily surprised by how smooth the gameplay went and how quickly I got into the full swing of things after reading the rules. My main concern is that there would be a ton of modifiers to shift thru - thankfully while there are some, they are "standard" (i.e. cover, moving or not, etc...) and the same ones are largely used for all actions. Gameplay wise you will need to focus and expend effort to spot an enemy and engage him as cover modifiers are very significant in this game.

Now the BAD: And this is where the jury is out...As well as the rules are largely written, there are several places that I have found where things just aren't discussed fully, are missing from charts but referenced in applicable / related rules sections, or seem to be written with a bit too much brevity leading you to make assumptions. Most of this seems focused in the Morale section where there are 4 effects (Hesitate, Suppressed, Pinned, and Morale) but only 2 (Morale and Suppressed) seem completely discussed in the rules.





Needs more thought. The morale system. This may be the design intent, but the stacking of morale effects as your elements get fired upon seems almost more dangerous than actually having someone shot and killed on the board.



The Hated: Stupid Divergence Rule. I hate this is virtually every game I play. It may be more commonly known as The Scatter Rule. I feel too many games try and add this rule to cover a tiny little corner case where a thrown grenade or launched projectile doesn't go where the firer intended. Can we just agree to leave this in the movies? I literally had a case of a UGL fire, miss, and come back at the firer and travel farther on the miss than the distance to the target. I guess the grenade launcher shot a racquetball or fired into some hurricane-force winds?





Gameplay overall :

- love the d20 system to resolve actions
- action points are neat and def limit your troops actions
- element cards for activating your Miniatures is pretty neat, as both sides flip a card, with the better troop quality activating first
- this is about as far from a run-and-gun system as you can imagine. It is neither easy to spot targets, nor to actually hit them with good effects.



Pete Attack



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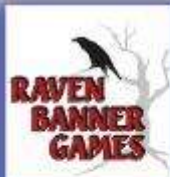
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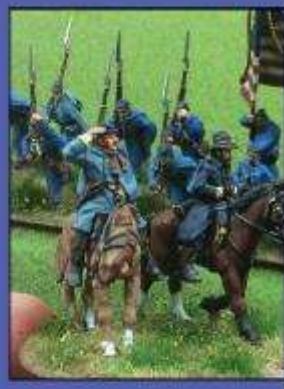
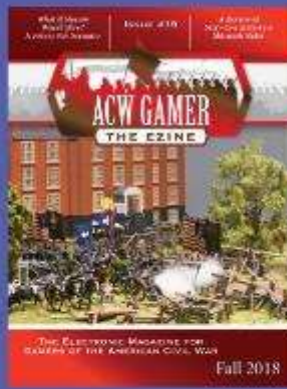
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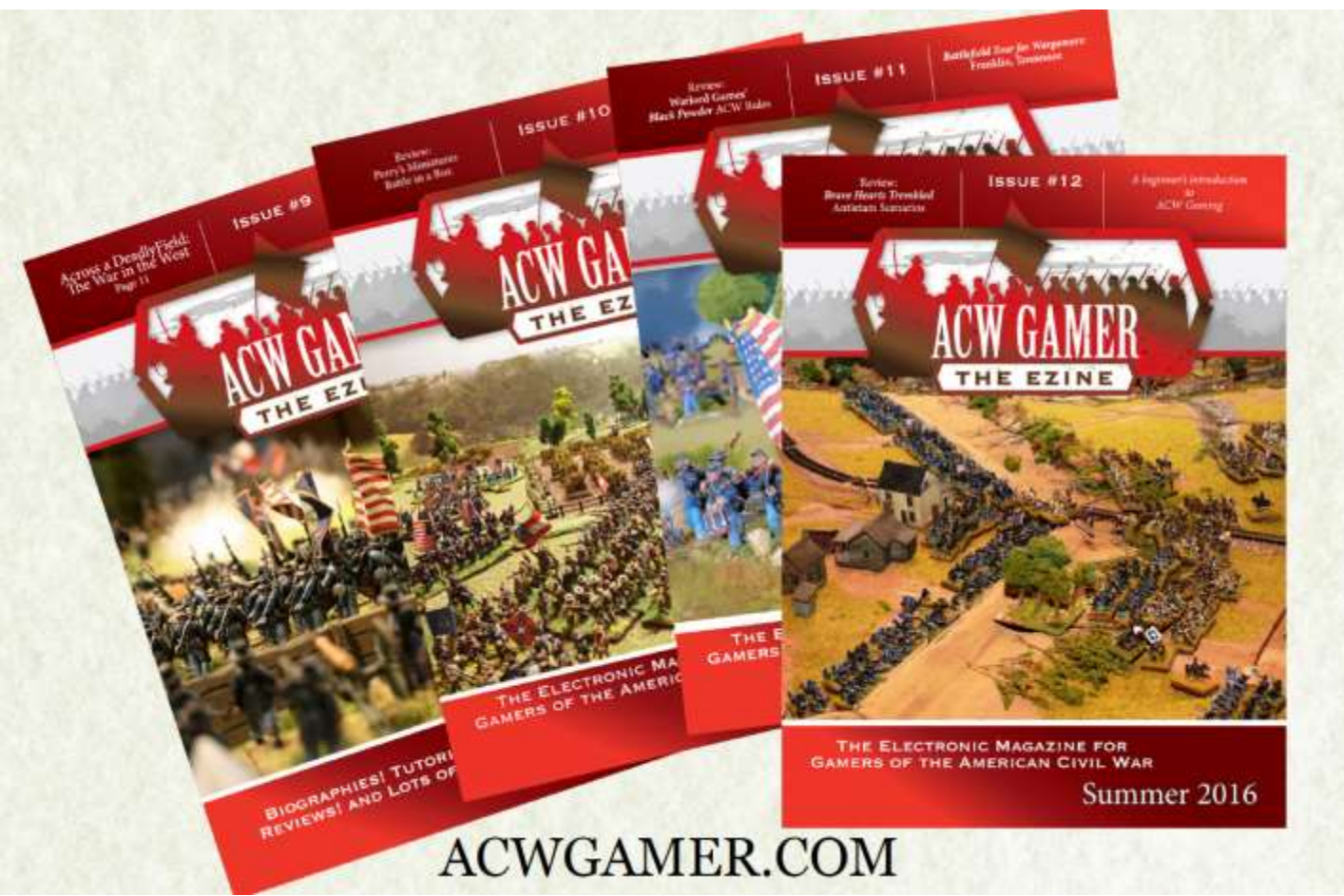
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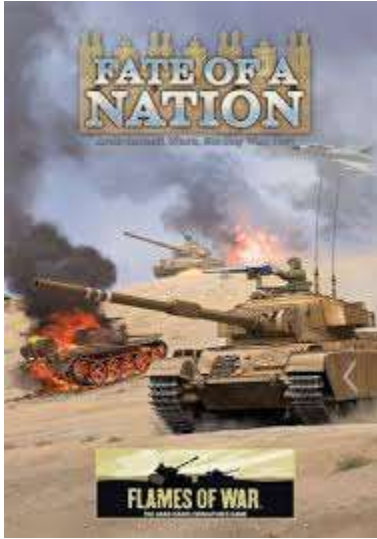
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LSHM San Antonio, Texas

By Chris Lisanti



Battle of Qunietra--Yom Kippur War. Ever since my visit to Israel last year, I have wanted to recreate this iconic battle that took place in a valley also known as the Valley of Tears (pics of my trip at the end).









Nathanael played the IDF Centurion company while I played the Syrian T-62 battalion. The game played out just like the battle.





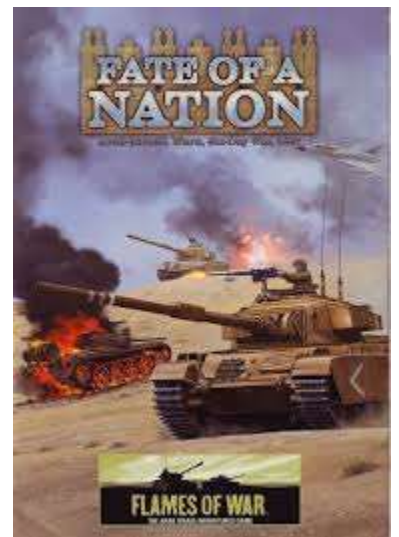


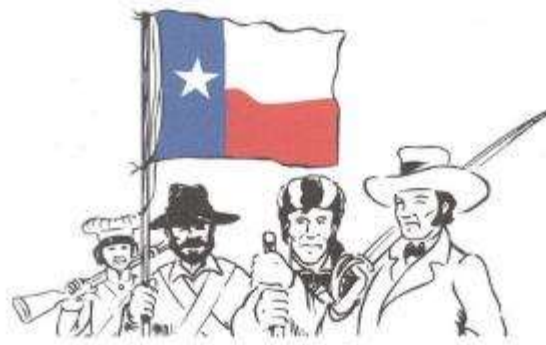
The IDF reserves came in on turn 1 and 2 (earlier than the Syrians expected just like in the war). Also, the Israeli armor losses were entirely due to Sagger missiles (similar to the war where the Sagger missiles caused most of the tank losses).





In the end, it was a bloody affair with both sides taking incredible losses yet fighting over the objectives valiantly. The Syrians lost both their infantry and Shilkas to morale which broke their formation ceding the victory to an IDF force with only a platoon of Centurions and half track mortars remaining in their core with a battery of 105s in support.





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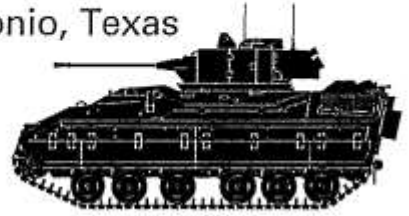
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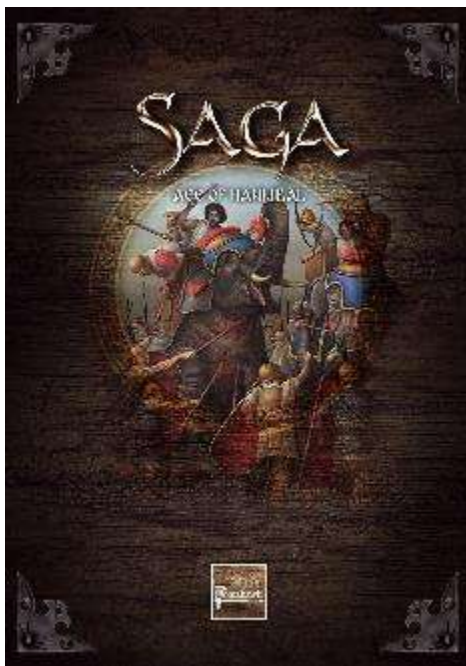
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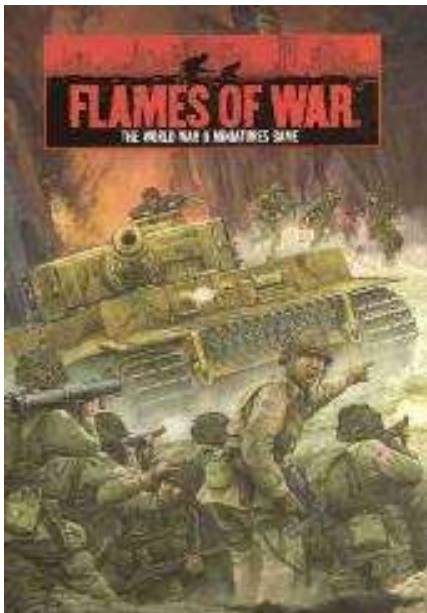
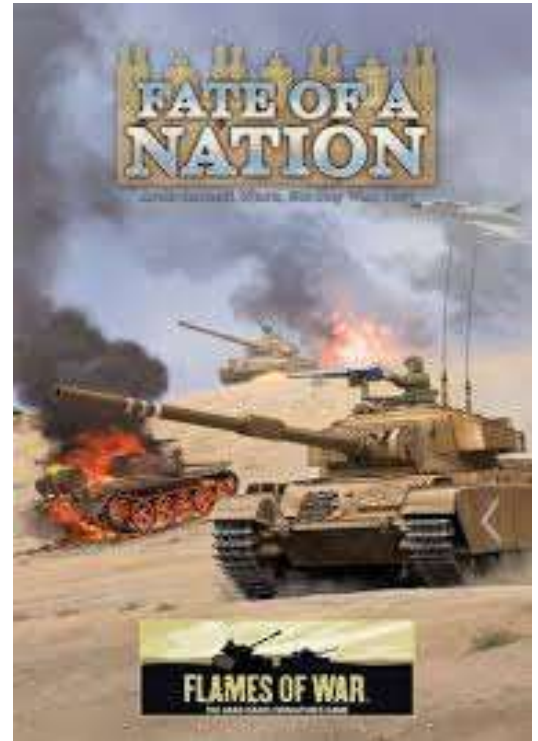
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Flames of War San Antonio (FOWSA)

Thursday Night Club

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Flames of War World War II

San Antonio, Texas



By Chris Lisanti

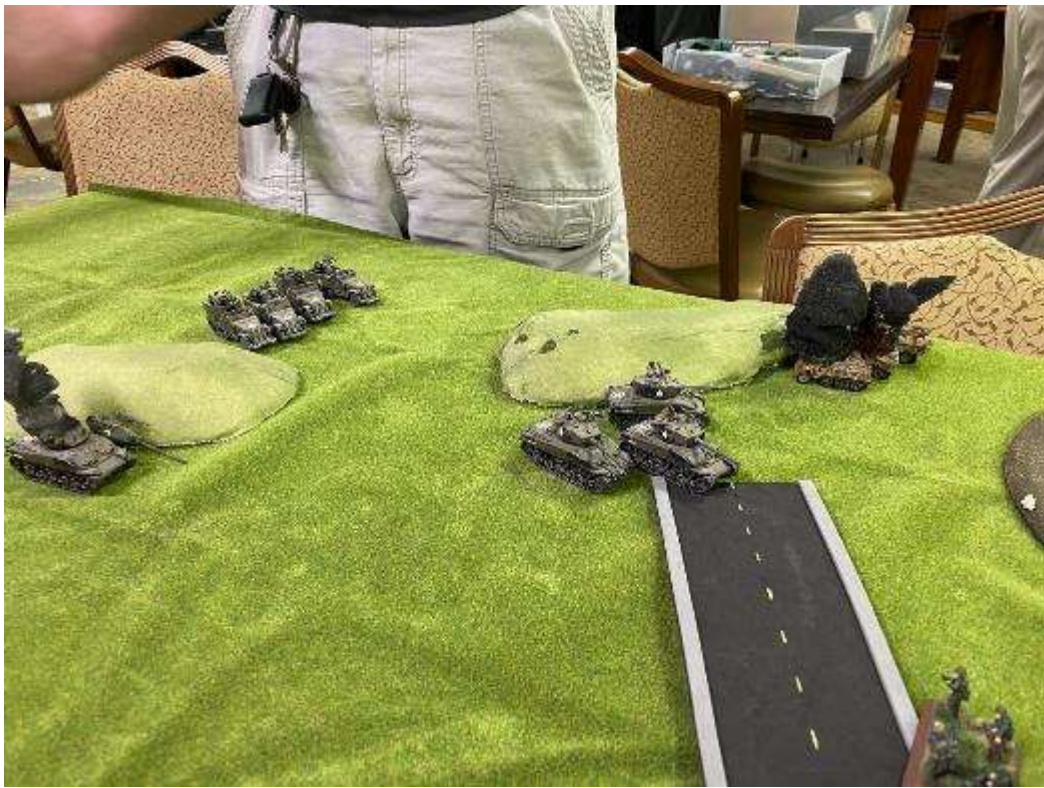
WW II Update. We had 7 players and 3 matches. The first matchup featured Chris (SS Panthers) attacking Ben + Lane (US rifle company) in the No Retreat mission.





The Germans were slowed by M-10s that just wouldn't die with 76 mm Shermans coming in quick from reserve that further stalled the German offensive.





The appearance of the 3 inch guns in ambush kept the Germans from taking the objective. At the end, the Americans were down to their two Shermans while the Germans lost 2 of 3 Panthers with 3 Tigers and the Panther formation CC still on the table. Called due to darkness ending in a draw. Welcome Ben and Lane!!





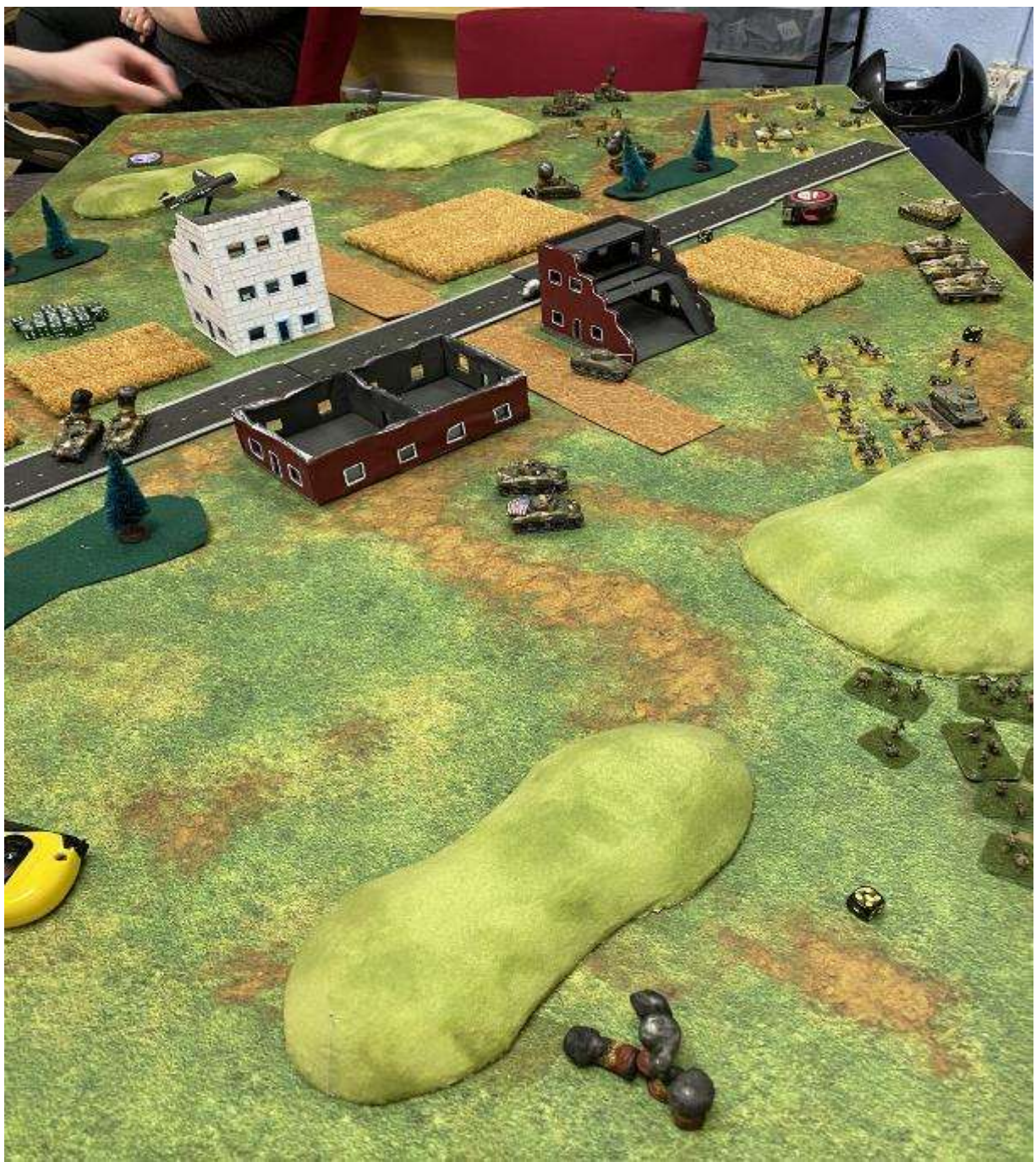
The next matchup saw Warren (US Shermans) vs. Branden (German Grenadiers) in the Free For All mission. The Americans pushed ahead on both flanks, but both attacks were blunted by the Germans with an eventual destruction of the American formation resulting in a German victory.





The last game featured Rob (Tiger Company) attacking Nathanael (Soviets) in the Counterattack mission.





The Tigers moved out smartly to contest the free objective but were caught in the vise of the Soviet armor resulting in tiger explosions and a victory for the Soviets. Great games all!! Next week Team Yankee.

See you next month

– *Chris Lisanti*

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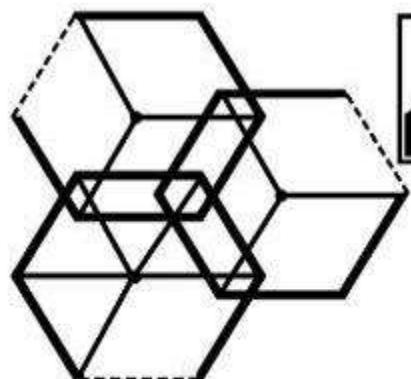


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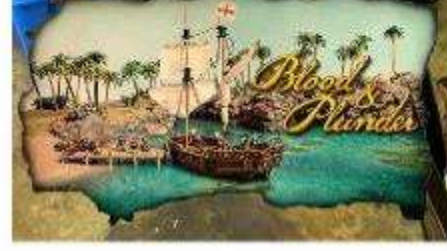
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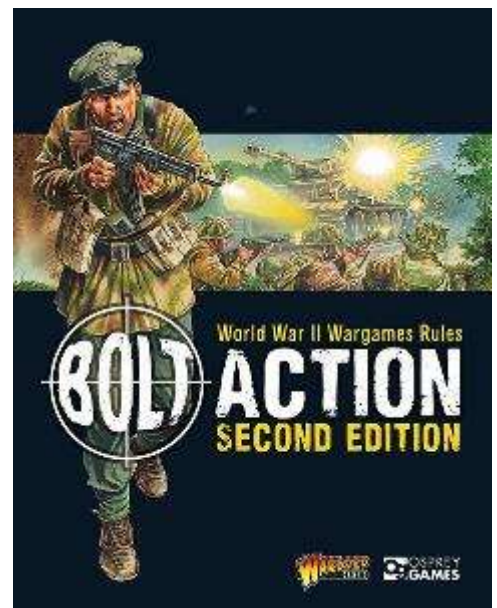


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LSHM Team Yankee WWII

San Antonio, Texas

By Chris Lisanti



Last night's WW III match was Nathanael (T-80 Shock Tank Group) against Branden's French infantry in the Encounter scenario.





The French AT-23 units went early after a six was thrown by the T-80s. After that, it was a game of slow attrition with the French coming out on top between the Gun Slinger helicopters and artillery knocking out artillery and AA support.



The Soviets did have enough AA support to knock out the Gun Slingers and the 4-ship Mirage formation (the Mirages knocked out a single T-80).



Then it was time for the reserves with the Soviets scoring few hits and even fewer kills against the French infantry.





The French tank reserves came in and the AMX-30s made a mad dash for the right objective and managed in conjunction with Milan shots to knock out the T-80s guarding the objective. Victory to the French!! Next week late WWII.



By
Chris Lisanti



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