

The Lone Star Dispatch

March 2021

2021 LSHM Officers

Charlie Torok	torokc@hotmail.com	President
Joe Wicker	tabium@gmail.com	Vice President
Ian Straus	ian_straus@att.net	
Mike Gomez	mret@texas.net	
Mark Leroux	mlieroux@gmail.com	
Oscar Barela	oscar_barela@hotmail.com	
Mark Sanchez	msanchez387@satx.rr.com	
Robert Williams	robert.Williams@swri.org	



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.

WOW what a month we just had – I hope all of you across Texas are doing fine and survived the many days of cold! I personally had no electricity or water for over 3 days – luckily they are building a home across the street from me so I reached back into my Army field and deployment days and used the port-o-john as my personal outhouse for those days!!! The one big benefit for me is I spent those 4 days painting by sunlight – really had nothing else to do with my time. I was able to finish up and start many projects. I would love to hear from you on any projects you worked on. I included my STORM PAINTING PROJECT at the end of the newsletter – let me know what you think.

We continue to plan for the future and are moving ahead full steam planning for this year's MillenniumCon – mark your calendar now for the 11-14 November convention at the Wingate in Round Rock Texas – BIGGER and BETTER than ever!

March is once again the Battle of the Alamo here in San Antonio – Dennis Castillo will once again stage the battle in 28mm – see page 2 & 3 for details.

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

Charlie Torok

Dennis Castillo

Join us on March 6th for DAWN AT THE ALAMO... will you be ready?



The seige has begun!
The assault will be
**March 6th 1pm at the
PRINTED MEEPLE.**
Join us for glory and
Texas

Contact Dennis
to reserve your
command:





28mm Alamo model from the Fort Sam Houston Museum






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TWISTED LORDS.CON

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23-25 JULY 2021

THE SHERATON MIDWEST CITY HOTEL at the Reed Conference Center - 2ND Floor

**5750 Will Rogers Road Midwest City, OK 73110
(SE of downtown Oklahoma City near Tinker AFB)
1 (405) 455-1800**



RESERVATIONS

Room Rate Cutoff Date 02 July 2021 by 6:00 pm

Room Rate \$101.00 for a King/Single or 2 double room. Mention "Twisted Lords Con" to get this rate and the room includes a Hot Breakfast coupons delivered at Check In.

Call +1 (405) 455-1800 for Reservations.

Food: Close to every gamer's heart; Food. We have arranged with the hotel to setup a snack bar food service just outside of our convention room. Hotdogs, Nachos, Boxed Lunches, Chips, Candy and Soft-Drinks, all things gamers need to keep on playing.

CONVENTION FEE

Payments are made via the TTE website. Convenience fees are the responsibility of the purchaser. We can process PayPal, MC, Visa, Amex, and Discover and at the door. Checks need to be made Payable to Jeff Lawrence. Children under 12 - no charge with paying adult.

Game Masters	No TLCon charge for each day you run a game at the convention
Game Players	Pre-registered: \$22/day (Fri/Sat \$12 Sun) \$37/Entire Convention
	At the Door: \$25/day or \$45/Entire Convention
Bolt Action	Tournament: \$52/entire convention with tournament
	Must pre-register for BA Tournament. Space limited.
Dealers	Each 6' table \$32/day or \$52/Entire Convention
	Each 12'x12' booth \$127 Entire Convention
Flea Market	Each 6' table \$5 pay in cast at registration (con badge required)

NOTE - TTE site now has a \$2 per badge charge. This is reflected in the price of tickets for gamers and vendors. GMs may be charged \$2 for their badge/processing by Tabletop Events. Also any processing fees may be added to all badge costs.

PLAYERS & GM REGISTRATION OPEN

Registration is open so make your plans and come play or run a game at Twisted Lords Con 2021. Go to Tabletop Events (TTE) to register:

<https://tabletop.events/conventions/twisted-lords-con-2021>

Game Masters GM Registration deadline is May 1st 2021

By registering your games, you are also registering yourself.

GAMEMASTERS

GMs - Free convention entry for each day with pre-registered game/s (by May 1st deadline).

Register your game(s) on the TTE website. All games must use painted miniatures, be a board game you supply, or be an approved RPG. *The site will open soon for Game Master Registration.* GMs for Twisted Lords do not pay to enter on the day/s they run their games. GMs when you arrive @ registration see a staff member to reconfirm table assignment.

Game Masters July 1st, 2021 is the deadline to have your game in the program book. So book your game ASAP!

CONVENTION HOURS

Friday July 23rd (Hall opens at 8:00 am for Vendor move in and set up)
Registration opens at 12:00 noon
Session I 1:30 pm - 5:30 pm
Session II 7:00 pm - 11:30 pm (Hall closes midnight-GMs can setup for Session III)

Saturday July 24th Hall opens at 7:00 am
Session III 8:30 am - 12:30 pm
Session IV 2:00 pm - 6:00 pm
Flea Market 6:00 pm - 8:00 pm
Session V 8:00 pm - 12:00 am (Hall closes at midnight)

Sunday July 25th Hall opens at 7:30 am
Session VI 8:00 am - 12:00 pm
Session VII 1:00 pm - 4:00 pm Move out gamers & dealers by 5:00 pm

For remaining dealer move out, tournament final rounds, and scheduled events we have opened these additional Sessions. If you want to do some Open Gaming feel free. The Hall MUST be vacated by 5.00 pm. No exceptions.

FLEA MARKET (Buy at Registration)

Here is a good chance to clear out your game closet. This event will run 6:00 pm-8:00 pm Saturday night. 6' Tables are \$5.00 each in cast at registration. Note that flea market tables are available to con attendees with a valid badge for the Saturday of the con (Saturday badge or full convention).

Rules for Flea Dealers

Go to the registration desk after 2pm on Saturday, and rent 6' tables for \$5.00/ea. You will receive a Flea Dealer badge.

Around 5:30 pm we will setup tables for the Flea Market with your Flea Dealer ID number on the table. Starting at 6:00 pm you may begin stocking your table(s) and being selling immediately.

Please finish all transactions in the convention hall by 8:00 pm so gaming can restart on time. Please bring your own cash for making change as needed.

DEALERS

We will rent 6' tables @ \$52.00 for the event, or \$32.00/day. 12' x 12' Booths can be rented for \$127.00 for the event (no day rental on booths). Vendor registration can be done through Tabletop Events website. 1-day tables include ONE dealer badge. Full convention tables and booths include TWO dealer badges. Additional dealer badges can be purchased for \$20 (day or convention) with an existing dealer table/booth purchase.

ADVERTISING

Program book advertising - 1/4 Page advertisement - \$15.00. Contact Jeff Lawrence for advertising sign up.

POINTS OF CONTACT:

Jeff Lawrence	jlaw2424@gmail.com	Co-Convention Director
Jon Russell	jwrintampa@hotmail.com	Co-Convention Director
Jeff Hunt	ih@portsmouthminiatures.com	Web Master
Phone Contact:	Jeff Lawrence 505 554 2621	MST 10a-4p only please

TOURNAMENTS

Bolt Action Tournament Details available on www.twistedlordscon.com site.

TWISTED LORDS 2021 AWARDS

Procedure- A panel of Judges will evaluate all eligible Games presented in sessions 1-5. Results will be announced Saturday evening. Must be present to win. The following are this year's categories.

CATEGORIES:

• Best of Show

A GM Award selected from all of the top Historical Miniatures Games

• Best Terrain

Presented to the most creative and authentic modelers who are always staging a unique event to recognize.

• Best Painted Army

Presented to the "Paint/Airbrush Rockstar" among us all.?? Does a SAGA Irish Warband, or Bolt Action Falshirmjager platoon count as an Army? The answer is no.

GM Award Evaluation

Since judging is inevitably subjective, Judges are given the following general criteria for reference, and encouraged to see all events, and evaluate them based on:

- **Appearance** - Impressive & appealing figures, terrain, models, gaming tools and overall table layout
- **Participation** - Players are visibly enjoying the game, and all players asked respond enthusiastically
- **Innovation** - Unique methods, techniques or craftsmanship, GM showmanship and any other exceptional methods evident to produce a high quality event
- **GM Effort** - For a GM going "above-and-beyond" to run many events, and/or large fun games or over a dozen gamers, informative/educational or multimedia efforts such as historical posters, flags, AV etc.

EVENT LISTING SUMMARY – PENDING

Events will be added to the www.twistedlordscon.com on scheduled events page and Tabletop Events convention site. Games/events will be updated periodically in subsequent newsletters.

Session I - Friday 1:30 pm - 5:30 pm

Session II - Friday 7:00 pm - 11:30 pm

- Bloody BroadSides - High Seas; GM: Jeffrey Hunt

Session III - Saturday 8:30 am - 12:30 pm

Session IV - Saturday 2:00 pm - 6:00 pm

Session V - Saturday 8:00 pm - 12:00 midnight

Session VI - Sunday 8:00 am - 12:00 noon

Session VII - Sunday 1:00 pm - 4:00 pm (Move out by 5:00 pm)

VENDORS & SPONSORS OF PRIOR TWISTED LORDS CONS



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Miniatures and Games



Other Prior Vendors

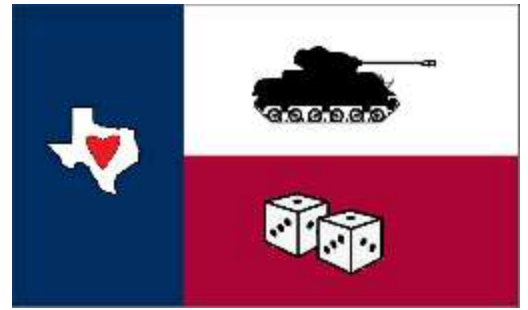
- | | |
|----------------|--|
| Jim Hegeman | - Historical Minis mostly 28mm |
| Karl Pajak | - Historical and Sci Fi Minis 15mm - 28mm |
| Jeff Key | - Miniatures, terrain & books not seen in a long while |
| Joshua Johnson | - Quality Battlefield Terrain |
| Tim Harwood | - Games, rules, books, Historical miniatures - 15mm painted & unpainted and more |

[Prospective Merchants](#) (click for website)

follow this link to find out about being a merchant at Twisted Lords Con



Join the Heart of Texas Wargamers Club



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>

Contact:

Alan Spencer – Admin & Moderator

Ben Earnest - Moderator



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Waco contact Richard
today!!



Richard Banana
The Game Closet
4008 Bosque Blvd.
Waco, TX 76710
254-751-7251

2021 - Texas Region - Conventions and Events

Updated March 2021

ADEPTICON 2021 1 Mar **Cancelled**

Renaissance Schaumburg Convention Center Hotel - Schaumburg,IL

Contact:

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

REAPERCON VIRTUAL EXPO 2021 5-7 Mar **Online Event**

Online Event - ,

Contact: questions@reapercon.com

<https://reapervirtual.com/>

MAGCON 2021 27-28 Mar **As Scheduled**

NCISD Annex - New Caney,TX

Contact: Ettin Games info@magcon.org

<http://www.magcon.org/>

COLD WARS 2021 8-11 Apr **Cancelled**

Roland E. Powell Convention Center - Ocean City,MD

Contact: Heather Blush director@coldwars.org

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

FNORD CON 3 VIRTUAL 10-11 Apr **Online Event**

Online Event - ,

Contact: Steve Jackson Games

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

DALLAS OPEN 2021 29 Apr - 2 May **As Scheduled**

Sheraton DFW Airport - DFW,TX

Contact: Matthew O. Porter DALLASOPENGT@GMAIL.COM

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

LITTLE WARS 2021 29 Apr - 2 May **As Scheduled**

The Weston Chicago Lombard - Chicago,IL

Contact: HMGS-Midwest bod@hmgsmidwest.com

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



HISTORICON 2021 7-11 Jul As Scheduled

Lancaster County Convention Center - Lancaster,PA

Contact: Joby Miller director@historicon.org

<http://www.hmgs.org>

TWISTED-LORDS CON 23-25 Jul As Scheduled

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

Contact: Jon Russell jwrintampa@hotmail.com

<http://www.twistedlordscon.com>

GENCON 2021 5-8 Aug Pending

Indiana Convention Center - Indianapolis,IN

Contact:

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

CONSIM WORLD EXPO 2021 28 Aug - 4 Sep As Scheduled

Tempe Mission Palms - Tempe,AZ

Contact:

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

REAPERCON 2021 2-5 Sep Pending

Embassy Suites - Denton Convention Center - Denton,TX

Contact: questions@reapercon.com

<https://reapercon.com/>

ORIGINS GAME FAIR 2021 30 Sep - 3 Oct As Scheduled

Greater Columbus Convention Center - Columbus,OH

Contact: registration@gama.org

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

LONE STAR GAME EXPO 2021 8-10 Oct As Scheduled

Grapevine Civic Center - Grapevine,TX

Contact: Jamie Matthews lonestargameexpo@gmail.com

<http://lonestargameexpo.com>

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

Valley Forge Casino Resort - King of Prussia, PA

Contact: Dan Murawski director@fall-in.org

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

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

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charles Torok torokc@hotmail.com

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

MANEUVERSCON 2021 3-5 Dec **Pending**

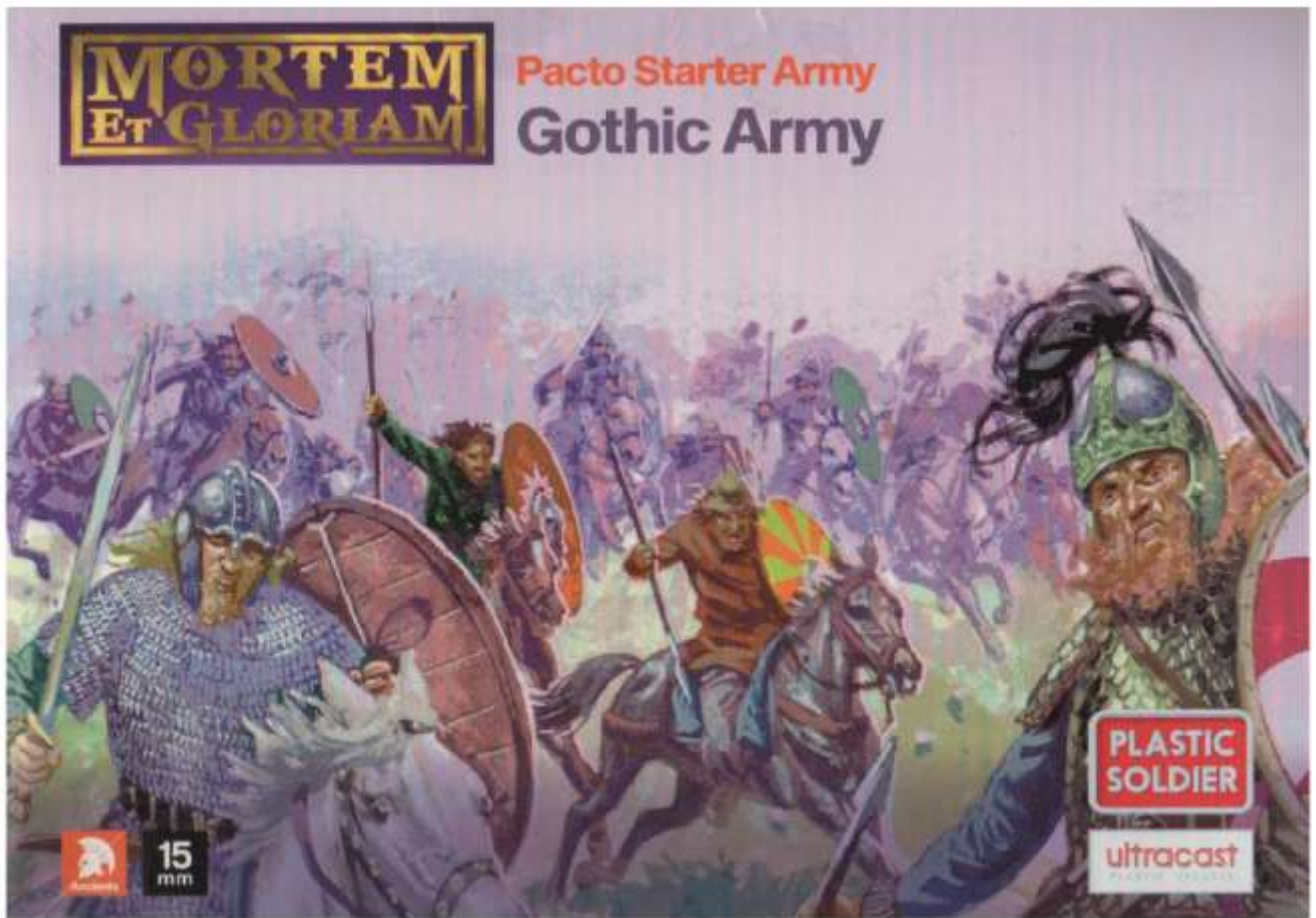
PENDING VENUE - Tulsa, OK

Contact: Tim Harwood tim95th@gmail.com

<http://www.maneuverscon.com>



Lone Star
Historical Miniatures



Review: Pacto Starter Army by Plastic Soldier

By Pete Flynn

Recently I decided to begin a Late Eastern Roman Imperial collection for use with the Mortem et Gloriam rules set. The later years of the empire interest me, and the period has some interesting overlaps into a number of other lists. One of these is the Goths, who have a dedicated list and are featured in a number of the overlaps for the period. I was also interested in trying out the Ultracast figures from Plastic Soldier. The photographs of the new figures I'd seen were impressive. They were good sculpts and had clean details, unlike some of the 1/72 figures I have worked with, and were disappointing. So, I ordered the Pacto box. It was economical, and had the advantage of providing a complete collection for the smallest of the MeG game scales.



The box contained:

- 4 mounted Generals
- 6 armored cavalry
- 22 unarmored cavalry
- 52 warrior infantry
- 12 archers

ULTRACAST ANCIENTS IN 15MM



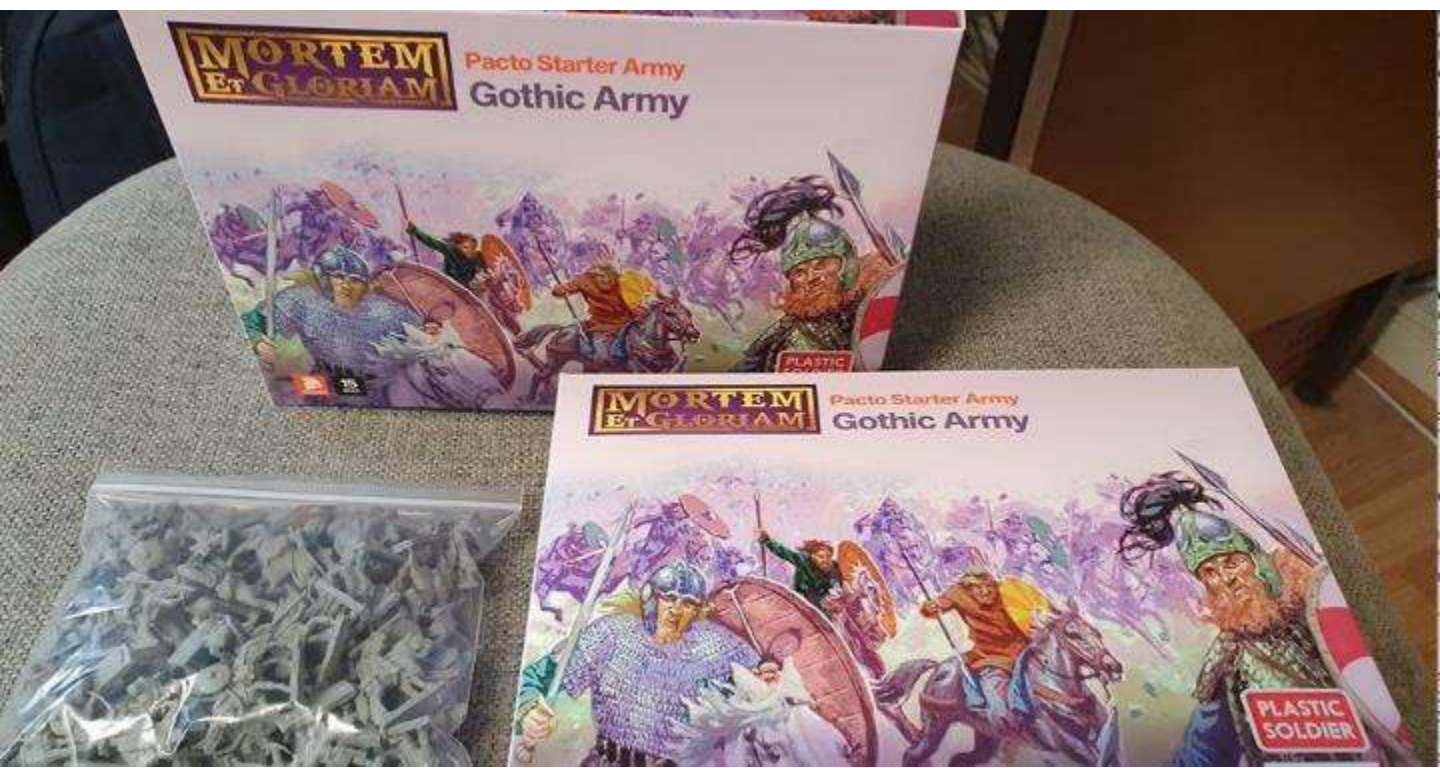
This is not a bad deal for less than \$50.

Additionally, the Ultracast material was claimed to be “ready to paint”, which I took to mean no dish-soap wash or priming.

The product is packed loosely in a plastic bag and all but the command figures are on sprues. My usual process is to mount figures on a tongue-depressor while painting and it appeared, I might be able to skip this step. It’s worth mentioning that the Ultracast material has no adhesion to Elmer’s glue, which I use for the dolly, and subsequent mounting on the base. I am a skeptic, and didn’t take any chances, so the Goths had a bath in Dawn. I have recently been undercoating my figures in black, and dry brushing, so they were coated with Ceramcoat black. I have found this paint to be high quality, and it is much cheaper than the alternatives. If you’ve been on the Facebook page recently, you’ve seen my Louis XIV work and it’s entirely painted with Ceramcoat, lightly washed with Liquitex acrylic ink, and sealed with Liquitex matte medium.

OBSERVATION POST PLASTIC SOLDIER COMPANY

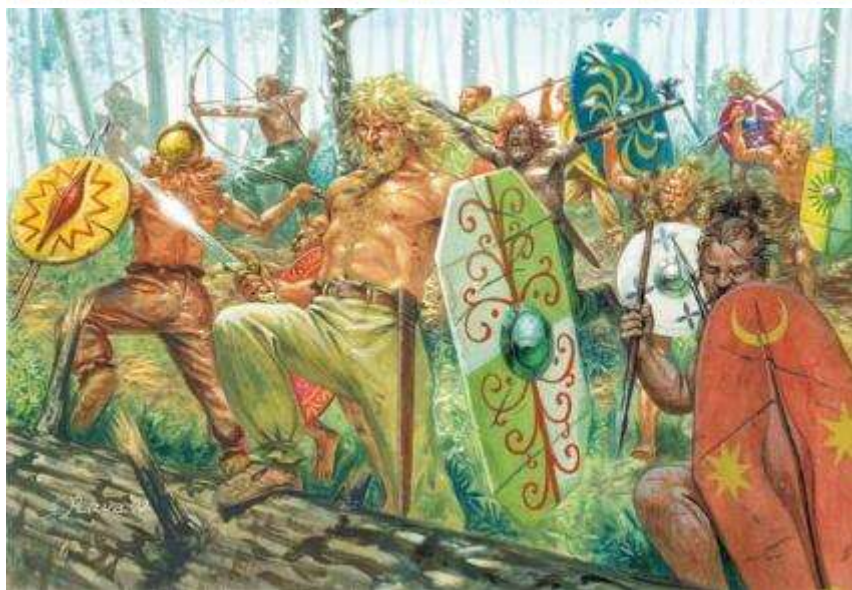




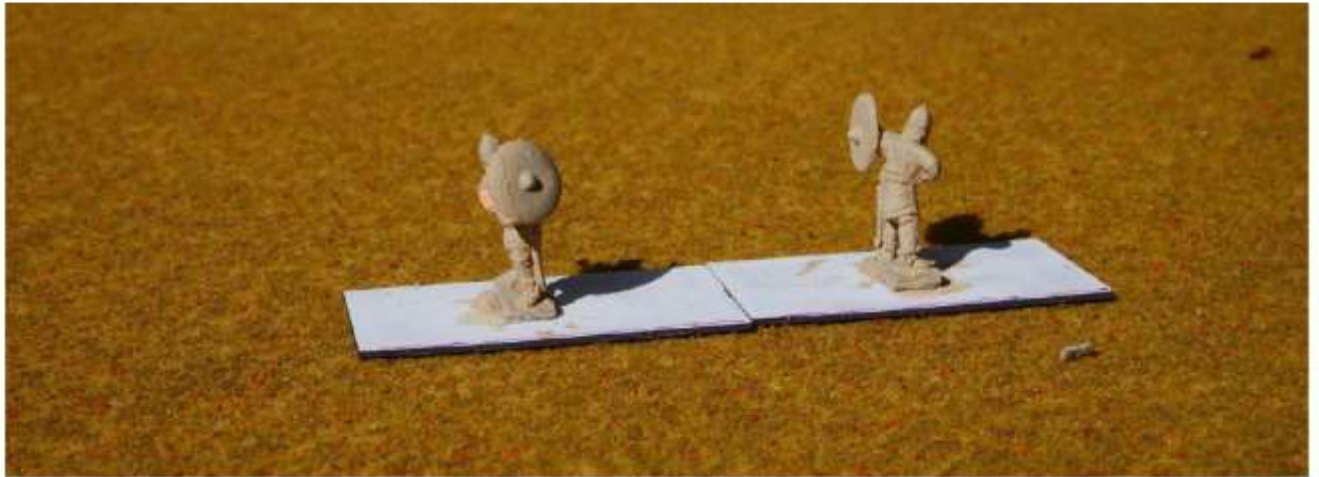
I began with the archers, and was able to only dry brush with one color, and then tool a conventional approach on the details and smaller bits. The results were acceptable.



The downside: the archers are boring. Only a single pose, which I try to avoid in my collections. For basing I used Aleene's "The Ultimate" Multi Surface Adhesive. It's a solvent-based glue and it's messy. It begins to dry as soon as it's dispensed and makes filaments as you move it away from the work item. And it's thick enough to be difficult to manage with a toothpick. I'm open to suggestions for alternatives. I pinched "The Ultimate" from my wife's workbench and saved a trip to the store! The other problem I had with these figured was the thickness of the base.



Here are a couple of the warrior infantry that broke off the sprue and I painted right on their base



. I usually paint around the feet and coat the rest of the base with PVA glue and then dunk it into my landscaping mix. These figures are so thick I wound up using some premade basing material to level-off the mounting. To me, this was a waste of time and I'm going to try using a thick bead of PVA between the bases to "even-up" the terrain surface and figure base. I also might be just losing my mind to worry about this detail, thanks to isolation!

This base thickness was particularly obvious on the command figures, which also had another very obvious problem.



They were crooked, and the legs are so thin that I was reluctant to apply much force to get them straight. I decided against using any heat since the legs are so delicate. So, my Generals look like they are getting into a bad accident with their mount. If I were to repeat the basing

step, I'd use less material and apply clumps of brush or rocks to hide the thick bases. As you know, lead is much more forgiving and if the alloy is good, bending them back will get things right again.

Here is the noble cavalry. More thick, and warped bases, and another problem.



These figures have varying amounts of flash. I'm used to dealing with lead flash, but the Ultracast material is more delicate and you can't file it cleanly. I think there is a process problem PSC is choosing to ignore.

Here is the infantry.





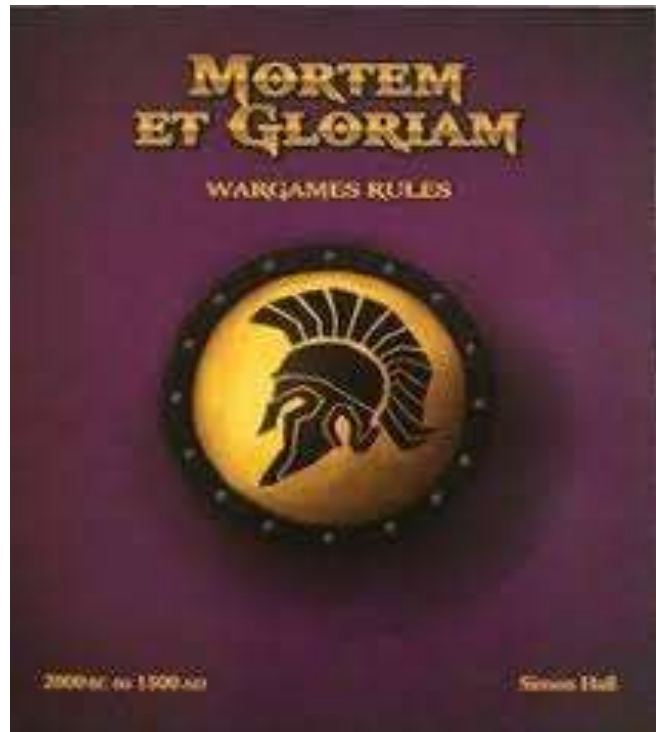
The bottom sprue has been trimmed and I applied some initial color. I'm skipping the black undercoat on some of these to how they come out. I've taken others into a fourth color application and it seems to be working pretty well.

Lastly, here is the lesser cavalry.



These have better bases, but still suffer varying degrees of flash. I see several hours to be spent on this task.

MORTEM ET GLORIAM



Conclusions

I think the PSC Ultracast figures are a good value, but are a little boring and (for me) and require too much rework. I'm willing to pay more for a better product, such as Forged in Battle, or Khurasan. I don't do 28's anymore and can afford the better 15mm figures.

I think PSC would be great for someone just starting out and not willing (or able) to spend more money for lead figures until they are sure the scale or period is right for them.

I think PSC needs to spend more time on perfecting their manufacturing process and be more willing to recycle figures that don't reflect the high quality of what is possible. Based on what I've read, nobody is mentioning this. Maybe what they received was better.

Stay healthy, and have some fun while we wait out the last of the pandemic!

Watch the newsletter for more information as I continue to build this army.



Peter Flynn



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[Contact Christopher Prymuszewski or Mike Hong,](#)

[For more Information at Phone](#): (512) 454-2399



March 2021 membership report

Welcome to our newest members in LSHM

Bradley	Biggar	Midland
Sam	Santiago	DFW
William	Hupp	Chicago
Jack	McDaniel	DFW
William	Leaf	DFW
Nicholas	Viccica	SA
Ben	Holman	Houston



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**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 858 this month!!

Victory in the Pacific



By Daniel Blumentritt

ONLINE PLAY OPPORTUNITY FOR VICTORY IN THE PACIFIC

Alright, so there was no Victory in the Pacific in Austin this past November. Our friends in Milwaukee, which normally hosts a large VITP tournament in March, are in the same boat. So they've moved online for 2021 - making for more opportunities for all of us, with no need for a travel budget.

Midwest Open 2021 will be free and open to all skill levels of Victory in the Pacific play. It is currently expected to run from February 27th to April 4th with up to 10 rounds of play - but you are free to join or skip any given rounds depending on how much time you want to devote. Players may play any one round, without obligation to play any other. Anyone may even play a few rounds, drop out, then join back in for a later round.

Victory in the Pacific

2021 *Midwest Open* Remote Tournament Schedule

"Noon" means noon United States Central time.

This is 1 pm Eastern time, 11 a.m. Mountain time, 10 a.m. Pacific time.

Send registration requests and game reports to mwo@thomasarndt.net.

Round 1

registration deadline	noon, Friday, February 26
begins	noon, Saturday, February 27
game-report deadline	noon, Friday, March 5

Round 2

registration deadline	noon, Friday, March 5
begins	noon, Saturday, March 6
game-report deadline	noon, Friday, March 12

Round 3

registration deadline	noon, Friday, March 12
begins	noon, Saturday, March 13
game-report deadline	noon, Friday, March 19

Reminder: daylight-savings time begins (set your clocks ahead one hour) on March 14.

Round 4

registration deadline	noon, Friday, March 19
begins	noon, Saturday, March 20
game-report deadline	noon, Friday, March 26

Round 5

registration deadline	noon, Friday, March 26
begins	noon, Saturday, March 27
game-report deadline	noon, Friday, April 2

Round 6

registration deadline	noon, Friday, April 2
begins	noon, Saturday, April 3
game-report deadline	noon, Friday, April 9

Contact Tom Arndt at: mwo@thomasarndt.net
For more information.



If you do not sign up for a round by the deadline, you won't get matched up and thus won't score any tournament points. There will be no penalty for doing so and it's expected that many players will chose to skip rounds. But if you don't wish to skip a particular round, you will need to sign up for it on time.



If you are at all interested in learning more, please send the following information - First/Last Name, Address, E-mail, Phone Number- to the Tournament Director (contact info at the bottom). If you do so, you will be provided tournament information and updates as they become available. This does not obligate you in any way. You have no commitment until and unless you sign up to play in a specific round - and even then, your commitment applies only to that round.



Victory in the Pacific Tournament Information

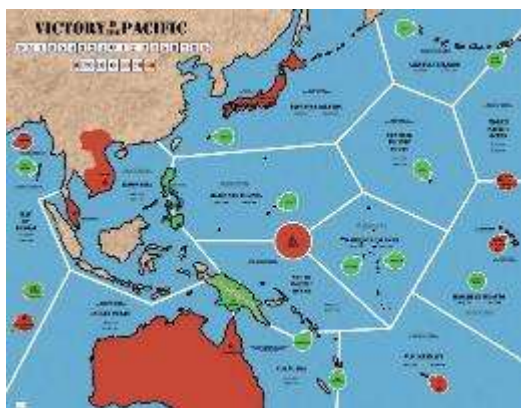
Dear players (or, "Guys—listen up!"),

This year's tournament officials are Bob Hamel (BHamel@Cox.net) and Daniel Blumentritt (StatAlyzer@Yahoo.com).

Bob will be helping me with the scoring and serving as my backup in case anything happens to me; Daniel has agreed to be on-call for questions in case any arise.

My preference is that you call (or text) me (651@450@7921; ignore the @ symbols) if there is something you need cleared up; if I am not available, call (or preferably text) Daniel (512@468@5368; ignore the @ symbols). If you call or text me, please do so from the number which is in your player profile, so I'll recognize the number.

Please try to resolve any questions on your own before calling, and remember that Daniel, like many other Texans, has just been through a very difficult period due to the weather.



Players currently signed up



r1	Eric A.	Anderson
r1	Alan J.	Applebaum
	Daniel P. E.	Blumentritt
r1	Jim	Bodenheimer
	Evan	Davis
	Arthur D.	Douglas
r1	Robert F.	Drozd
r1	James L.	Eliason
	David M.	Elkin
r1	Robert L.	Hamel
r1	Michael A.	Kaye
r1	James F.	Kramer Jr.
r1	Nicholas J.	Markevich
r1	Stephen	McDonald
r1	Ed	Menzel
r1	John R.	Pack
	Glenn E. L.	Petroski
r1	Tino	Pünjer
	Talmadge	Seaman
r1	John T.	Sharp Jr.
r1	Gregory D.	Smith
r1	Mark A.	Traylor
r1	Michael A.	Ussery
	Albert Lee	Vest

I am not yet accepting commitments for rounds 2 through 6. I will accept commitments for round 2 only after round 1 begins, and so on. There is a space on the game report for you to make a commitment for the following round—I will be looking at those. For those of you who are not playing in round 1, you can simply send me an e-mail message.

I had it in mind to pair people according to their familiarity with various methods of on-line play, but very few people responded to this question, and I have realized that this would be a major hassle, so I am dropping this idea. You and your opponent will have to work it out.

Likewise for time zones—sorry.

There has been a slight change to the tournament rules, section 5.2. Now if only one player submits a GR for a match, only that one player will be scored for the match.

After round six, it is my intent to set up a Zoom meeting for presentation of the awards and for after-action discussion of the tournament. Stay tuned.

Right now, this is the list of players who will be in the tournament. The notation "r1" indicates that the player will play in round 1.

This list is not finalized. It can be changed up until noon on Friday (CT). If your status is not what you want it to be, please contact me (preferably by e-mail) and let me know. Don't assume that I understand what you want.

Daniel Blumentritt has suggested that we designate a "chat room" for the tournament. I suggest that players post comments at the *Victory in the Pacific* page on ConSimWorld (<http://talk.consimworld.com/WebX/ee6bcf8>). Please do not discuss any game which is in progress.

One player has written to tell me that he cannot see the roster. I am working on this with him. Please check to see whether you can see the roster (<http://thomasarndt.net/midwestopen/>). The gamers listed there now are not going to be in the tournament—they kindly allowed me to use their names as placeholders. Real names will show up Saturday afternoon.

So—stoke your boilers, get up steam, arm your planes, train your men. It looks like war.

Cordially,

--Tom



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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).

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TRIUMPH!

Fast Play Ancient and Medieval Rules by the Washington Grand Company

Blake Radetsky's; Triumph! Journey part 2

During the "lockdown" I decided to commit to building two 28mm armies for Triumph! (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 to T!, I ventured into the world of 28mm (its just unnatural these huge miniatures).

I was a bit reserved about using the 80mm frontage option in the rules for the 28mm because it meant that the tabletop battlefield had to be larger. And I didnt have any terrain built for the larger frontage bases, we had to make do. However, after getting the miniatures painted, based, flocked, using the Cigar Box tablecloth and the make believe terrain, to me, it looked really, really KOOL! (need to build suitable terrain for the 80mm bases)

Once again my partner in crime back in November 2020, was Cameron, he and I were quarantined due to being positive for the RONA, we played our first game of T!.

Cameron chose the Anglo-Danish which left me the Anglo-Normans. Both armies were a standard 48pt army.

After playing through the pre-game of comparing Invasion Ratings, Manuever Ratings and Terrain placement, the results were that the Anglo-Normans (Norms) were invading and the Anglo-Danish (Danes) were defending.

I didn't have any camps built so the gray felt were our make believe camps, (I hear ya, Steve Miller). I also, did not have a Village, so the brown felt with the rubble is the Danish village. (I know, I know already) We did have a woods on a flank and a gentle hill.

The Anglo-Normans deployment from left to right, back to front;

Back: Knight General, Knight

Front: Bow Levy, 2 Heavy Foot, Heavy Foot, Crossbowmen, 2 Flemish Pikemen, Heavy Foot,
Bow Levy, Bow Levy



TRIUMPH!



The Normans right flank was held by three Knight units on a gentle hill.

The Anglo-Danish deployment front to back, left to right in the picture;

Center Right: Elite Foot, 2Heavy Foot, Elite Foot, Elite Foot General, 2Heavy Foot

Center Left: Rabble, Rabble, Skirmishers



close up of Rabble and Skirmisher hopeful that they make it to the village first

Left Flank: Heavy Foot, Horde, Heavy Foot, Horde



close up of Elite and Heavy Foot

TRIUMPH!

View point looking East



View point looking West



the yellow arrow points to the lone Danish Skirmisher on the Danes' right flank, who was just looking for a place to hide

The battle started with Norms Knights moving off the hill to swing around to the Danes left flank. While standing fast with the infantry. The Danes held their ground except moving their skirmishers into the woods and moving the Rabble and skirmishers into the village. And moving the right flank heavy foot to meet the knights. This proved to be a deadly mistake for the Danes, we both had forgotten how deadly knights are when charging.

Three turns later with neither center moving forward, the Norms sent their reserve knight to help support the attack on the Danes left. The knights from the hill crashed into the Danes heavy foot who were unable to move their hordes out to the flanks of the heavy foot line to offer support. The knights rode down the heavy foot quite easily out in the open as they were.

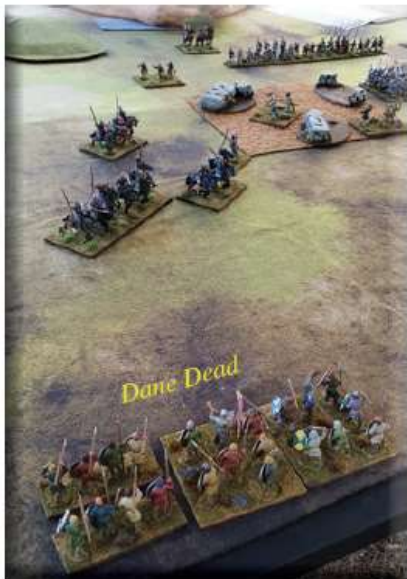


Knights getting ready to over run the Danes left flank. One unit of Heavy Foot have been destroyed in this photo.



The Knights clear the left flank. The Danes Skirmisher tried to move to help he can see the writing on the wall and will move back into the village for safety as the reinforcement Knight unit moves into striking distance.

TRIUMPH!



The Knights sweep around the village to threaten the Danes camp and rear.



The initial Danish charge recoiled the Normans and gave the Normans a second wind. The Normans' countercharge was devastating. The Flemish Pikemen were not to be stopped. The Danish line crumbled and their King was killed!

Meanwhile in the center . . .

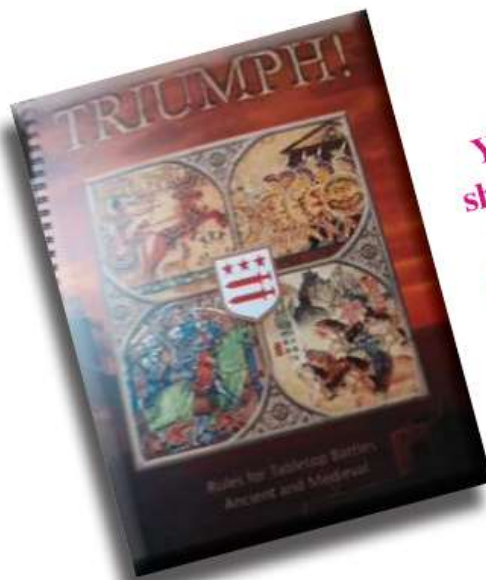
The Danes seeing the disaster on their right started their long march toward the Norman center. The Normans make a short move forward to get some distance from their baseline and camp. The Danes send their Skirmishers in the woods to protect their exposed right flank from being overlapped. During the ensuing clash, the Normans withstood the Danish onslaught and recoiled from the vicious attack but recoiled in good order.

The Norman counterattack was devastating. The Flemish Pikemen made good on their pay for that day and punched through the Danish line. The two Elite Foot units protecting the King were trampled. The King was surrounded and being assaulted in the flank. The King and his retinue fought to the last man but were overcome by the Norman heavy foot.

Victory to the Normans 26 to 8!



Final position at end of game from the Danes' viewpoint. Yellow arrow Danish King. Blue arrow closest Dane units.



You should get these rules!

Twisted Lords Con Bolt Action Tournament 2021



Tournament Schedule

FIRST DAY - FRIDAY

1830-1900 Check In/In Brief

1900-2130 Round 01

SECOND DAY - SATURDAY

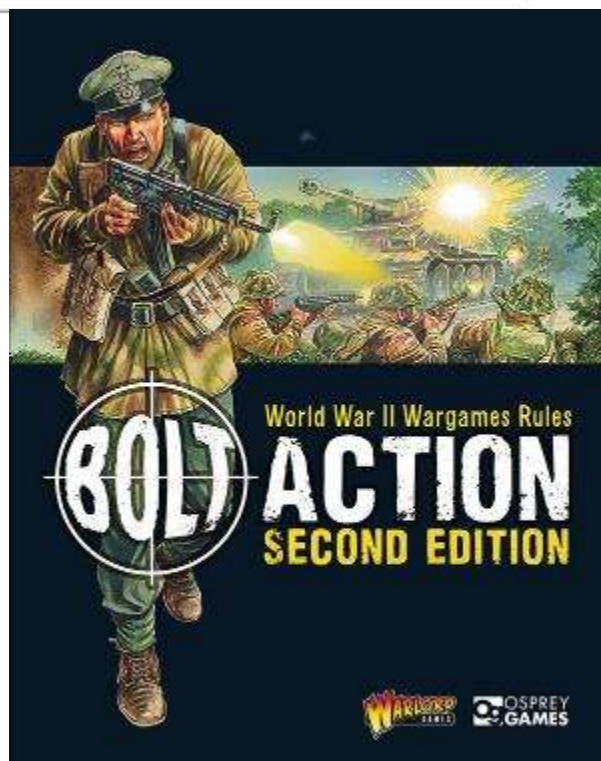
0800-1000 Round 02

1000-1130 Round 03

1130-1300 Lunch

1300-1400 Round 04

1415 Out Brief / Awards



Twisted Lords Con Bolt Action Tournament 2021

Tournament Rules

1. FORCES

Players must use a 1,250-requisition point force for the 1st round, 1,000-requisition point force for the 2nd round, 750-requisition point force for the 3rd round and 500-requisition point force for the 4th round. Players may change their force composition each round, but the force Nationality may not change.

This will be a de-escalation event. All forces must consist of a maximum of **ONE** Reinforced Platoon and no more than 14 order dice. Tank Platoons with a maximum armor of 7 will be allowed. NO Special Characters, No Planes from the PDF supplement.

The platoons in the force must be selected using the army list section of the main rule book, one of the Armies of xxxx books, or an Approved Generic list of a minor country that does not have an Armies of xxxx book. All lists must be a **generic platoon**, **No theater list**.

Approved Books/List:

- Armies of Germany, V2
- Armies of United States
- Armies of Great Britain
- Armies of the Soviet Union
- Armies of Imperial Japan
- Armies of France and the Allies
- Armies of Italy and the Axis
- Approved Generic list for Nations without a book:
- Australian Reinforced Platoon
- Chinese (Communist) Reinforced Platoon
- Chinese (Nationalist) Reinforced Platoon
- Chinese (Warlord) Reinforced Platoon
- French Late-War Reinforced Platoon

Twisted Lords Con Bolt Action Tournament 2021

2. GAME TIME

2hr30min Round 01, 2hr Round 02, 1hr30min Round 03, 1hr Round 04. Once time is up players will finish the current turn, and then the game ends automatically.

3. ARMY LIST

The players must have copies of their army list, Army list are due 19 JULY 21. 5 bonus TP for early list submissions.

List submissions will be submitted by sending to raidersfan26@hotmail.com

4. TOURNAMENT POINTS (TP)

Victory is calculated as described in the Scenarios being played and Tournament points are awarded for victories, defeats and draws as shown below:

Result	Tournament Points
Victory/Loss	20 TP / 0 TP
Draw	10 TP / 10 TP

From the second round, players will be paired using a Swiss system (i.e., matching players on the same number of TPs, in descending order).

5. WINNING THE TOURNAMENT

The winner is determined at the end of the last round, according to the following criteria:

- The player with the most TP will be the winner.
- In case of same TP at the top, the winner will be the player with the highest Casualty points total.
- Sportsmanship, Painting, and theme will also factor into a separate overall score.

For any questions email Jay Casper at raidersfan26@hotmail.com



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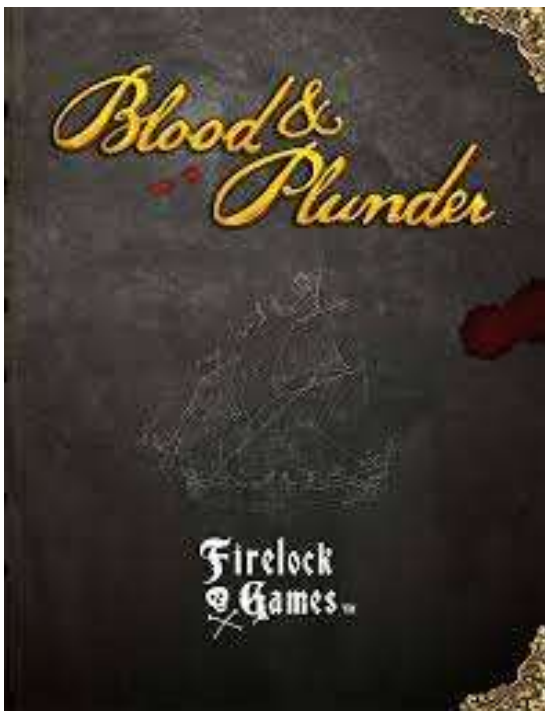
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Get current updates on new products and games, find out what events Warlord Games is attending and sponsoring. You can also ask questions and provide comments during the broadcast. Jon spends about 20-30 minutes discussing all things Warlord Games.

Day: Every Wednesday

Time: 1100

See you there!!



Blood & Plunder Gaming

By Charles Ray

Blood and Plunder Campaign in San Antonio!

On Saturday 2/13, [Sara Rosado](#)'s Pirates engaged my French Buccaneers in search and recover.





Honestly, we forgot to take pictures till the very end. Sara's pirates managed to find the prize while taking moderate casualties and dealing damage to my captain, the smiling Frenchman "Jolly Jacque" Gusteau, with their light cannons;





The cannons damaged the rudder and caused a leak. Deciding to cut their losses my Buccaneers struck voluntarily leaving Sara's captain Cordila Black with the prize.



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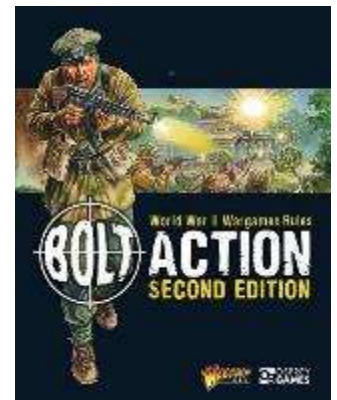
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Flames of War World War II

San Antonio,

Texas



By Chris Lisanti

WW II Wrap Up. Our first match pitted Nathanael's Soviet T-34 battalion attacking Art's German Grenadiers in the Bridgehead mission. It was a tough battle as grenadiers did not die easily.





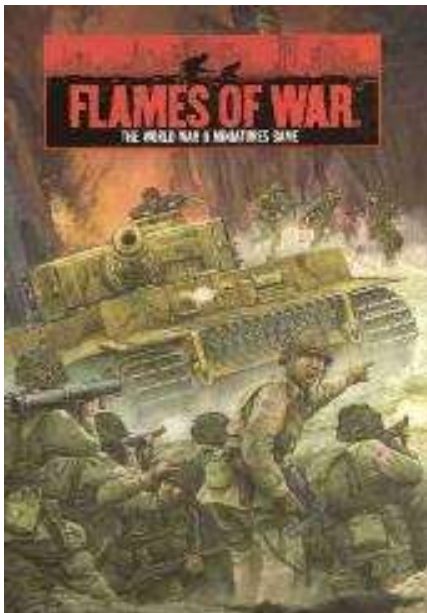
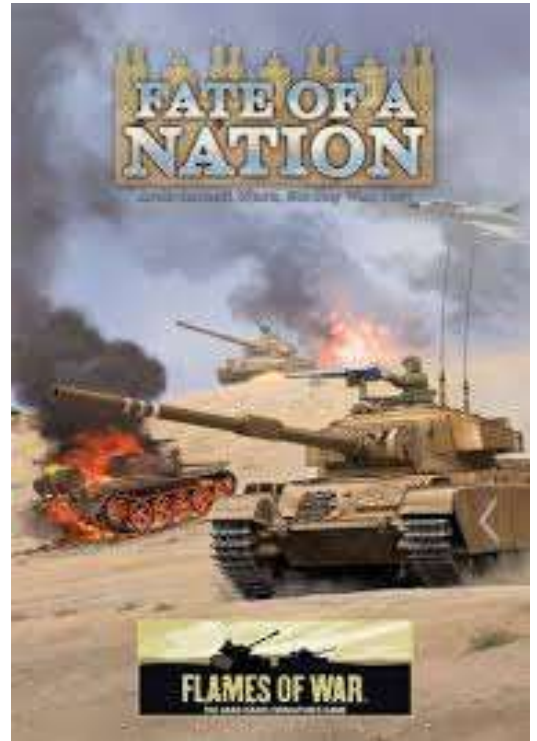
The two Tigers were not enough to take out the overwhelming Soviet armor and the tanks won the objective in the end.



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.



The second match saw Warren's US Army (Both Sherman and Armored Rifle companies) attack Chris' SS Panther company in the contact mission.





The Germans were at a disadvantage trying to hold on to two objectives with a single panzer grenadier platoon. The Germans did well losing no tanks and only two infantry stands up to the last turn when the beaten down infantry platoon with only a single bazooka team successfully assaulted the objective with the SS Tigers.





The tigers defensive fire killed two of the four stands, but the bazooka survived, hit the tiger, the tiger failed his save (rolled a 1), and then the SS Tigers failed to counterattack (rolled a 1 again). Good job on the Americans. Next week Team Yankee/WWIII.



See you next month

– *Chris Lisanti*



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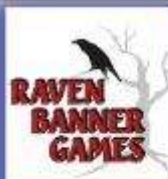
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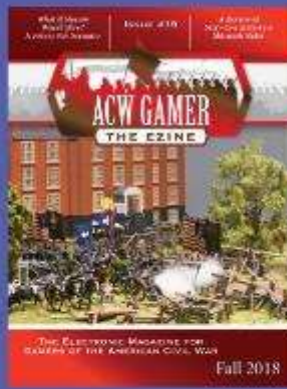
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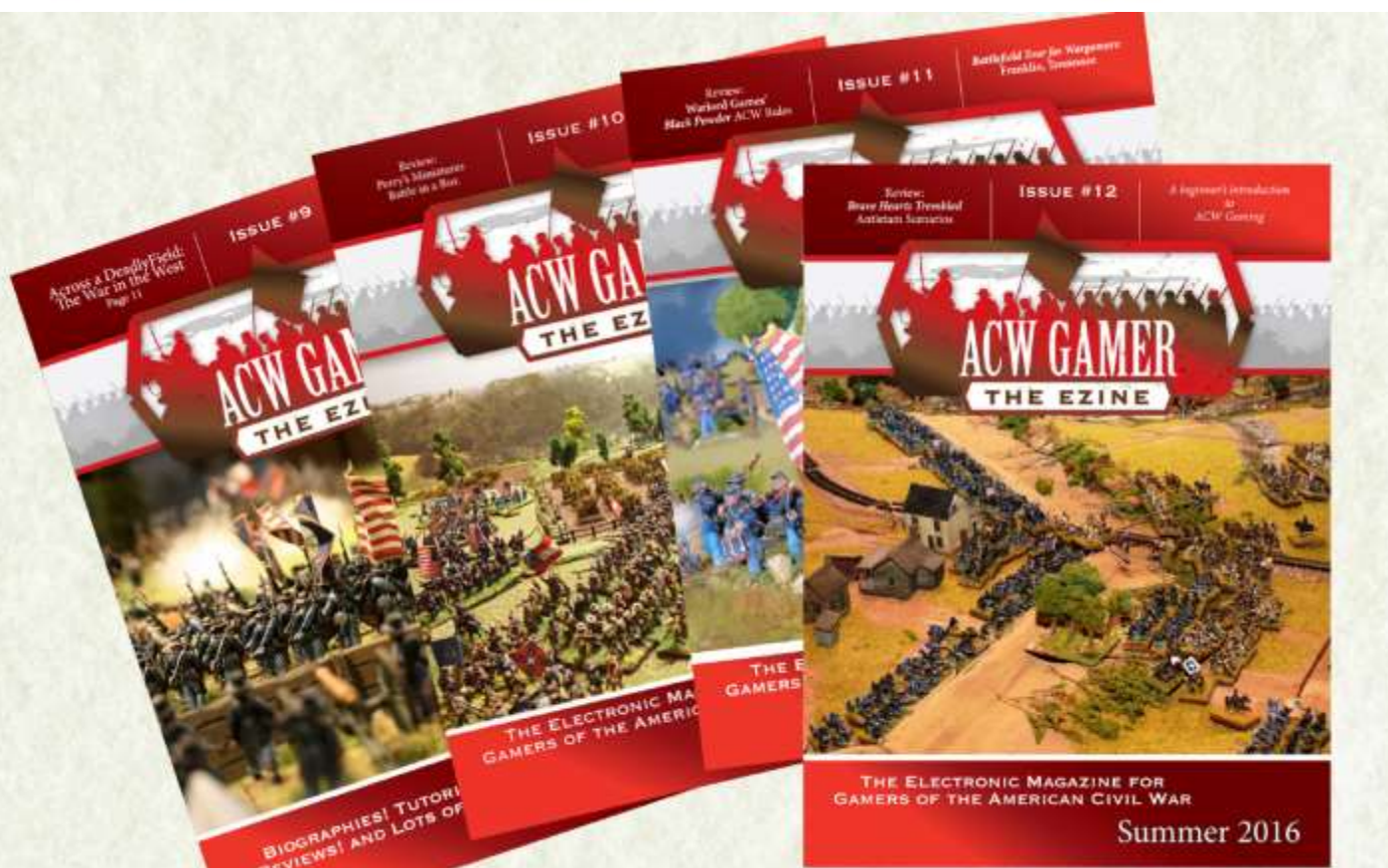
*Miniatures and photo
by Paulalba*

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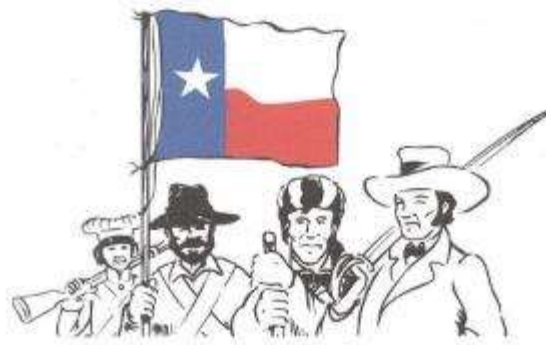
Figures painted by Rob Rhodes

28mm American Civil War

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Contact Charlie Torok (LSHM President) at:
torok@hotmail.com



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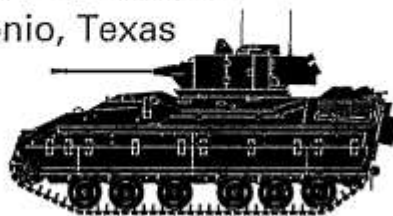
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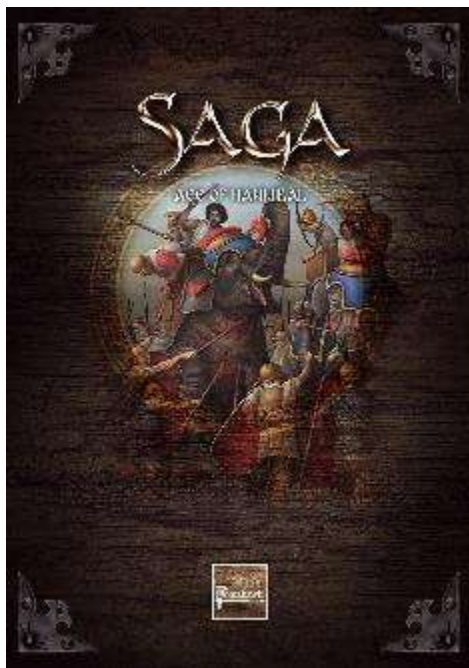
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Contact Charlie Torok:
torokc@hotmail.com



The Texas MESBG Group

By Misha Stouklov

I had a Fun game with [Greg Salvador](#) yesterday! We Played Storm the Camp with Ugluk's scouts vs. Mordor's Ringwraiths.





The Dark Marshall got a lucky Black Dart off turn 2 killing Ugluk instantly... but once the Mordor force got into combat their luck ran out.





With a combination of higher fight value, a banner, and a base strength of 4, the Isengard scouts ended up crushing the Morranon Orcs in combat.

The game ended as a tie, since Mordor killed Isengard's Warlord, but Isengard managed to capture Mordor's camp. 3-3 victory points.



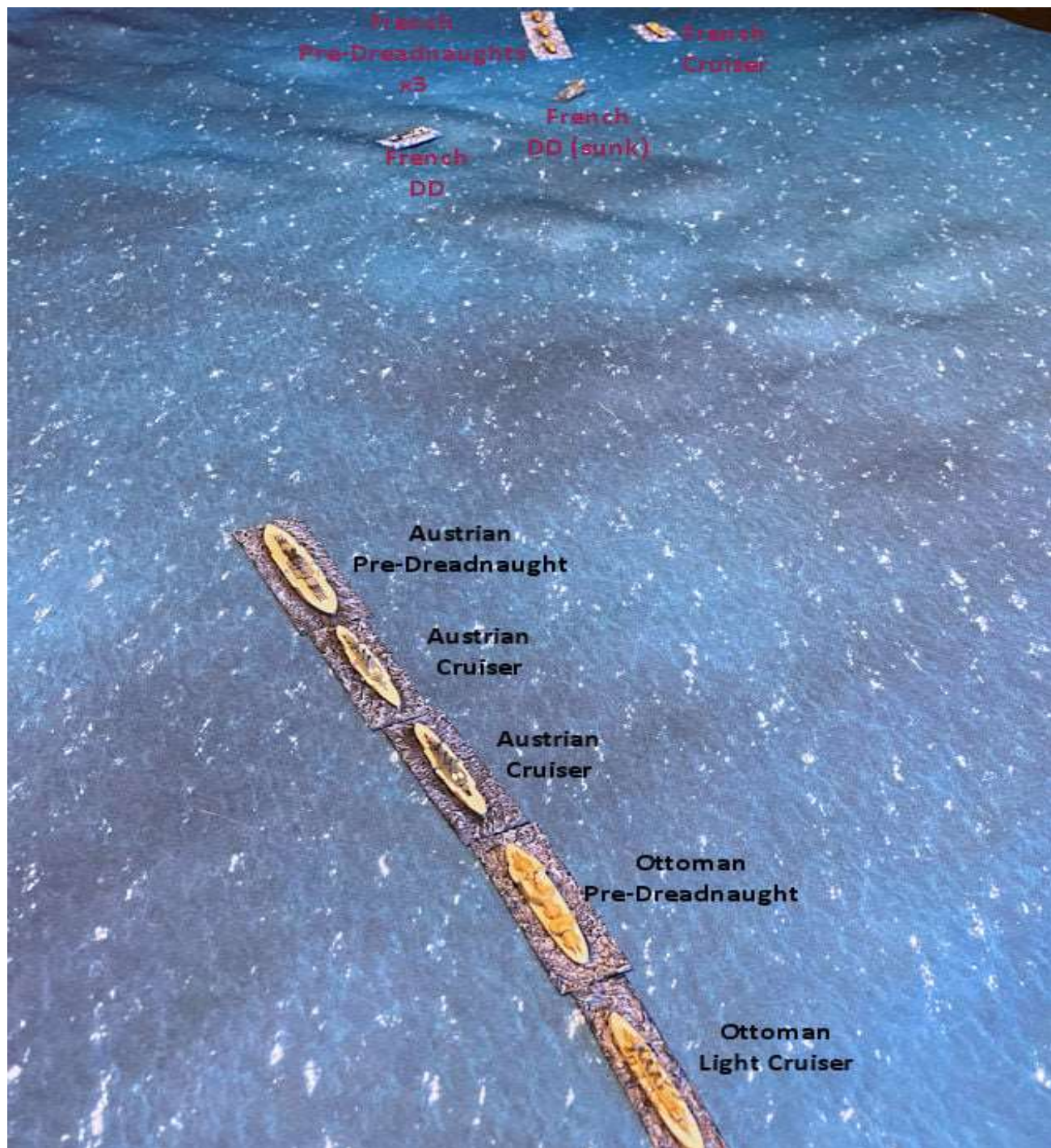
Victory at Sea Game Report

By Dave Bennett

Many moons have passed over the mountain since my last battle report thanks to the pandemic. Finally got in a game of Victory at Sea - Age of Dreadnaughts. Sadly, Warlords release of the new rules for Victory at Sea has slipped to March 23rd due to issues with the printer. This was a very ahistorical WWI battle using some rarely used ships. A squadron of French pre-dreadnaughts got into a fight with a mixed task force of Austrian and Turkish warships (all ships from Panzerschiffes).



The French advanced immediately following their destroyers who were hell bent on making a torpedo attack. The Austro-Turks realized very quickly that the French pre-dreadnaughts were very heavily armored but were slow with short ranged guns.



The cruisers in the squadron made quick work of the French destroyers and the Austro-Turks used their superior speed to keep most of the French guns out of range as they slowly but surely scored hits on the French fleet.

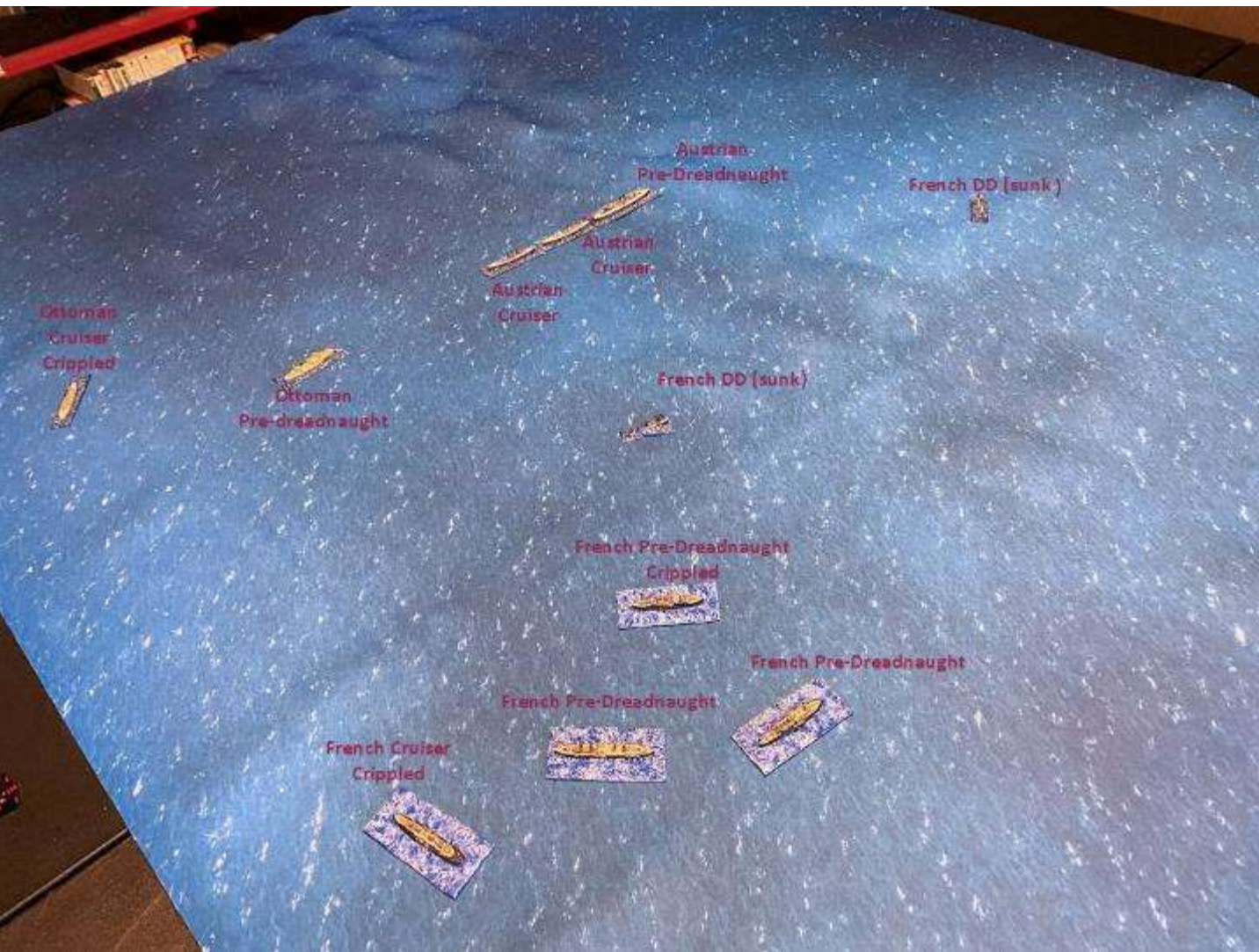
French DD (sunk)



French DD (sunk)



The French died the death of a thousand cuts as the long range gunnery slowly took its toll on their fleet. The French eventually broke off after one of the pre-dreadnaughts and the French cruiser became crippled and one of the other pre-dreadnaughts was heavily damaged.



The Ottoman cruiser was crippled but the rest of the Austro-Turkish fleet suffered only light damage.

Dave Bennett

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Gaming Projects around Texas



[Michael Wikan](#)

Here are some examples of test prints for FoW - I'm Pretty impressed with the meshes.



A pair of late war Sdkfz 234/4 with 7.5cm guns in 15mm fresh out of the printer. I think I will do a pair with the short 7.5cm as well.



Alan Spencer

Here is one of my 6mm Stuka for Rommel. While "air support" is an operations thing, I have seen some nice "home brew" house rules for air support, so have a few aircraft for that I'm getting done.



While my 28mm brits are drying from their primer, decided to paint up a 6mm Stuka for Rommel. While "air support" is an operations thing, I have seen some nice "home brew" house rules for air support, so have a few aircraft for that I'm getting done.

[Alec Aaron](#)

Here is my first man for Frostgrave done.



[Adam Rios](#)

Time for a Hot Dog Run!



[Alan Spencer](#) Finally my Pyrrhic Army project is done!!!!



I Got another group finished. Starting to look like armies for Wellesley in India.

[Bryce Pearcy](#)



Persian Immortals for Mortal Gods. Bases in progress

[Tom Castanos](#)



[Benjamin Earnest](#)

Now that I've gotten them based, I can show off some of [Alan Spencer](#)'s latest work for my 15mm American Revolutionary War project! Queen's Rangers and skirmishing British redcoats in round hats!

And, to prove that I can and do paint models too, some British regulars of my own, the 62nd Regiment of Foot! Almost done but still in progress)



Ricky Moore

I Finished my M7 Priest that will provide support for my US Airborne troops.



My Fallschirmjager have a transport. Still trying to figure out how to put in the front bumpers.



Joe Shaughnessy

Here are My first two bases for a 28mm Roman Early Imperial army. 3d printed from the March to Hell: Rome kickstarter on a Prusa Mini fdm printer. I typically collect and build Rome's enemies but I already have Celts which were the other half of the release so I decided to build the Romans. Stretch goals included Germans, Carthage, Sassanids and Repub Romans which is more in my wheelhouse. Also an arena with gladiators and civilians. My printers will be working overtime.



[Peter Flynn](#)

The last French regiment for the
Louis XIV collection

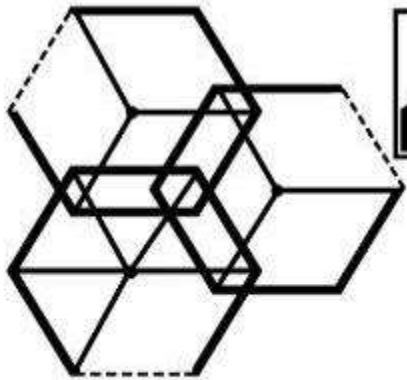




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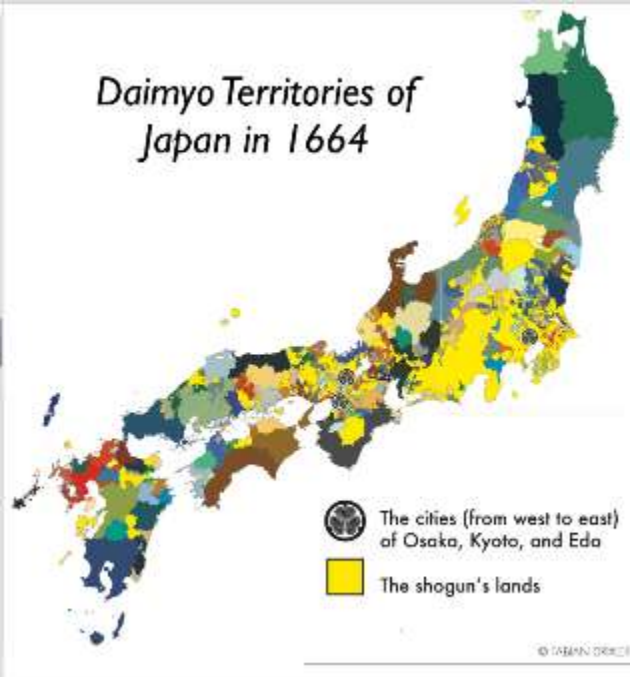


SAILS OF GLORY
AMERICAN WAR

**WINGS
GLORY**

Japanese Samurai Game

By Nathaniel Weber



I played a both-sides-solo game of 1500s Sengoku era Japan today. This is the first full game I have played with these minis and it was a blast.





Takeda raiders tried to knock out a Uesugi supply depot. They failed but casualties were heavy on both sides.





The highlights of the game were the Takeda commander being hauled off his horse and killed by 3 enemy Ashigaru (he took one with him though) and a running melee between 4 samurai and 15 Takeda ashigaru that lasted the whole game.

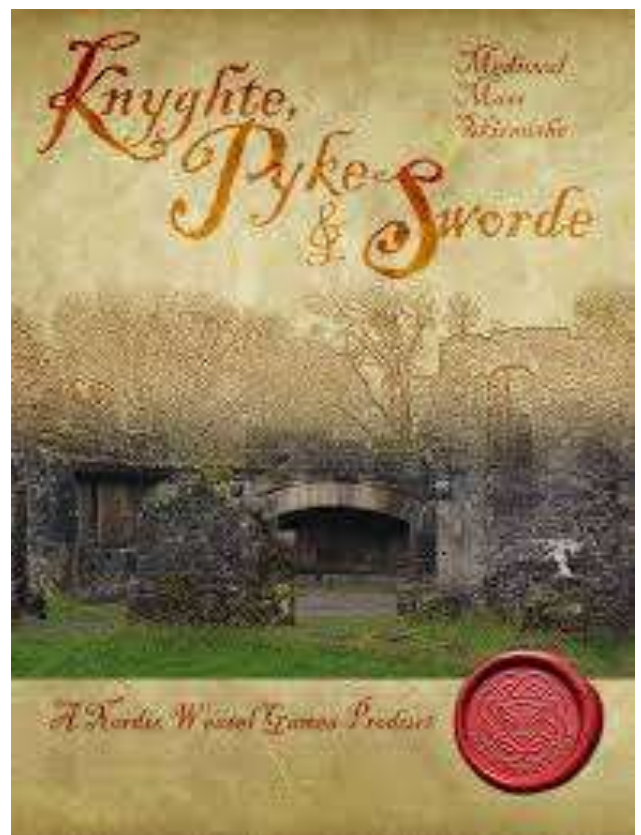




Rules used were modifications to Knyghte Pyke and Sworde, available on Wargames Vault.

Watch for this game to be played at MillenniumCon this November – I am looking at a number of games to run at the convention, this might just be one of those games!!

Nathaniel Weber





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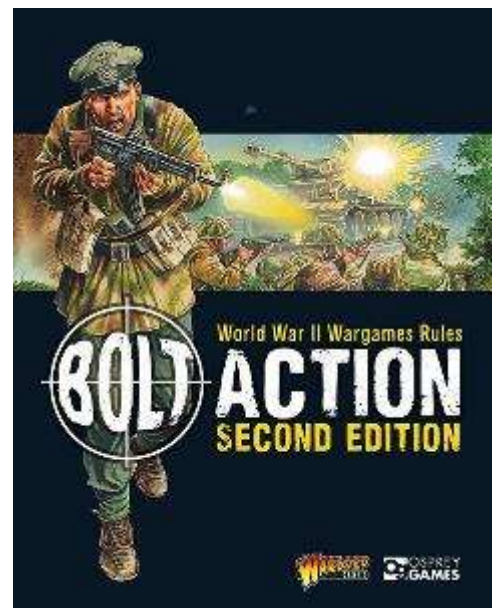


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Gaming Projects

What I did during the
BIG STORM of 2021!

By Charlie Torok



I took full advantage of four days with no electricity or water to do what – work on my painting by sunlight skills!!! I have had some Warlord Games Imperial Romans (28mm plastics) sitting around for a few years. A while back I decided to go with Republican Romans and the Punic Wars – so these have been in storage for some time.



These plastic kits required a little building but not as much as many of the plastic figures out there. I needed to add the weapon arm (sword or spear) and the heads. I mounted each figure on a 20mm square base. I had enough legionnaires to build 6 units of 24 figures.



Here is one of the 6 standard units including a commander, banner and musician.

I did not have enough shields so I printed off the shield design, glued it to some cardboard, bended the shield, and finally painted the back in a metallic finish.

These painted up very fast, I had a great little assembly line going. I sat at the kitchen table with plenty of sunlight



Unit number 2 with blue shields.

Once completed I finished off the units with Army Painter dark tone , leaving them very shiny overnight, I then dull coated them for the final finish – a great sealant.

Once they had dried I grassed the bases and attached them to sticks for ease of display.

I added a heavy cavalry unit and command stand. Once finished I will have 2 identical forces – a total of 144 foot, 16 cavalry and 2 commands – I found a ballista in my box that I may add to one of the forces – as a bonus.



The third unit of infantry.



The heavy horse



Here is the command stand with a mounted leader and Signum bearer.



I'm finishing up the second group – hope to finish this project in early March and then sell it – either both groups together or separate, if you are interested let me know.

Charlie Torok



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