

The Lone Star Dispatch

April 2021

2021 LSHM Officers

| | | |
|-----------------|------------------------------------------------------------------------|----------------|
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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 April and Springtime in Texas. We can only hope that we are beginning to see the return to some sort of normalcy after a very tough year+ of COVID.

I am starting to see and hear about more face to face gaming. I actually played my first tabletop game in over a year a few weeks back when my good friend Rob Gravener and I met up in his garage for a game of Bolt Action. I did not ever care that he won!!! (see inside the newsletter for the game report).

We all would love to hear your plans for 2021 – what projects you are working on, what games you plan to play, and if you have any big projects planned for the future.

Good news on the convention front – we have already started planning for MillenniumCon 11-14 November in Round Rock Texas – we are updated the website so take a look. We will begin signing up vendors soon and Game Masters in the July timeframe. Now is a good time to start planning the game you want to run. Watch the newsletter and LSHM face-book page for information.

Have a great early Spring – keep in touch,

Charlie Torok

ALAMO 2021

By Dennis Castillo



hey Charles, sorry for the late reply, the game went very well and ended up in a pretty much historical outcome despite the Texans starting with the worst possible start up. First Jim Bowie was already deceased which denied the defenders an extra leader and the defenders were completely unprepared due somewhat to the late fandango the night before.





The story of the Alamo model:

The Alamo model was saved from the trash heap, when we were told by one of the Fort Sam Houston Museum patrons. The museum was moving buildings and planned to throw out this model, when I was told me and a friend went over and took it home. Dennis was generous enough to take possession. The original model was one piece, Dennis and Johnny cut it up into more transportable and storable pieces. This is the model today.

So with all the advantages given to them the Mexican troops chose the bloodiest route and managed to gain a marginal draw due to another unlucky major morale check by the defenders. So it was said "it was but a small affair". We had a good time and I have been wanting to get a AAR out with some more pictures.





The participants were John Rodriguez, Thom Crawford, Fred Grillo, Bob Williams and myself. We could have used more help to push things around but things worked out well as we had a dry run of the rules such a couple of weeks prior. We are currently involved in some quick British colonial campaigns and we should be wrapping up a Zulu war battle this Saturday at Meeple.





We are using Osperys The Me Who Would Be Kings. The next campaign will be the colonial involvement in the Sudan. If anyone else is interested we welcome the players.

Dennis

Watch for the Alamo game to be played at MillenniumCon this year, also again in March 2022.



April 2021 membership report

Welcome to our newest members in LSHM

| | | |
|---------|-----------|-------------------------|
| Lance | Pattist | |
| Josh | Jennings | Round Rock |
| Mark | Bane | Austin |
| Anthony | Rodgers | |
| Kalissa | Skibicki | The Fighting Kentuckian |
| Carter | Hogg | DFW |
| Kevin | Evans | Killeen / Fort Hood |
| Dillon | Schaevitz | DFW |
| Matthew | Brewer | College Station |
| Jamie | Mott | DFW |
| Stephen | Davila | DFW |
| Joshua | Malmberg | DFW |
| Gus | Asensio | Calgary, Canada |
| Matthew | Dec | |



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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 873 this month!!



Monthly Bolt Action Tournament



17

SATURDAY, APRIL 17, 2021 AT 9 AM CDT – 5 PM CDT

Monthly Bolt Action Event

Free · Heroes' Retreat - Gaming Lounge

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

Scenarios out of the rulebook

- Meeting Engagement (pg 135 basic rulebook)
- Demolition (pg 139)
- Key Positions (pg 136)

Prize support value will be \$10 per player based on participation. So more players will equal more prizes

Winner will get a choice of Warlords games product \$50

Event by Heroes' Retreat - Gaming Lounge

Heroes' Retreat - Gaming Lounge

Saturday, April 17, 2021 at 9 AM CDT – 5 PM CDT

Price: Free · Duration: 8 hr

Public · Anyone on or off Facebook

Bolt Action Tournament

14 slots available

\$10 entry fee

1000 points

1 platoon either from the basic rulebook or your armies book platoon (no tank platoons)

Must have your books.

Not Era specific - this first one, maybe later.

Dice roll at 10.

Contact Mike Blanton at:
magnusblanton@gmail.com

Conventions and Events Calendar

Update - April 2021

2021 Events

~~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/>

TWISTED-LORDS CON 23-25 Jul **As Scheduled**

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

Contact: Jon Russell jwrintampa@hotmail.com

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

CONSIM WORLD EXPO 2021 28 Aug - 4 Sep **As Scheduled**

Tempe Mission Palms - Tempe, AZ

Contact: kranz@consimworld.com

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



REAPERCON 2021 2-5 Sep As Scheduled

Embassy Suites - Denton Convention Center - Denton, TX

Contact: questions@reapercon.com

<https://reapercon.com/>



REAPERCON
MINIATURES • GAMING • FUN

GENCON 2021 16-19 Sep As Scheduled - Date Change

Indiana Convention Center - Indianapolis, IN

Contact:

<http://www.gencon.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 Pending

Grapevine Civic Center - Grapevine, TX

Contact: Jamie Matthews lonestargameexpo@gmail.com

<http://lonestargameexpo.com>

HISTORICON 2021 11-14 Nov As Scheduled - Date Change

Valley Forge Casino Resort - King of Prussia, PA

Contact: Joby Miller director@historicon.org

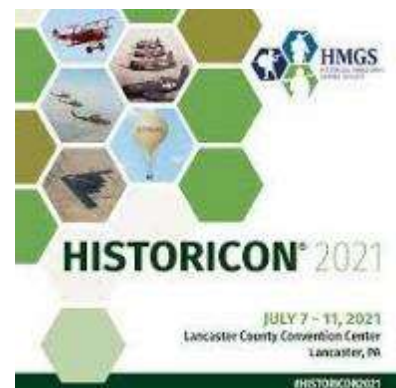
<http://www.hmgs.org>

FALL-IN 2021 11-14 Nov Cancelled

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>

2022 Events

ADEPTICON 2022 23-27 Mar 2022 **As Scheduled**

Renaissance Schaumburg Convention Center Hotel - Schaumburg, IL

Contact: info@adepticon.org

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



11 - 14 November 2021

MILLENNIUMCON 2021

Texas' largest War-Gaming Convention

Round Rock, Texas

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



Key Dates:

- April-June Vendor registration
- July-September Game Master registration
- October Player registration



Wingate Hotel & Conference Center
1209 North Interstate Highway 35
Round Rock, TX 78664

Website: <http://wingateroundrock.com/>

Reservations: **512-341-7000**

Discounted Room Rate "MillenniumCon"

Featuring:

- Texas Bolt Action Championship
- Texas Flames of War WWII
- Team Yankee tournament
- Texas SAGA Championship
- Texas Middle Earth Strategy Battle Game tournament
- Victory in the Pacific tournament
- Historical / Fantasy / Sci-Fi tabletop gaming
- Board gaming

- 400+ attendace
- 100+ other games
- 20+ vendors

TWISTED LORDS.CON

TWISTERCON & WARLORD GAMES

WWW.TWISTEDLORDS.CON.COM

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



PortsmouthTM
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



1st Annual Heart of Texas Wargamers Pirate Regatta BLOODY BROADSIDES



Arrrggh, Ya scurvy knaves! Think you have what it takes to raise the auld pirate mug? There will be glory and booty awaiting the crew and captain who can best the Caribbean Seas against other Brethen of the Coast. Are ye a sharp cutlass, or a bilge rat?

Where: The Game Closet, 4008 Bosque Blvd, Waco TX

When: Sunday, April 18, 1pm.

Rules: Bloody Broadships with special event rules.

Models: You may bring your own single-decker ship or use one provided.



Heart of Texas Wargers is a local Waco/Temple/Killeen chapter club of Lone Star Historical Miniatures.





*Your home for games in Central Texas!
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and much more!

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Gaming for all ages and groups!!



Proud to support LSHM gaming!



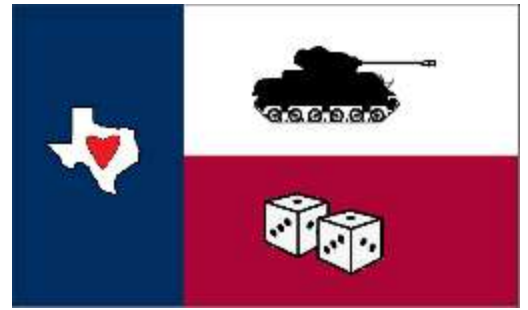
**Support local Hobby / Game shops
- They need you now more than ever!!:**

If you live in or near
Waco contact Richard
today!!

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



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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Located in: [West Anderson Plaza](#)

[Address](#): West Anderson Plaza,
2438 W Anderson Ln B1, Austin,
TX 78757

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

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



News from the Master Hobbyist:

All Things Wargaming!

“The Rat Palace” Red Oak TX,

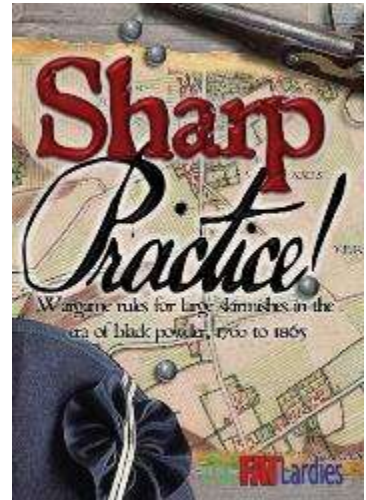
54mm Gaming

Battle for Miller’s Tollhouse

A Sharps Practice solo game

By Steve Miller

By Steve Miller



Wargaming during the time of the Great Plague is problematic at best. My spouse’s cancer precludes me from hosting games as she is immunocompromised. So the next best thing is to play one of my favorite rules sets, Sharp Practice2 solo. Here’s a brief battle report. Refer to FB Lone Star Historical Miniatures page for a complete gallery.

I’m playing Sharp Practice in 54mm. The visuals and feel of the game are magnified by using 54mm miniatures. One does not “need” 54mm figures to play, use the collections you have. The rules are great!

A couple of Lardies’ conventions are games are similar to books in that turns are described as chapters. References to chapters will be references to turns. Lardies’ rules are based upon “friction”; how units react to stressors, casualties and heavy fire. This is called “shock” in Sharp Practice2. Units that accumulate shock perform at lower levels, ultimately leaving the field when they accrue double the shock versus figures currently in the unit. This is unique in games and is a system utilized by most, if not all Lardies’ rules. It may be unappealing for some but is very appealing to me.

Too Fat Lardies produces a really cool set of campaign rules called “Dawns and Departures”. It can be used for most if not all gaming; solo, multiple player and cooperative play. It is period agnostic and sets out formats for narrative and ladder campaigns. I chose a ladder campaign as I’m too lazy to do any RPG’ing involved in narrative campaigns. This book is a stand-alone publication but not required to play any facet of Sharp Practice2.

This is battle #1 in a 6 battle ladder campaign. The Rebels have retreated to the old town of Bolton somewhere in the Northeast to gather men, supplies and provisions for the late spring/summer campaign season. Miller is the toll master of the King’s highway and rumored to be the spymaster for the region. The British objectives are to seize the Tollhouse, capture Miller and roll the net of spies for the King’s justice. The Rebel’s objectives are to stop the British from seizing the Tollhouse, keep Miller a free man and maintain the secrecy of the spy network for General Washington.

Forces:

British:

1-Status III, Major Fruitbat-Smythe

Knyphausen Fusiliers (Hessians)

British Regulars

2-Status II, Capt. Satriano

British Light Infantry A

British Light Infantry B

3-Status I, Lt. Von Scheisskopf

Detachment-Tarleton's Legion (Tories)

Sundry Rebels:

1-Status II, Col. Richard Head

State Line-New Jersey

State Line-U.S. Marines

2-Status II, Major Hampton-Prouse

Rebel Militia A

Rebel Militia B

3-Status I, Lt. Kilraine

Rebel Skirmishers (6 figs)

4-Status I, Sgt "Big" Mack McNutt

Rebel Skirmishers (6 figs)



Pregame Force Morale: Modified 1D6

British: 11

Rebels: 9



Chapter 1-Initial phases

Chapter 1 was a bit nondramatic with movement onto table. Big McNutt got "barged over" by his unit and went down like a sack of potatoes. Tarleton's Rangers get a "step out" result and move smartly into the copse on the British left flank. Rebel State Line troops move to the center of the table as a ready reserve.

Chapter 2-Kicking it off!

Major Fruitbat-Smythe steps in horse @#St while remounting his horse. His men snicker because he loses a status (a command point) until he can wash it off. The British brought no water other than what they had in their canteens expecting a fresh supply at the Tollhouse. It's a long way to the Tollhouse. The Major definitely carries a stench with him. Light troops move in concert with the main body finding no resistance from the amateurish Rebels. One enterprising NCO wanted to "test his Brown Bess" and shot one of the guardhouse guards down. The shot resounded throughout the battlefield. His officer hit him between the shoulders with the flat of his sword...."the damnable loot is in the Tollhouse, you silly nit". Big McNutt orders his militia skirmishers into the yard. They can see the redcoated Light Infantry advancing across the wheatfield. Out of range, they can only watch as the British advance.

Chapter 3-Spitting Feathers!

Both sides continue their general advance. The Rebels get to the relative safety of the walls surrounding the yard and the fencing surrounding the guardhouse. The wood edge is occupied by a militia line unit; Tarleton's Rangers put fire on the unit causing no casualties but adding shock. The grind has begun!

Three blue flags are pulled in a row. This causes a random event in Sharp Practice2. The event rolled was "Spitting Feathers!" The result is a -1 pip to the dice to

move until a water source is found or a water cart is brought forward. There are no water carts for my 54mm collection and the water source is "suspect" according to the Tollmaster..."giving the flux to a couple of Yankee traders". The militia leader grouses with an expletive while his troopers go thirsty. Such is war!

On the left flank, British Lights put effective fire onto the Militia skirmishing unit; causing multiple casualties and shock. The unit only has 6 figures so must be used judiciously as double



shock vs. number of figures=retreat. The Rebel commander cast the dice and goes down wounded. It's not looking very good on the left as the British continue their rapid advance.

Chapter 4: Nothing to see here, sir!

Very little action but shock is starting to accumulate on both sides. Instead of giving movement or fire orders, the officers are utilizing their status points to remove points of shock. Points of shock reduce firing and melee effectiveness. It's always better to be a little proactive rather than picking up a unit then losing points in Force Morale because one is headstrong.

Chapter 5: Damn..."it's smoky up here sir!"



Three blue flags are drawn again and a random result is generated. It's smoke from musketry. It's a double edged sword, a minus to hit and a minus to shoot. The Lardies ensure equity in most things! Equal opportunity for non-casualties. The shock mounts up. A militia unit is forced to step back in response. Their officer can only remove two shocks per turn. They accrued 3 shocks from Tarleton's fire. It's not a good exchange for the militia.

Chapter 6-“Damp Squib....hang the quartermaster!”

Three red flags drawn in succession=a random event. “Damp Squib” (damp powder for the Light Infantry). The lights can only fire at ½ strength. It proves to be a non issue as Capt. Satriano gathers up his gaiters and charges the Rebel skirmishers. The Rebel skirmishers attempt to evade but get caught with their backsides hanging out and destroyed. I rolled high on the bad things happen table and two Force Morale points to the left. Their commander was attached and swept away as well. Again I rolled high and the Force Morale chart went down. The Rebels were getting a bit anxious.



Chapter 7-Positives and Negatives



This chapter was short and sweet (if one was the British player). The Kyphausen Fusiliers (Hessians) “got their dander up” and charged the ½ strength Militia unit at the guardhouse. The Congress neglected to give bayonets to the militia so laying on with musket butts was the order of the day. The Fusiliers made short work of the militia. Casualties and accrued shock routed the unit. Their officer was attached as well and was swept away in the confusion. Rebel Force Morale is getting critical plus command flags were taken away at the same time. This is another

Lardy convention that represents the friction of commanding a group that is suffering bad things happening to them. The whole idea is to put casualties onto the unit and knock Force Morale down to a critical point. That’s the difference in a Lard game and other systems I’ve played over the years. Sharp Practice simplifies the action!

The last event to happen was that Capt. Satriano twists his ankle crossing the stone wall (klutz)and ends up with a -1 pip on his movement dice for the rest of the action. You may scoff at this result but it makes an impact early or at mid-game if one’s unit cannot move at full speed. Light infantry move at 3D6. Now they move at 3D6-1 pip.

Chapter 8-Game Over, Man!

The British regulars put casualties and shock onto the US Marines. The Marines step back and the “Bad Things Happen” table consulted. The Rebel Force morale drops to 1. Major Fruitbat-Smythe allows the Rebels to withdraw from the field according to the rules of war. Tollmaster Miller is captured, put to the question and reveals documents implicating Benjamin Franklin’s complicity with the French and the locations of a local spy ring. The major shares the Tollmaster’s toll box with his officers and locates several kegs of rum for his victorious troops.



Mentioned in Dispatches: Capt. Satriano

“Capt. Satriano aggressively pursued Rebel skirmishing elements from the field giving the main body ample time and flank security to achieve the objective”.

I’m hoping all get a taste of Sharp Practice here. Sharp Practice is way more than just a skirmish game in competition with Black Powder for gaming the battles of the 18-19th centuries. Sharp Practice brings together a narrative feel through building characters, taking them through numerous actions and seeing where they go from battle to battle. The game flows as only a Lard game can flow with random events causing havoc and lots of laughter during games. Sharp Practice is a good vehicle for solo wargaming if one is so inclined. It is even better in a group setting. If you’ve not tried Sharp Practice, I highly recommend it. I had a blast with this solo effort!

Join Steve Miller at MillenniumCon [Texas’ largest historical miniature table top wargame convention] In November as he presents a Number of classic games





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2021 Membership Drive

We continue to offer membership for those who have not renewed or became a member this past year. We will once again use this year's MillenniumCon to get everyone signed up. You can use three methods to join this year (paypal, check or cash).

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Ian Straus
Lone Star Historical Miniatures
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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

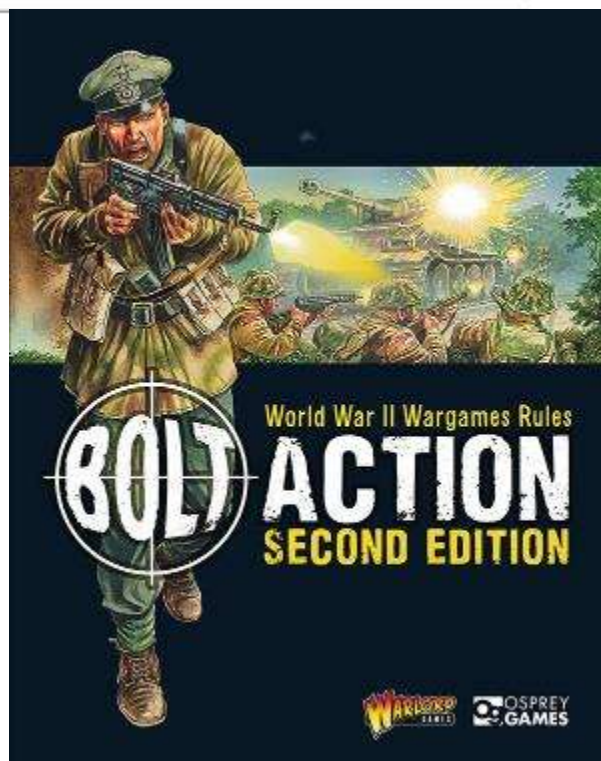
0800-1000 Round 02

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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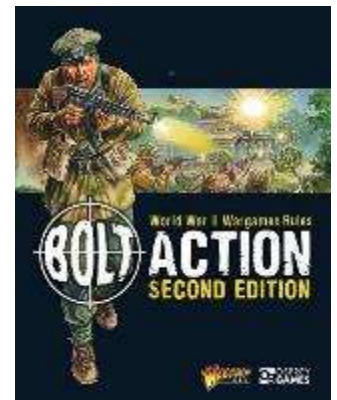
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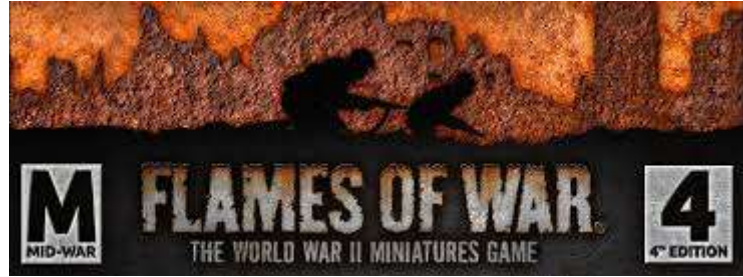
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Thursday Nights 6pm



1

THURSDAY AT 6 PM CDT

WW III Tabletop Gaming

Free · Multiverse Games - San Antonio



- Event by Christopher Lisanti and Lone Star Historical Miniatures - Official Group
- Multiverse Games - San Antonio
- Thursday at 6 PM CDT
45-70°F Mostly Sunny
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- Public · Anyone on or off Facebook

WW III tabletop gaming is a 15 mm scale game based on the Cold War going "hot" in the 1980s. Veterans should bring 100 point lists. New players always welcome. Masks still requi... [See More](#)

Flames of War World War II

San Antonio, Texas

By Chris Lisanti



Late War FOW wrap-up. We had two games and several spectators on Thursday night.





Our first match saw Warren's Tigers attack Leia's Soviet IS-2s in the Rearguard mission. The terrain was city fighting which made for an interesting match up between these two tank forces.







Through a variety of factors, Leia's Soviets came out with the victory in the end. The 2nd match was a blue on blue match envisioning Patton's desire to throw back the Soviets with Nathanael's Soviet Heavy Tank Battalion against Lane's American M4 Shermans.





Tough match with casualties on both sides but due to a small distance that the American infantry did not hold an objective but instead allowed the Soviet KVs to take the objective.





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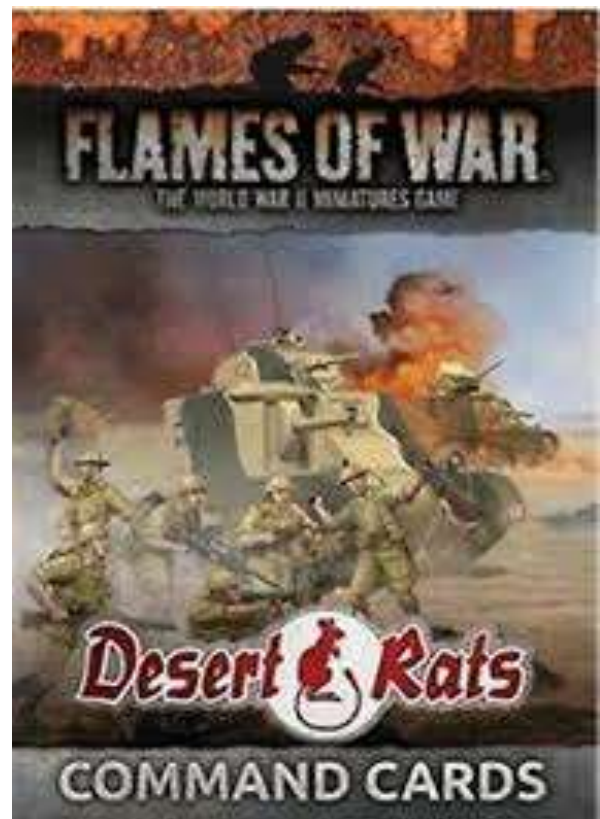
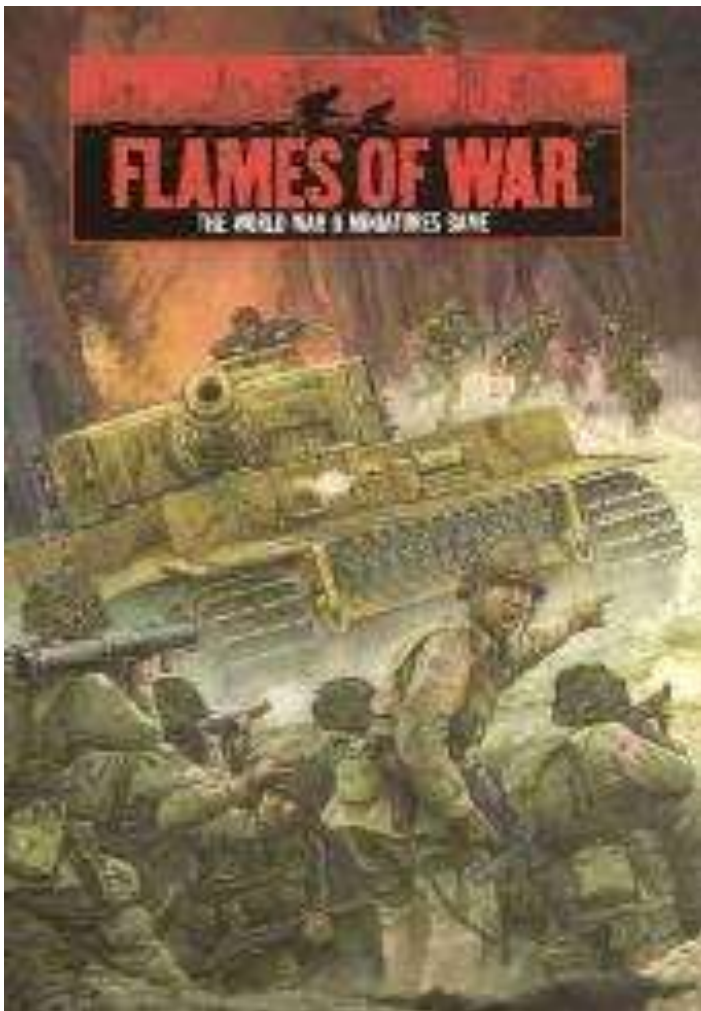
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We also had Ben and his brother Evan, Joe, Evan Hudec and Josh all coming by to shoot the breeze and check out the action. See everyone next week for Team Yankee/WW III.

**Join Chris and the FOW
Group Thursday nights at
Multiverse Games, SA 6pm**

See you next month

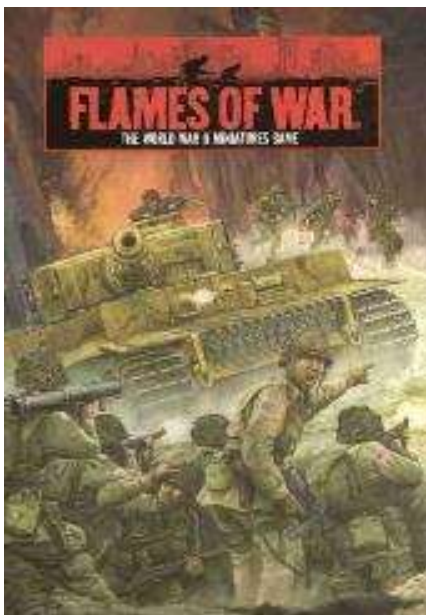
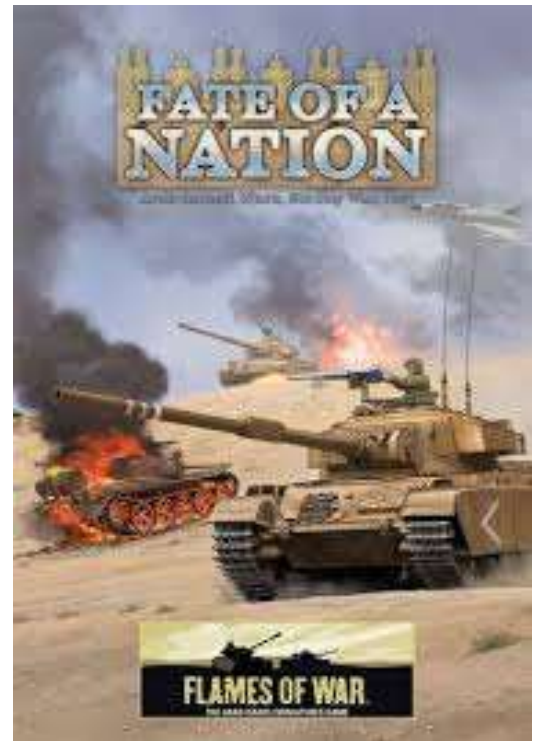
– *Chris Lisanti*



Flames of War San Antonio (FOWSA)

Thursday Night Club

Join Chris Lisanti and crew for some flames of War on Thursday nights at Multiverse Games in San Antonio. **The club meets around 6:00 pm** to play FOW WWII, Team Yankee and Fate of Nations Arab-Israeli War.



LSHM Team Yankee WWII

San Antonio, Texas

By Chris Lisanti



WW III Wrap Up. We had two battles last night. The first match up was between Chris' combined US Army and USMC force attacking Evan's Soviet Breakthrough Tank Battalion in the No Retreat mission (all the pics).





Although the Soviets got early reserves they ran into problems covering two objectives with a single infantry unit attempting to straddle the two.





The marine infantry platoons advanced towards both objectives with the left flank marines contesting the objective followed by fortunate shots scoring kills against the grenade launcher team following by a T-80 giving the objective over to a bloodied but victorious marine infantry.





Tough fighting on the right flank in a duel to the death involving 9 Pattons and 6 T-64s with the T-64s on the short end. 4 LAVs were absolutely impervious to BMP-2 fire while they systematically collapsed the right BMP flank. The 2nd game saw Warren's Soviet T-72 battalion attack Mark Reed's Polish infantry in the Dust Up mission.



The Poles had a good advantage in a large number of infantry and effective BMP and manned Sagger teams whittling down the T-72s although the Soviets managed to take out nearly all the T-55s. In the end, the Poles remained atop the objectives and victorious. Next week late war FOW WW II.



By
Chris Lisanti



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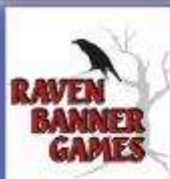
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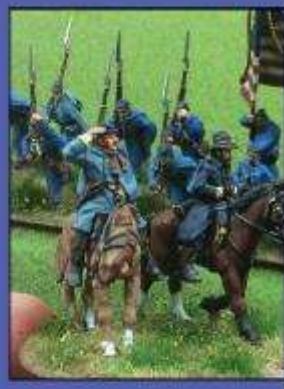
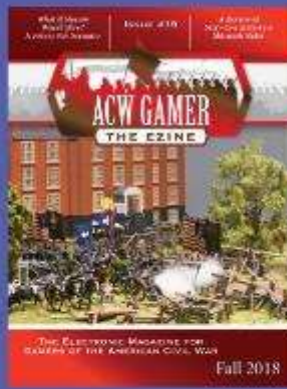
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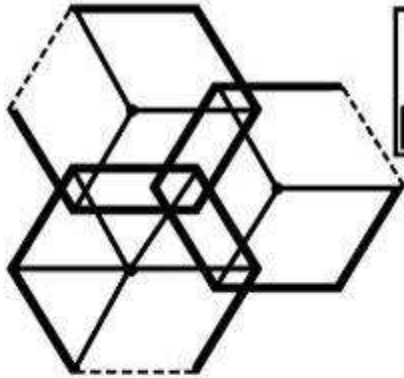
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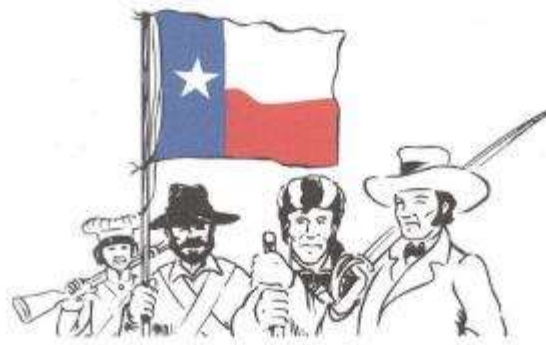
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Contact Charlie Torok (LSHM President) at:
torok@hotmail.com



**LSHM MillenniumCon
held every November in
Round Rock, Texas**



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

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

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



Gaming in Dallas / Fort Worth

By Scott Hendrickson

Black Powder Napoleonic – Demo Game at Texas Toy Soldier

We took a break from Friday Night Gates of Antares demos to run a little historical game. Originally, it was supposed to be a game of Pike & Shotte but the folks asked for the Napoleonic demo that I also had in the car, so a game of Black Powder – Albion Triumphant it is!

This is a small demo each side with 1 infantry brigade, ½ battery and the French have a standard sized regiment of Light Cavalry while the British have a small regiment of heavy dragoons.





The KGL has established themselves in a Blocking position, one battalion forward of the line behind a hedge and the cavalry in a safe space behind the small hill. Our French player decided to engage the KGL left with 1 battalion and use the Chasseurs to threaten any attempt to pull the British commander from shifting infantry over to support the hill. The French artillery is just out of picture range aiming at the KGL troops on the hill, intending to soften them up before the 3 attack columns launch the assault (yes I know French attack columns for most of the wars had Grenadiers to the right, but BP doesn't have that so I didn't want to confuse new players).



The French begin the advance to columns coming along at a steady pace, everyone following orders smartly in their desire to knock the British out of the town so they can enjoy the comforts inside. Fire on this first turn was long-range skirmish and cannon fire causing no damage to either side. Both commanders wishing that they had been given a full battery of artillery, but they will have to make do with what they got.



The French Colonel in charge decides they can't delay, so the pas de charge is ordered, and man was it ever the regiments in column receiving 3 moves so the lead battalion make contact with the second in support! The KGL battalion on the hill fires point blank as the French close in, 3 out of 4 dice hit the advancing column. However the French morale is very high today, all 3 hits are saved! In the French shooting phase, The battalion on the right continued the skirmish fire causing no damage. However the French Gunners managed to hit the KGL artillery! The KGL do not save and being only a ½ battery it only takes 1 hit to shake the battery, French spirits continue to rise. The assault is then fought, the French inflict 2 hits on the KGL to only 1 in reply. The French win this round but the KGL are made of iron they pass the break test and hold their ground the French commander can feel the KGL line will break and orders the column forward rather than form into line. *(In BP Napoleonic supplements there are some excellent rules to handle column vs line combat, in this instance the french won the combat and the assault can continue in column, getting the resultant bonus for attack column, even though the enemy holds their ground). In the KGL turn the British commander is quite nervous and makes an interesting set of commands, first the KGL battalion on the other side of the guns is wheeled inwards to fire on the supporting column. The battery is disordered and cannot pivot. The cavalry moved to opposite the French cavalry and set to reaction charge (another order from the Clash of Eagles supplement). This movement covers the KGL wheel from getting hit by the French cavalry. In the British shooting phase the sporting column is hit 4 times by the KGL (KGL get the First Fire special rule, allowing them 1 extra shooting die the first time they shoot). The 4 hits turn into a shaken French column as all 4 saves are failed, however the unit passes its break test.

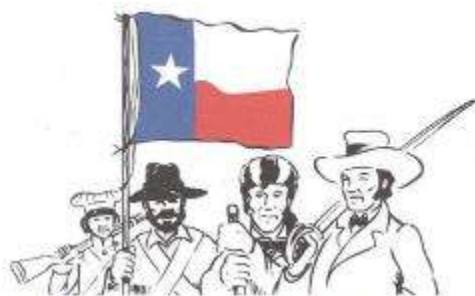
In the second round of melee the column and line fight to a draw, this forces the column to adopt line formation, and will no longer get that +1 save bonus. Fortunately the French player left enough space between columns for that deployment. Had he not then the column would have then been disordered for the remainder of the combat...

French turn 3 begins with the 3 column recovered from a previous bout of disorder and charge the remaining KGL battaillon on the right, hopng to break this unit and unlock the pathway to the village. They come in true French style, however this time the British chooses to utilize the other special rule for British infantry known as Steady Line, this rule allows the British to either (use the +1 to Hit for closing

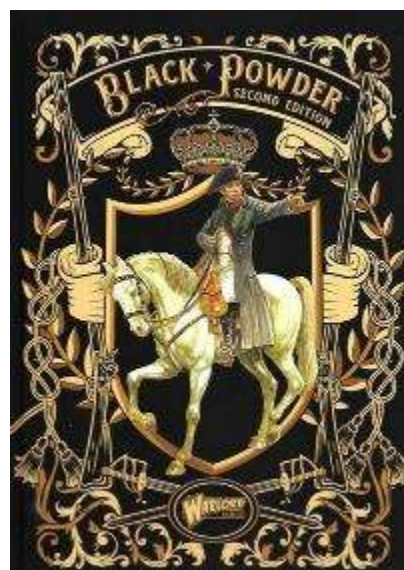
fire or can fire without the +1 and immediately countercharge (so both sides get the +1 for charging). Below we see the aftermath the French column was disordered and shaken and then recoiled from the aggressive KGL counterthrust.



On the British half of the turn with the hill holding and the center going well, the British counterattacked, the battalion in reserve went to double up on the French battalion stationed on the right flank, at the same time the 1st Royal Dragoons launched a charge at the infantry, hoping to force it into square and then be destroyed by the 2 battalions arrayed against it. However, the French Lt Cavalry was also on react orders and countercharged the dragoons. In the shooting step the French battalion did suffer a hit and were disordered but still holding. The dragoons in the center in the initial combat tied with 1 unsaved hit apiece, the French commander was joyous, he had a unit in support so he will win the combat and can possibly destroy the British cavalry. However, the British heavy cavalry get a bonus to their combat resolution base on a D3, the smile for the French became a frown as the British got all 3 combat res points, winning the combat forcing to french to retire and British cavalry in true Napoleonic style have to "Gallop at anything" and were therefore forced to hit the Chasseurs again, this time shaking them and forcing them off the table.



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On the hill this time the battle does not go well and the French column has smartly deployed and the point blank firefight was too much the KGL was pushed back and then eliminated the next round.



In the final British turn the Cavalry charged the French guns, taking them, although the French gunners did cause a casualty and put the cavalry at shaken.



The final action involved a charge by the KGL on the last French infantry battalion on their right, both sides caused enough damage to shake their opponent. At this point in the game, since it's a demo and I adjusted the normal victory conditions to be all units had to be broken or shaken. The French had reached that level, with the guns and cavalry gone and all 4 infantry shaken. The KGL lost 1 infantry battalion, cavalry and 1 other Infantry battalion shaken....





BRITISH VICTORY!

Scott Hendrickson regularly runs games at the Texas Toy Soldier store in The DFW Texas metroplex. He also runs games at Twisted-Lords Con in OKC in July and will be running a number of Warlord Games events at MillenniumCon Texas in November.

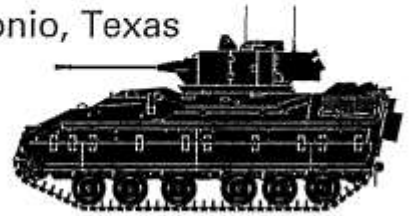
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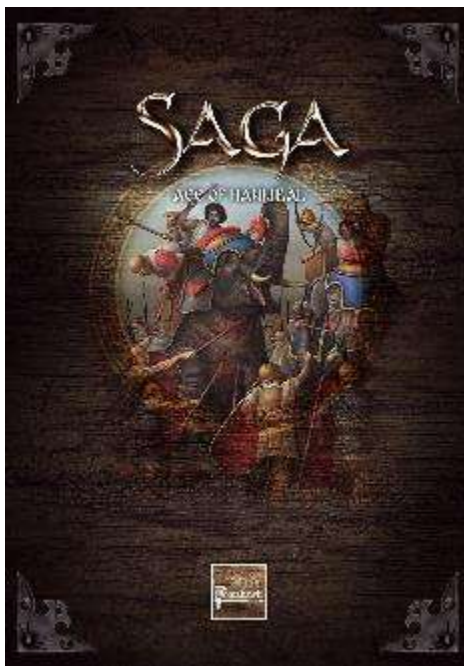
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**Contact Charlie Torok:
torokc@hotmail.com**



Gaming Projects around Texas



A monthly look at what members of LSHM are working on – hopefully many of these projects see the tabletop this year! These are just a few of the many great projects from Texas!

[Mike Gomez](#)

For my ACW project I wanted to try some Perry plastics, so I bought 4 boxes of Zouaves. I planted these up as the 1st Louisiana, the other 3 will be union regiments.



Mike Becker

"Battle Ready"
Elf Warriors of
Rivendell.



While not historical I love the Vietnam/Jungle Wars feel of
GW Catachan figures.



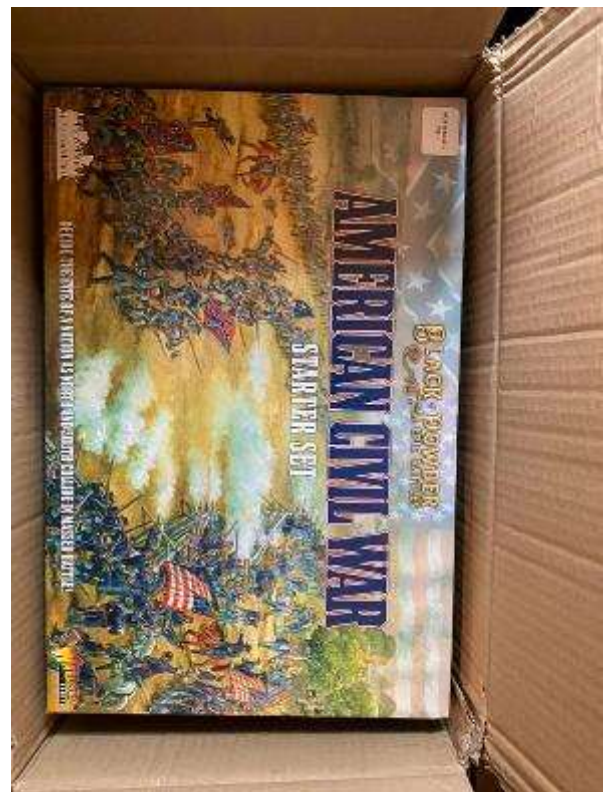
Frank Thompson

My new Soothsayer on her way to Frostgrave.



Casey Pittman

Anyone painting their Warlord ACW epic? If so, contrast paint is a life saver. 2,160 minis is gonna take awhile though! May take awhile for the south to rise again fantastic minis without a doubt



William Leaf

I Finished the first 3 MG teams and 3 Mortars. The US and German Infantry boxes arrived today, so I will start on them before finishing the rest of the MGs and Mortars.



Here are the Vehicles I printed for FOW while I wait for the Infantry to arrive. 1 Tiger and 2 of the M4s are from the Fury set. Everything else is 3D printed.





Scott K Hendrickson

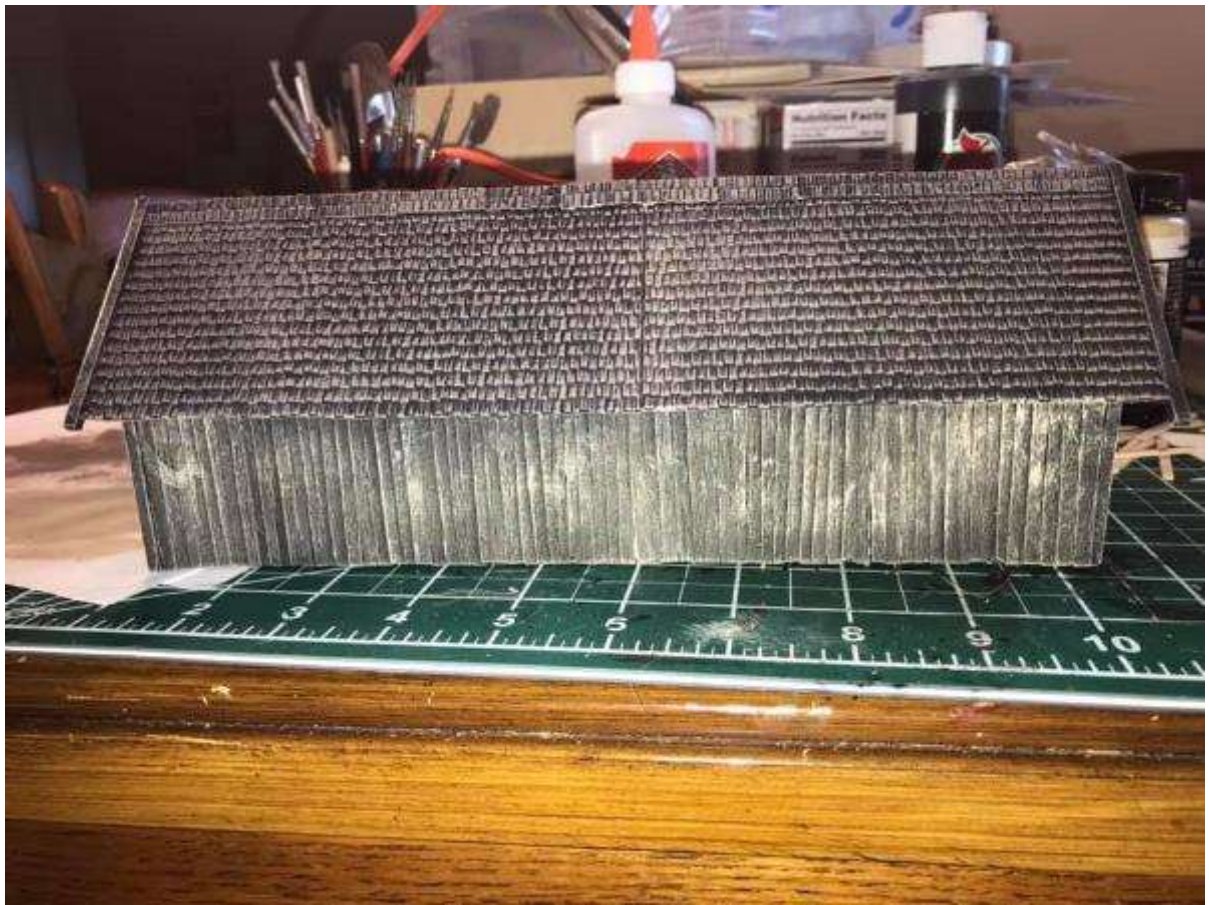
And done with this week's early, just dullcoat left to go. In the background, Gates of Antares freeborn waiting their turn next.





[Jim Johnson](#)

Last of the Raven Feast buildings done. The Hall of Ethelred complete. Constructive criticism welcome.



John Prymuszewski

My first attempt at rigging a ship, still need to attach the ratlines.



Gus Asensio

Finished painting the body and sails of medieval windmill for my Agincourt to Orleans 100 years war project. Tried to not go too heavy on the rust effects.





[Jeff Caruso](#)

And out of nowhere the long languishing Early Imperials jump the que and get worked on. Oh, the perfidious nature of the master's brush.



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My first war-game in over a year

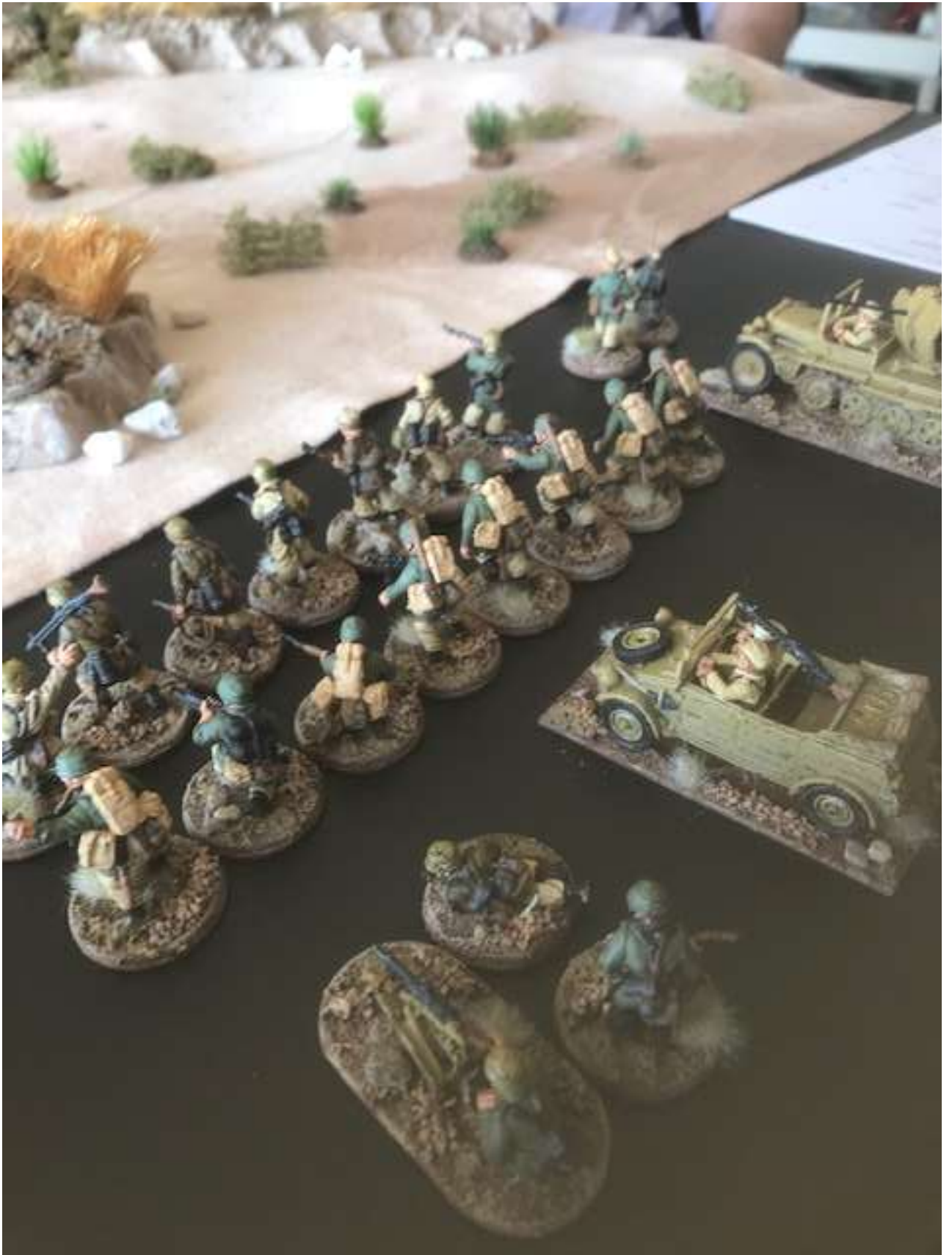
By Charlie Torok

My first Bolt Action game in 1+ year: Rob and I met up at his garage today to fight our first wargame in over a year - it was sure good to roll dice after so long.



I played my US Army (1250pts) vs Rob's Fallschirmjäger Army (1000pts) Sicily 1943. Rob placed 3 objectives within 6" of his table edge, I was tasked with capturing two.





I had a successful first turn bombardment and caused multiple pins but no casualties. I then moved my forces onto the board in a first wave. Both armies were elite veterans, my force was a fully mechanized unit of 10 dice whereas Rob's force had little armor or transport and 12 dice.





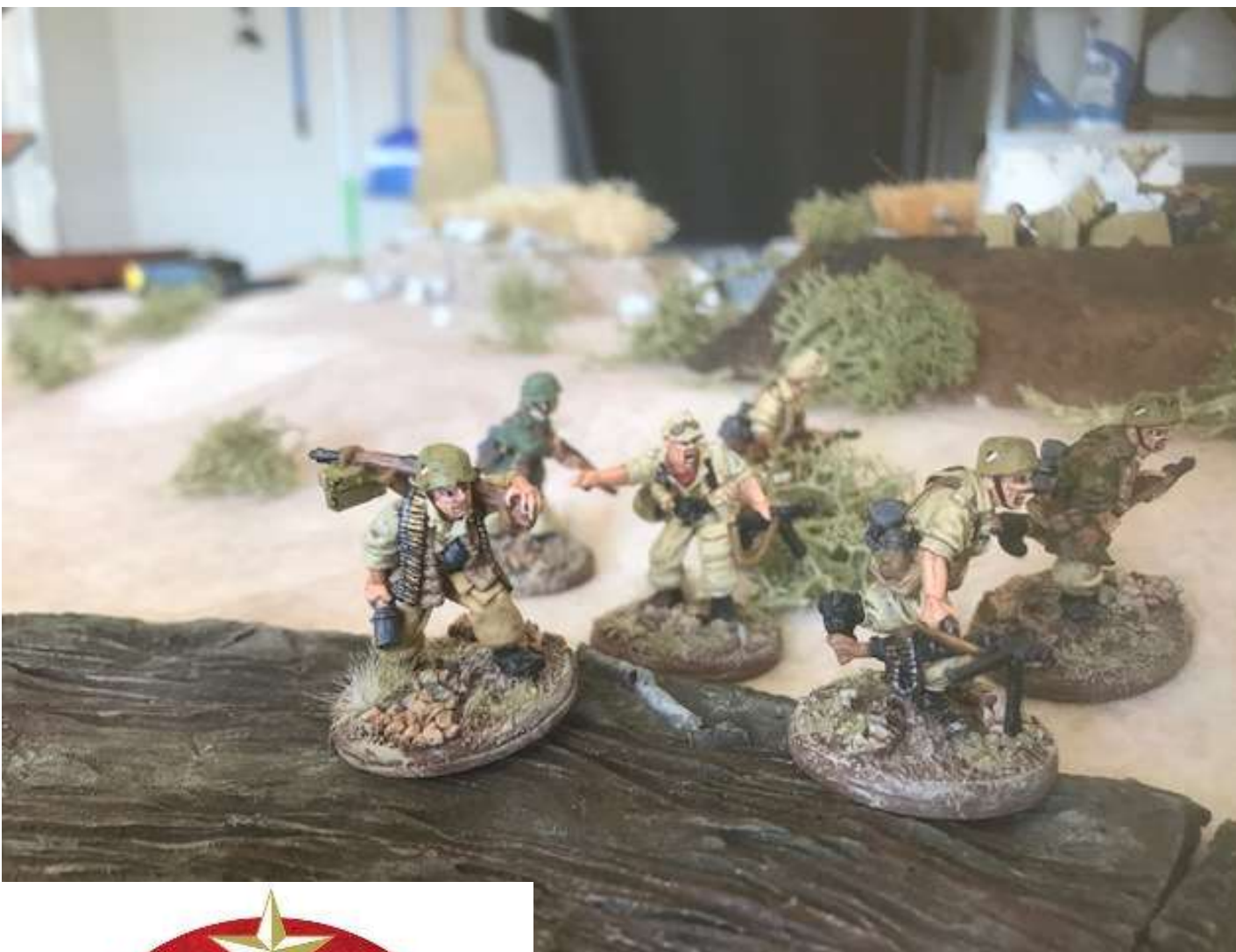
Turn 1 I had a free move as Rob un-pinned his units. I took a full move to get across the table. A synopsis of the overall game occurred on turn 2 when my veteran sniper took up position in light cover - Rob fired his medium mortar scoring a "6" to hit and a "5" to kill - it went down hill from there for the Americans.



I was able to capture the first line of defense but got no further. My M4 Sherman was knocked out and my force ran out of gas short of the first objective. Rob's birthday was yesterday so I "lost on purpose" as a birthday present.



It was sure fun to play! We are already planning a re-match and other games in his "COVID free garage". I am so looking forward to returning to store play and of course MillenniumCon in November.





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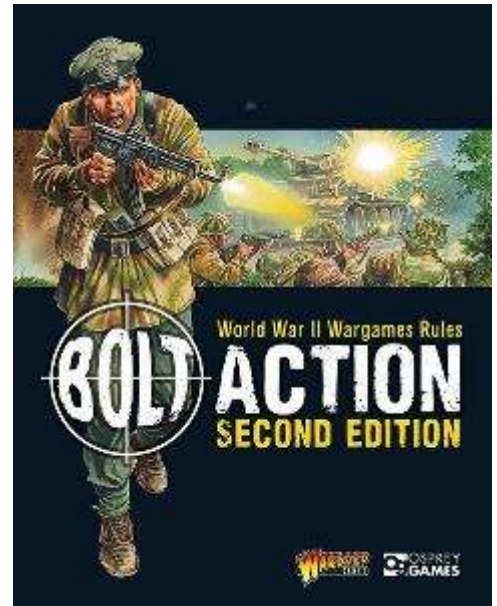
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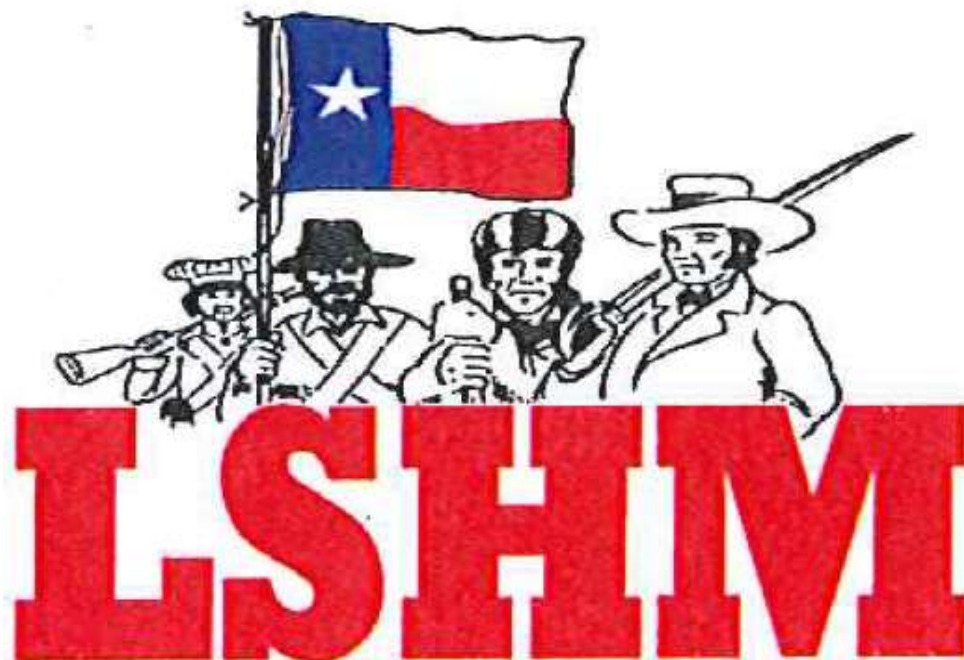


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