

The Lone Star Dispatch

May 2021

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The Lone Star Historical Miniatures (LSHM).

We promote miniatures wargaming in primarily historical periods but also fantasy/sci-fi. We are not dedicated to one rule set or scale. We promote miniatures wargaming by running events, helping local conventions, and assisting with tournaments, financial backing and run demo games. We will also run gaming classes at schools. We encourage all gamers to be a part of our group to help support our common hobby.

WOW 2021 is now 33% done, the year is going fast – I like you are hoping that this summer will see most of us back in the gaming stores and enjoying the hobby we love to play. I have played a couple of Bolt Action games in a friends garage – both of us look forward to expanding our gaming and including more friends.

If you are like me, you have taken advantage of this stay home and have gotten a bunch of painting projects done. I have been doing a lot of contract/commission painting this past year, working on 6 big projects. Right now I am painting 1) Epic Scale ACW, 2) 15mm Russian Napoleonic, 3) 15mm AWI, 4) 28mm Medieval, 5) 28mm Cowboys, and 6) 28mm AWI. I am also working on 28mm USA Bolt Action and 15mm Russian Napoleonic cavalry for myself.

On a side note we are you will find lots of information on MillenniumCon here in Texas and Twisted Lords Con in OKC.

Finally – this months issue of the Dispatch has a number of great Naval games highlighted – thanks to all who submitted articles this month.

Enjoy your May!!

Charlie Torok

Welcome to the newest Game Store in Texas
If you are in or near Kyle Texas stop by and say hi!

5500 FM 2770

(In the StorQuest Shopping Center)

Kyle, TX 78640



We are a family owned and operated
Game Store & Hobby Shop in Hays County.
We carry many popular brands and have been
growing since we opened in November 2020!



...and many more!

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www.lionheart hobby.com

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Monday, Wednesday-Saturday

10 AM -6 PM

Sunday 12-5

(Closed Tuesday)

Danielle Adams

Owner, LionHeart Hobby

5500 FM 2770, Suite 103

Kyle, TX 78640

T: 512-504-3404



11 – 14 November 2021

MILLENNIUMCON 2021

Texas' largest War-Gaming Convention

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Hotel Room NOW
It will fill up
by summer!!**



Wingate Hotel & Conference Center

1209 North Interstate Highway 35

Round Rock, TX 78664

Website: <http://wingateroundrock.com>

(512) 341-7000 special rate

Room reservations for LSHM and MCon

Round Rock, Texas

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



Fire&Fury AWI

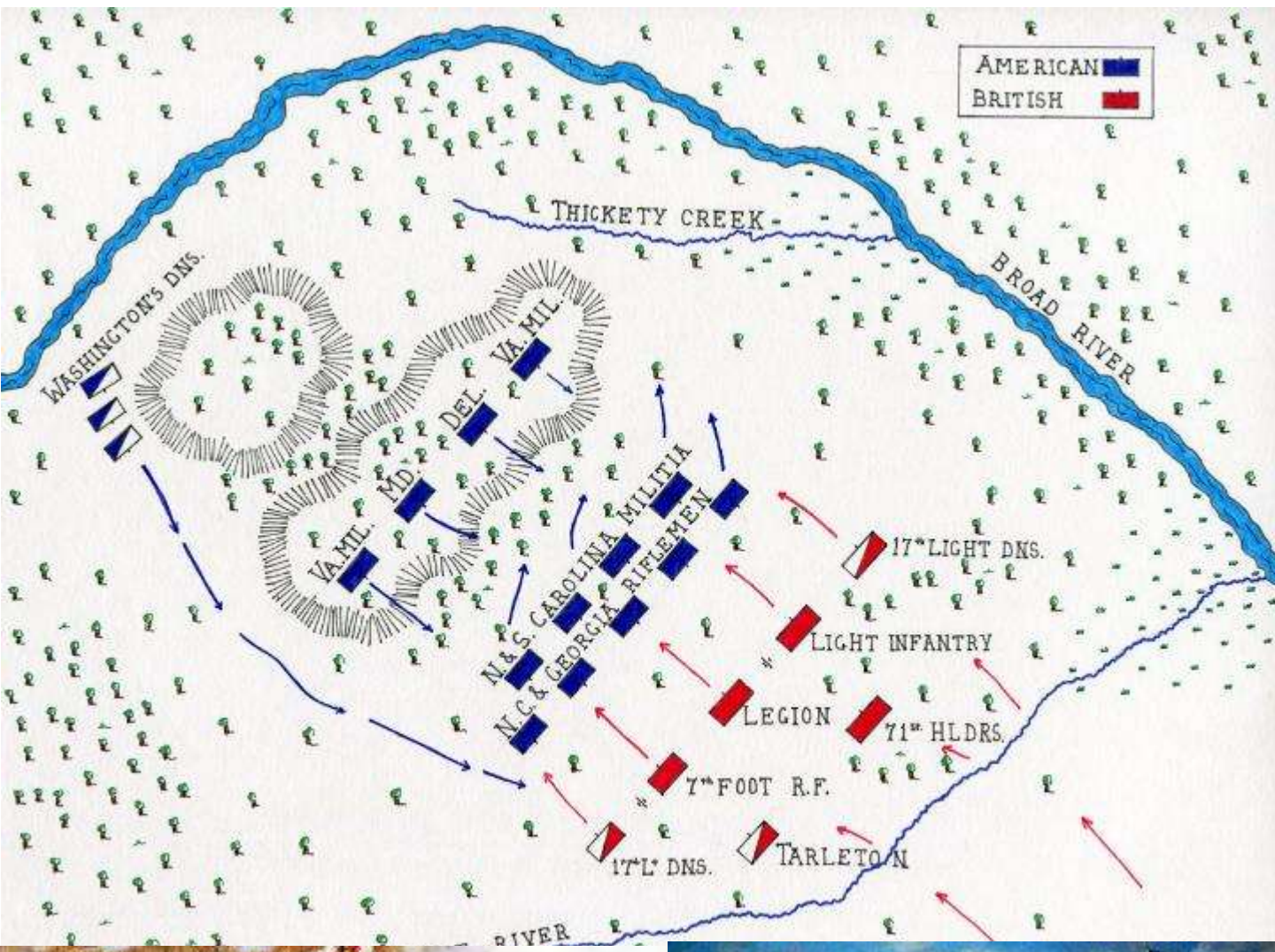
By Jamie Mott

I got to play a regimental fire and fury game of American War of Independence with [Bryce Percy](#)

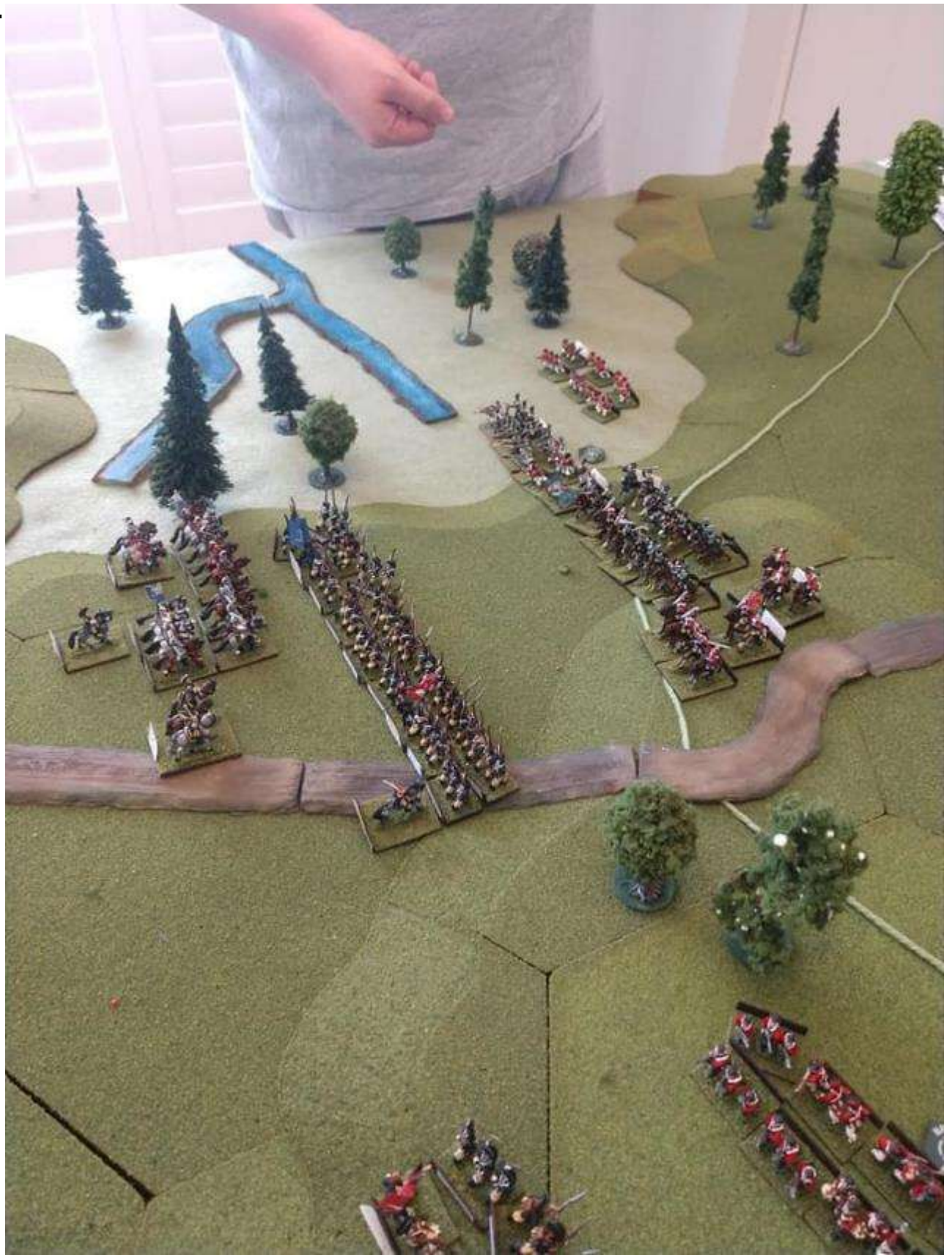
The **Battle of Cowpens** was an engagement during the [American Revolutionary War](#) fought on January 17, 1781 near the town of [Cowpens, South Carolina](#), between U.S. forces under Brigadier General [Daniel Morgan](#) and [British](#) forces under Lieutenant Colonel Sir [Banastre Tarleton](#), as part of the campaign in the [Carolinas](#) ([North](#) and [South](#)). The battle was a turning point in the American reconquest of South Carolina from the British.



Morgan's forces conducted a [double envelopment](#) of Tarleton's forces, the only double envelopment of the war. Tarleton's force of 1000 [British troops](#) were set against 2000 troops under Morgan. Morgan's forces suffered casualties of only 25 killed and 124 wounded. Tarleton's force was almost completely eliminated with almost 30% casualties and 55% of his force captured or missing, with Tarleton himself and only about 200 British troops escaping.

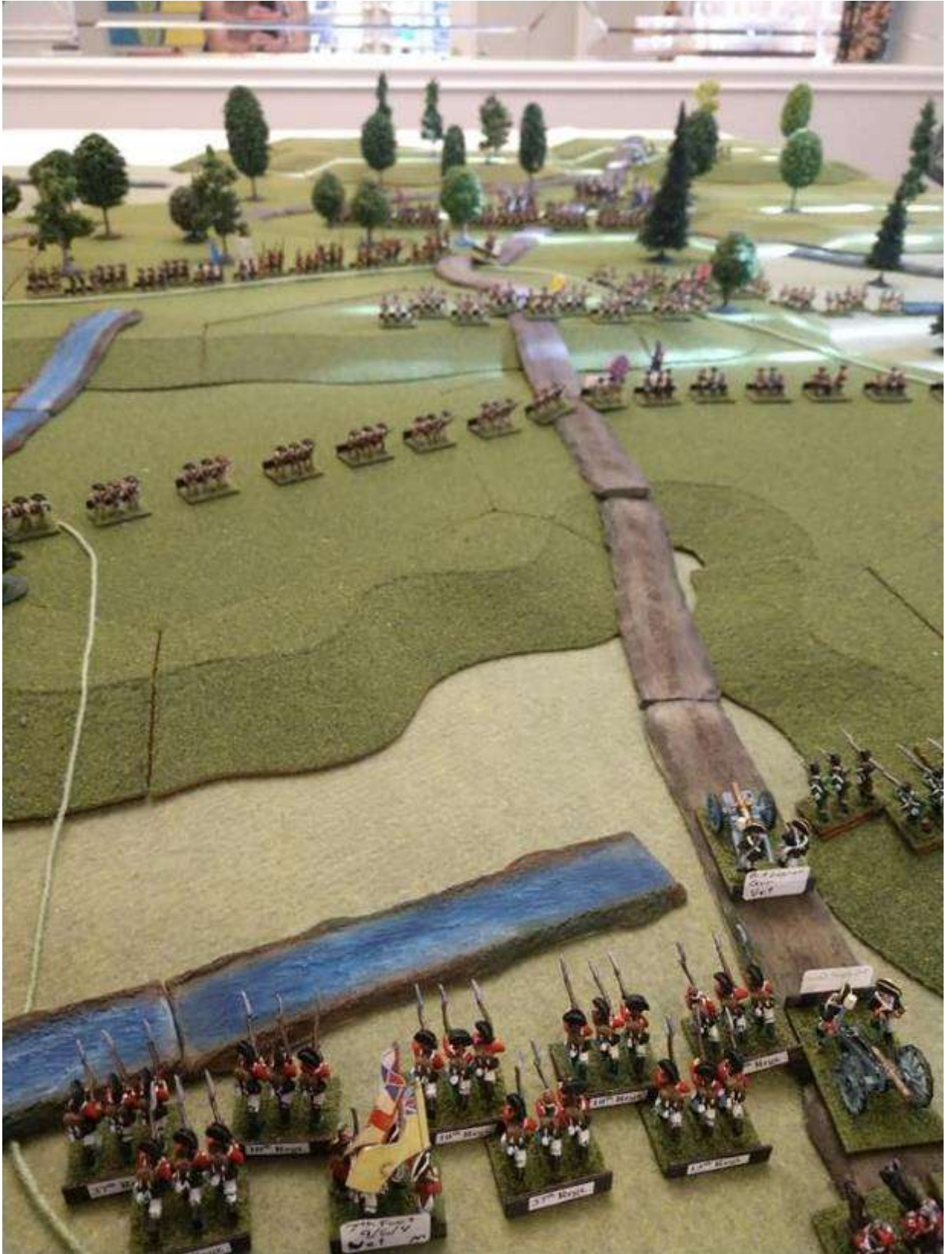


The scenario was the Battle of Cowpens. Turned into a real tough game; British definitely didn't have it easy. But in the end the British prevailed.





I was fine with the number of bases, but I think some movement trays might make it easier since your bases are very small.



The bases make the units look like a nice mass of men. Even though these AWI battles are not actually that big.



May 2021 membership report

Welcome to our newest members in LSHM

Lea	Bierstedt	
Dale	Gutt	Plano, TX
Mike	Phineas	DFW
Colby	Almendarez	Houston
Tim	Hess	DFW
David	Imrie	Scotland, GB
Callin	Flores	
Jeffrey	Fitzsimons	Dublin, Ireland
Kyle	Gibson	Tyler, TX
Paul	Tysoe	UK
Bryan	Miner	Fort Hood TX
Bj	McDanel	Lawton, OK
Chris	Reed	DFW
Falcon	Ward	Floresville TX



stulterphoto.com - 3255329433

Lone Star Historical Miniatures - Official Group

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

Also join the Texas Bolt Action Group at:

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

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

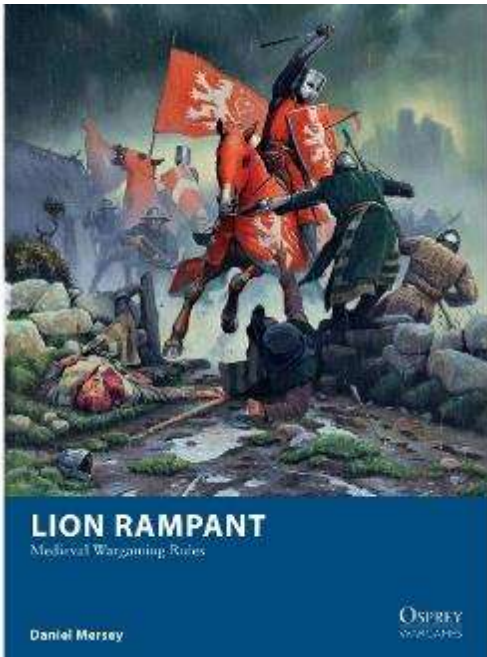
<https://www.facebook.com/groups/fowsa>

We are now at 890 this month!!

Lion Rampant

By Rodney Castro

Here are a couple of Lion Rampant shots from today's game I ran. Martin and Fred vs me. 36 points on each side. I killed 18 points of their guys, lost 32 points of mine.





Conventions and Events Calendar

May 2021 update

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/>

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

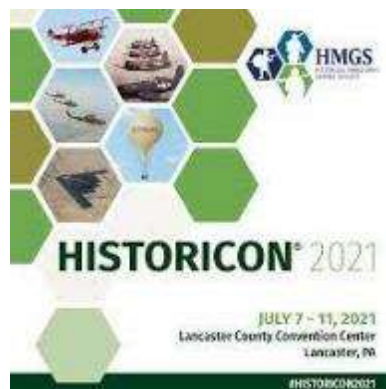
<http://www.hmgs.org>

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:

- *(Now) We are now accepting Vendor registrations. If you would like to sell your products or attend as a vendor contact us or register at the website. We are limited to 50 tables and have already registered 25.*
- *(Now) – reserve your hotel room now – it will be full by the summer – make sure to tell them you are attending millenniumCon*
- *July-September Game Master registration. Start planning the games you want to run now!!!*
- *1 – 31 October Player registration*

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

11 - 14 November 2021

MILLENNIUMCON 2021

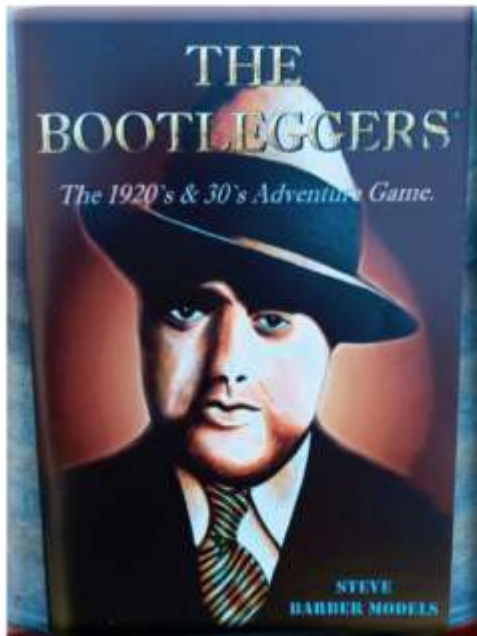
Texas' largest War-Gaming Convention

This year we will have a few changes:

- We are expanding the Thursday night session with more games, so plan to come early and stay all weekend! Thursday night game session will be 6-10pm.
- The vendor room will open 0900 on Friday and will be open the entire day – Friday morning gaming will also expand – MillenniumCon will be a full day Friday event.
- Games in the vendor room will run concurrent with the vendor hours (these will be separate time slots).
- We plan to host the Warlord Games Region III Bolt Action qualifying tournament – watch for more details.
- Expect to see an “EPIC SCALE” American Civil War battle.
- We are planning to have the following major tournaments:
 - Bolt Action
 - Flames of War WWII
 - Team Yankee
 - SAGA
 - Middle Earth Strategy Battle Game

PROHIBITION ERA

Blake Radetsky



During this past COVID year and combined with the Deep Freeze, has forced me to spend more time out in the barn.

There are so many things in the barn that can drag me down another rabbit hole. Don't get me wrong, these rabbit holes are wondrous journeys down memory lane of past glories and unfulfilled dreams! That's all fine and dandy for me, but I usually drag several other gamers down those rabbit holes with me, much to their unattended desire to start a new project with all of the projects they are already trying to complete.

One rabbit hole started way back in 1996, yeah, that long ago, with Steve Barber's "The Bootleggers" game. Steve had a full range of 28mm gangster figures, buildings and street accessories. Always thought that would be a cool game, but at that time, I was heavy into 15mm and I starting to convert my armies to 10mm. I also was not a fan of skirmish games, so I did not take that step.



Then I was introduced to Ed Teixeira's 2007, "Baby Face and Me:" rules by playing his "All Things Zombies" rules produced by Two Hour Wargames. Then Ed's, 2009, "Gangsters" a supplement to his Chain Reaction rules. Both were fun, I was using 15mm Romans as Gangsters because I still didn't want to invest in 28mm Gangster minis. Plus, I just wanted to try the rules.

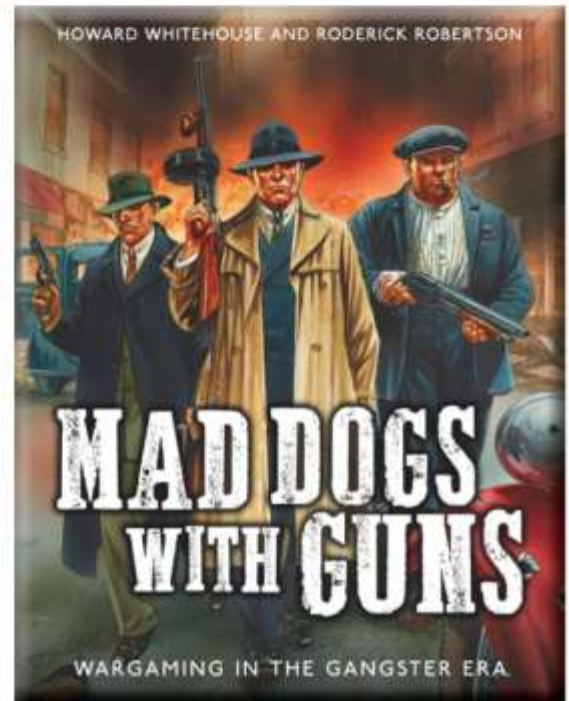


PROHIBITION ERA

Then came Osprey Publishing with their wargame rules section and the mad rush of gamers to purchase rules from Osprey Publishing. I have tried a few, most, if not all, are skirmish type of rules, exception; Fields of Glory (FOG), (*is that being played anywhere now?*) which was an attempt to fill the void for Ancients and Medieval mass battle rules, left by the discontinued publications of the very worldwide popularity of WRG Ancients and Medieval wargaming rules.

Then one day in 2017, up popped Howard Whitehouse and Roderick Robertson's gangster rules, "Mad Dogs with Guns" (MDwG). So I bought them and skimmed through them and put them out in the barn, another, 28mm skirmish rules set, yay. However, I had been playing many rule sets published by Warlord Games using 28mm miniatures, so the idea of building 28mm armies had lost their dreaded terror of buying 28mm miniatures. (*I am still heavily into 10mm miniatures as my default scale to build armies for gaming*)

So back to the barn during COVID 2020, I came across MDwG and some 28mm Gangster minis from Frontline Games, that Mario had graciously donated to me to try for my summer school classes. Reread the MDwG rules, painted up a couple of the minis and next thing I knew, I was deep down in that dang rabbit hole. And yes, I am draggin several gamers with me. What is the best way to run a skirmish game IMHO? A campaign! Of course, so that is what is happening at the moment. The Prohibition Era Campaign with MDwG in 28mm.



The Campaign is set in the fictional city of Paradise, Illinois, which has twelve neighborhoods (districts). Each player selected a neighborhood to be their base as they build their Gangster Empire to control not only their rackets in their neighborhood but the city itself. There are seven of us in the campaign which has left five neighborhoods controlled by NPC gangs. At the time of this writing, we have had five campaign days or Months. We meet about two Saturdays a month. (if we are not in the deep freeze or COVID scare shutdown AGAIN) Most gangs concentrated on expanding in their neighborhoods by absorbing more rackets under their control. However, there has been a lot of expanding into the other Districts and peace in the city is stretched.

The Organized Crime Department of Paradise has recognized the following criminal activity in the following neighborhoods:

Cabbageville	Lucky Bastards - Martin
Hell's Basement	The Smalls Association - Blake
Little Sicily	Corleone Family - Carlos
Oak Bluff	Uptown Blue Crew - Sara
Riverside	Tri State - Johnny
The Docks	Damage Inc. - Oscar
Southbridge	- Rodney

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

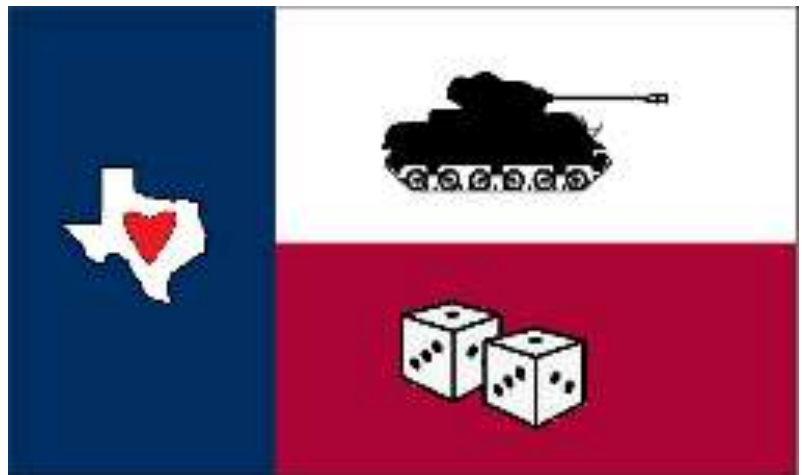
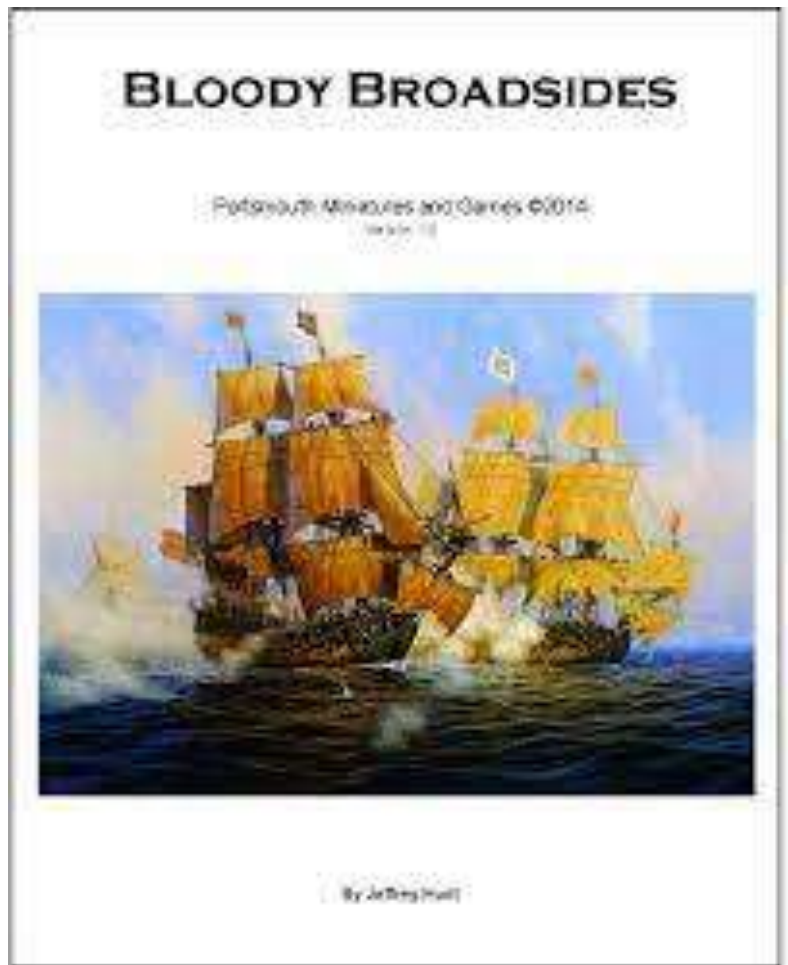


Heart of Texas Wargamers Club First Annual Pirate Regatta

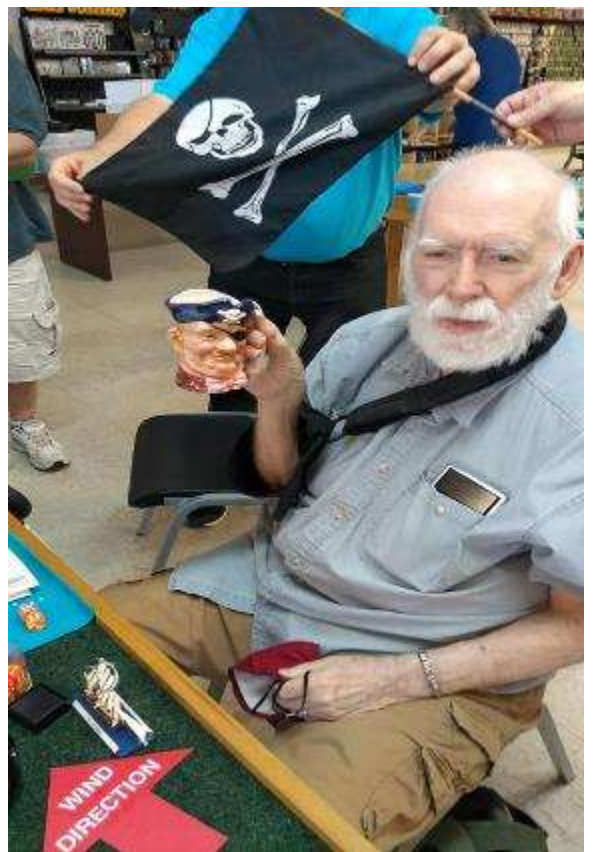
On Sunday April 18, we held our first annual pirate regatta race using Bloody Broadsides rules (and some special event rules).

The premise of the regatta is that the Brethern of the Coast, rather than have a bloody on-shore fight, decided to hold a race to see who would be the Governor of the Nassau Pirate Republic for the next year.

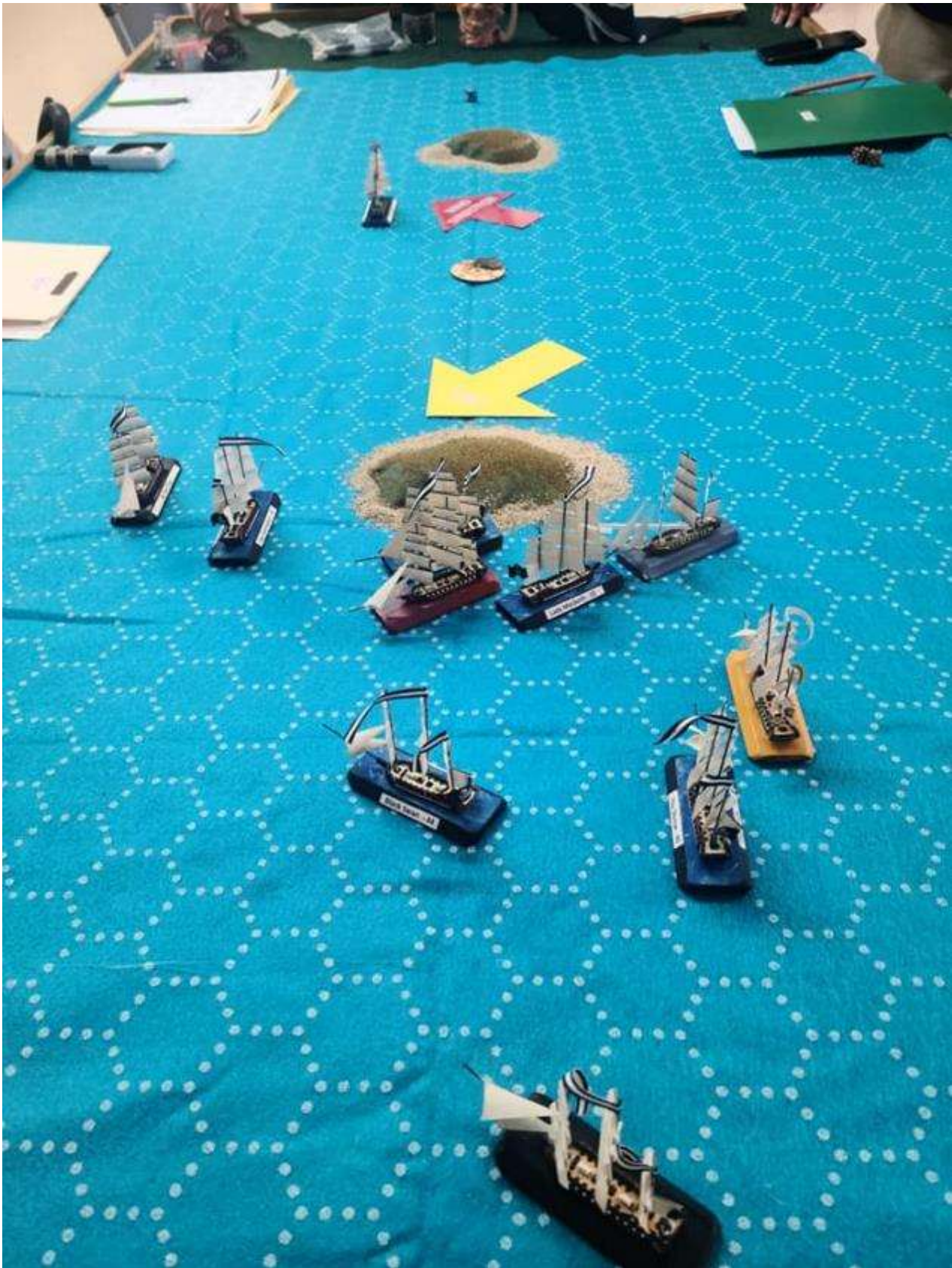
The winner of the race, besides being governor (in name only – nothing in reality) also got to hoist the Old Toby, (see below), as well as a store credit with The Game Closet.



<https://www.facebook.com/groups/399197067945312>



Eleven pirate crews decided to attempt the achievement. After a long night of hard drinking in port, the crews were roused to man their ships shortly after daybreak.



The special event rules for this regatta were: 1. No shooting until you rounded the first island.

2. The wind could (and did) change direction.

3. There was a chance that “early on” your crew could decide the rules were just “guidelines” and ignore them.

4. First ship to make it back to the initial starting island would be the winner.

5. The 2nd ship back would be the runner up crew.



The Regatta

Initially, the wind was in a “close haul” reach for all ships, so everyone moved straight ahead, except the wily Spanish captain (Jeffery Hunt) who decided early on to go to around the first island the opposite way in a Broad Reach.

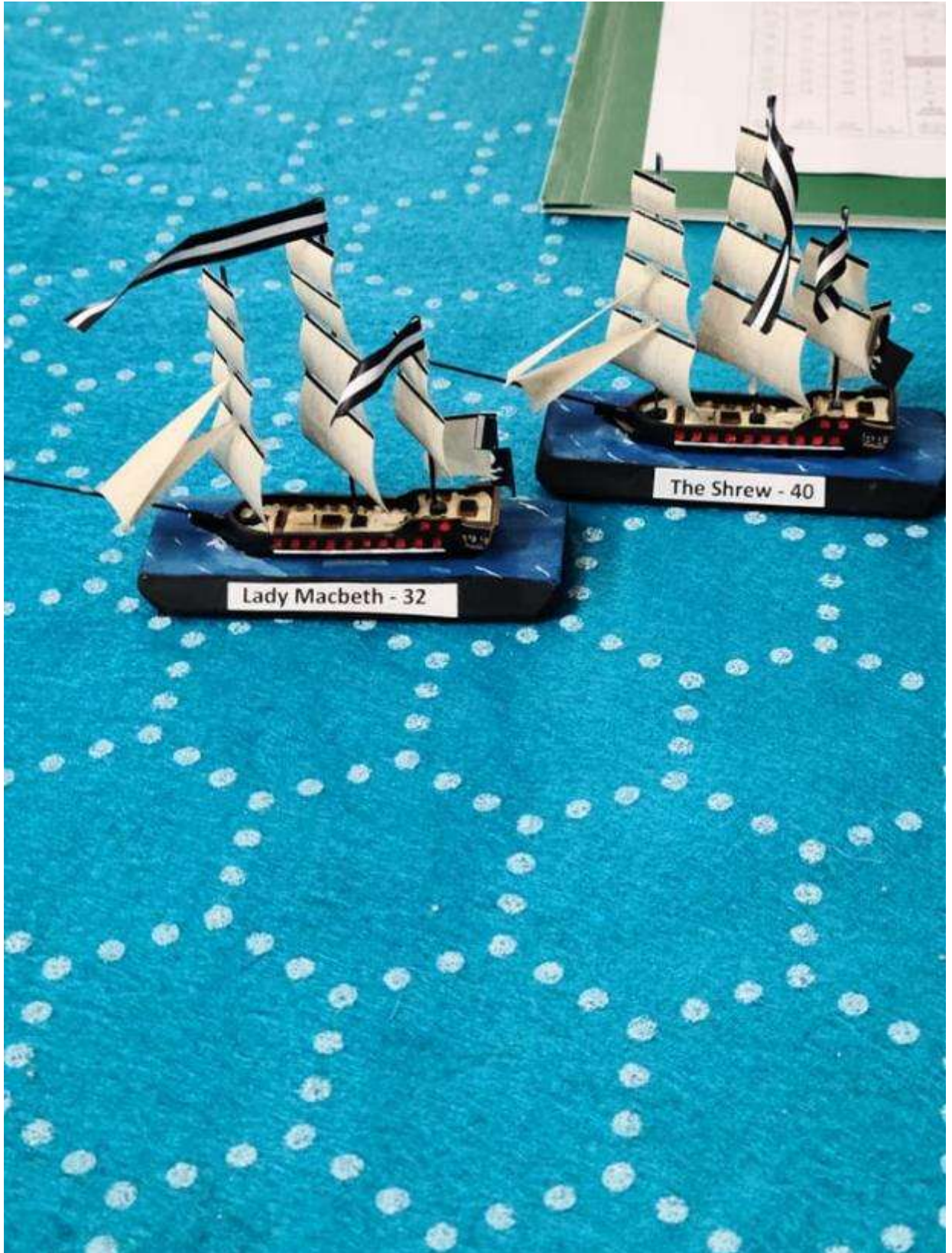


The witchy wisdom of the Spanish captain (whose ship had no name) bore fruit, as in the 2nd turn the wind sifted slightly, putting the entire fleet (except the Spanish) in a Luffed position (straight into the wind). It was like roaches when lights are turned on in the kitchen. Ships that were all grouped together maneuvered wildly attempting to get some wind in their sails.



One ship, the Sea Dog (captained by Grant Johnston), got turned completely around, and ran aground on the sandbar near the initial starting island. This would come back to haunt this captain later. As the wind returned to its initial starting direction, the fleet began making a bee-line for the distant island. All except the Sea Dog. At this point, being in last place and further back than when they started, the crew decided to mutiny and toss their captain overboard. Henceforth, the Sea Dog was under “Guidelines” rather than “Rules” and could fire at anyone.

Through it all, the Scorpion held onto the “pole” position, was able to be the first one to round the halfway island, making Captain Jeff Key the winner, with Joe Shaughnessy coming in second in the pirate ship Damnation.



In the 2nd game, we play British vs French (with a Spanish ally). Long story short, the British broke their line early, with 3 ships going behind an island, but 2 other on the leeward side. This left the Canopus and Leviathan to the tender mercies of most of the French allied fleet, which mauled the Canopus until it was left a drifting hulk. The French fleet won the battle after we called time.





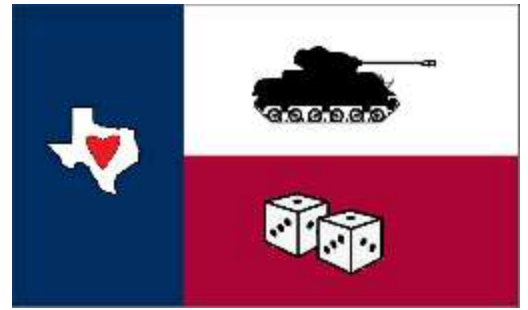
Store credit prizes (provided by LSHM) were awarded to Captain Key and Shaughnessy. Captain Key kindly donated his prize to Mr. Hunt for coming down and helping with the event.

Good time had by all.

Alan Spencer

Bottle-washer 2nd class, and current Grand Pubah of the Hour.

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:

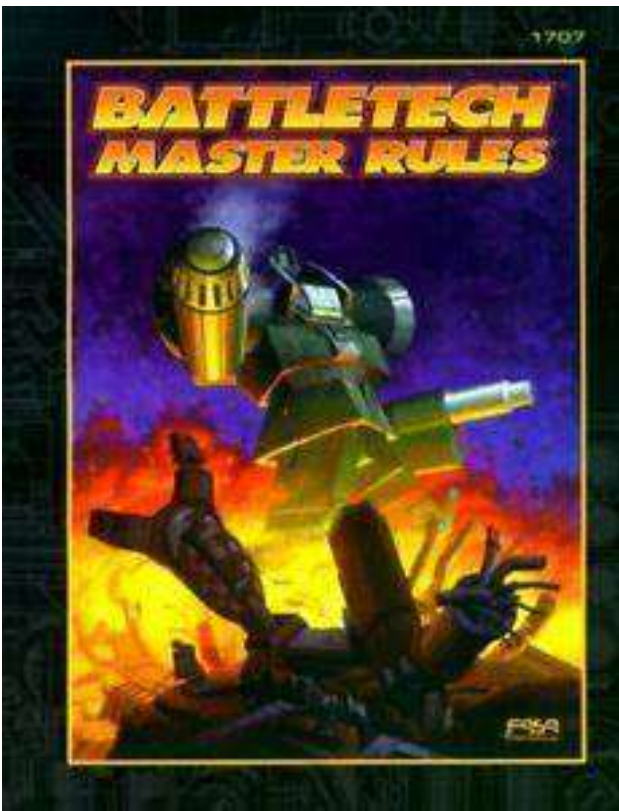
Alan Spencer – Admin & Moderator

Ben Earnest - Moderator

Classic Battletech

The Battle for Tukayid occurred in May 3052 in the Battletech universe. Seven Clans were involved fighting the Com Guards of Comstar. The battle ended in a victory for the Com Guards.

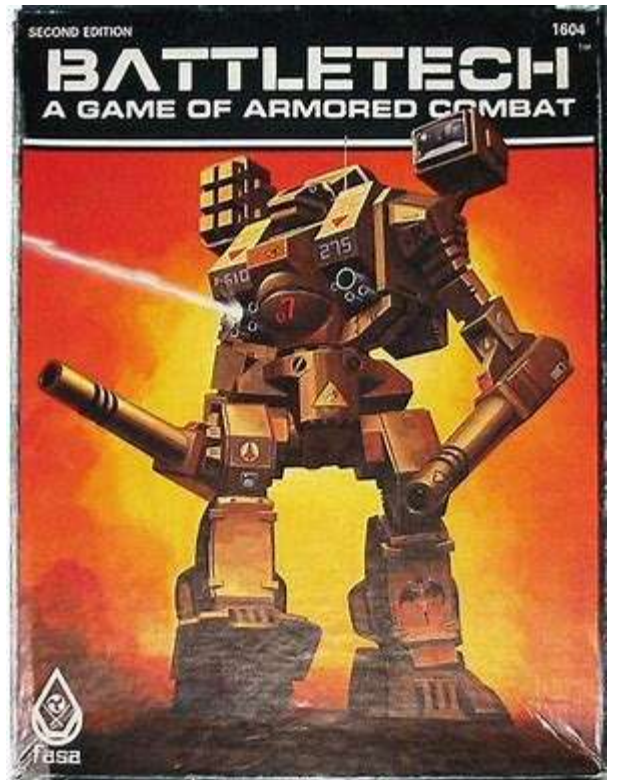
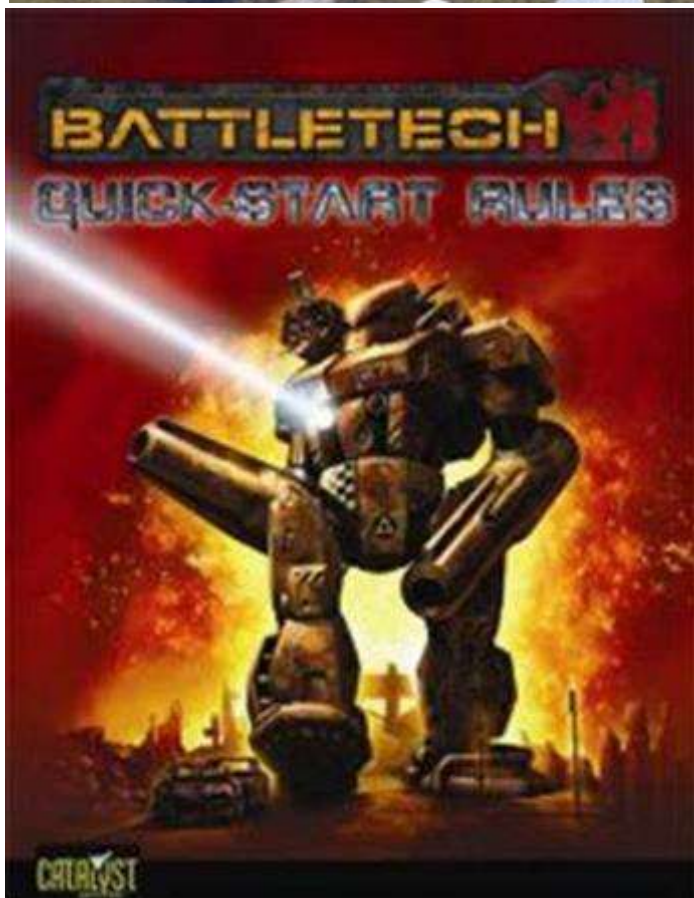
By
Frank Crull





The battle played at Dragon's Lair involved the Com Guards 4th Army against the Ghost Bears Beta Galaxy. The scenario involved the Bears exiting the map into the City of Luk.







The Bears had a Ryoken-I, Stooping Hawk Prime, Fenris-D, Nova Cat-A and Grizzly. The Com Guards had a Firestarter, Blackjack, Flashman, Helios, Viking, Avatar and Black Knight.



The scenario concluded with the Bears were able to exit 4 Mechs, losing only the Stooping Hawk while crossing the map. The Bears accomplished this goal in 6 turns. The Guards did not lose a Mech, although several were heavily damaged.



If your interested in playing this classic game Frank will be presenting it at this years MillenniumCon like he does every year.

The game was played using the Classic Battletech Miniature rules.

Frank Crull




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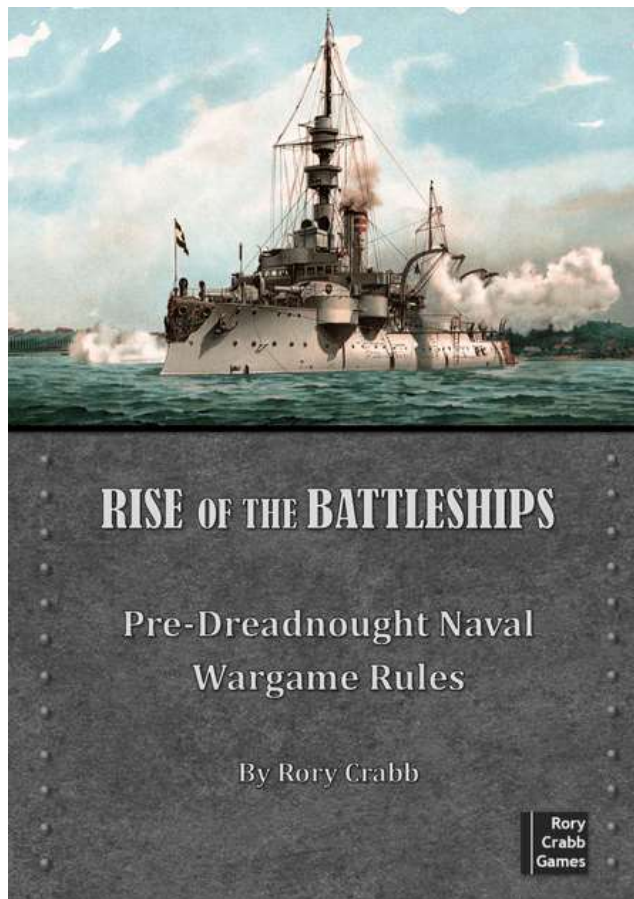
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Rise of Battleships

By Clay Dougherty

Dave and I duked it out with ironclads this evening. The French flagship's magazine was hit by a plunging shell that penetrated the deck causing a catastrophic explosion (rolled a 99 on damage) on the first turn! Another French ship suffered the same fate (he rolled a 100 this time, with a torpedo) to end the game.



I sunk one ship but only after concentrating the firepower of my entire squadron on it.



I've learned that the British ships of this period are monsters. I may need to either add a French ship or remove a British one to balance this scenario.

See you next month - *Clay*



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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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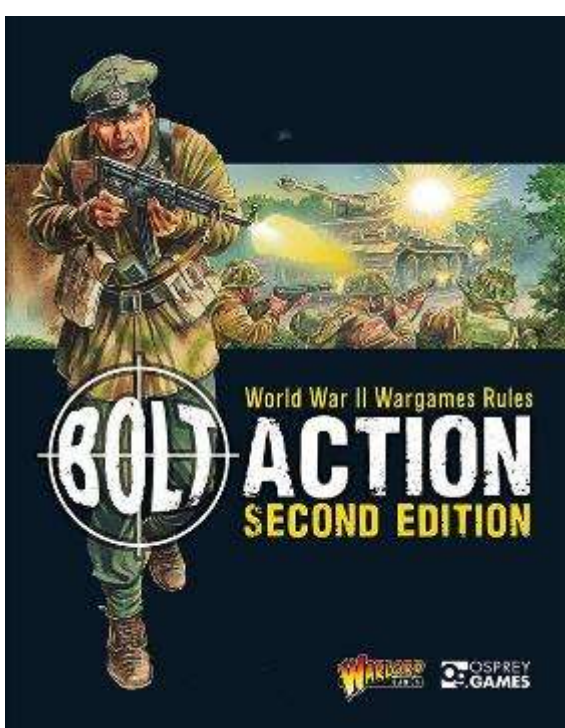


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WARLORDTM GAMES

By Ricky Moore

I Played a solo game of Hold Until Relieved in my new gaming room. It was a good game. Testing out different 750-points list for an upcoming tournament.



British Gurkha/Chindit Force

Total Points: 746

Order Dice: 10

Officer - Second Lieutenant (Regular)

Gurkha Section (Veteran)

1 NCO with Rifle; 5 Infantry with Rifles; 1 LMG

Gurkha Section (Veteran)

1 NCO with Rifle; 5 Infantry with Rifles; 1 LMG

Chindit Section (Veteran)

1 NCO with Rifle; 3 Infantry with Rifles; 1 LMG

Chindit Section (Veteran)

1 NCO with Rifle; 3 Infantry with Rifles; 1 LMG

Free Forward Observer (Regular)

Medium Mortar team (Regular) with Spotter

Sniper team (Regular)

Boys anti-tank rifle team (Regular)

M3 Stuart I/II (Regular)

National Characteristic - Blood curdling charge

squad and the Panzer I)



TURN ONE



TURN ONE

Chinese Nationalists Force

Total Points: 748

Order Dice: 11

Second Lieutenant (Regular)

1.(Empires in Flames page 0) 50Regular

Big Sword Squad (Veteran)

1 NCO with Rifle; 7 Infantry with Rifles

Conscript Squad (Green)

1 NCO with Rifle; 13 Infantry with Rifle

Conscript Squad (Green)

1 NCO with Rifle; 13 Infantry with Rifle

Free Levy Squad (inexperienced)

1 NCO with Rifle; 13 Infantry with Rifle

Medium Mortar team (Regular) with Spotter

Sniper team (Regular)

Flamethrower team (Regular)

Suicide Anti-tank team (Regular)

BA-20M armored car with a flamethrower (Regular)

Panzer I tank (Regular)

Mission:

First Turn

Each side takes casualties. The British lose three men from the Gurkha squad holding the objective. The Chinese Conscript squad takes to casualties but goes from Green to Regular.

Second Turn

Help is coming as the British first wave is getting into the fight and the reserves have arrived. The Nationalist flamethrower Armored Car, which was in Reserve, is on the map but missed with its shot on the Super Stuart. The Nationalists are closing in on the objective but the Gurkha squad is holding its ground.





TURN TWO

Third Turn

The British lose a Gurkha squad to a medium mortar. The Super Stuart forces the Flamethrower AC to recon out of the picture. A stalemate has started in the British right as the Gurkha squad is preparing to attack an inexperienced levy squad. The issue is still in doubt.



Turn Four

The British score big destroying a green squad and the inexperienced levy squads. The Gurkhas assaulted the levy squad killing five and leaving 9 to attack back. The Chinese only get five dice because of the Scary Blighters rule. They need a five or six to kill and roll four sixes and a two.

The Super Stuart runs off a Green unit by killing all but three men. They fail their morale check and leave. The British free observer brings in the strike with a six. Five units take pins and advance on the objective stalls.



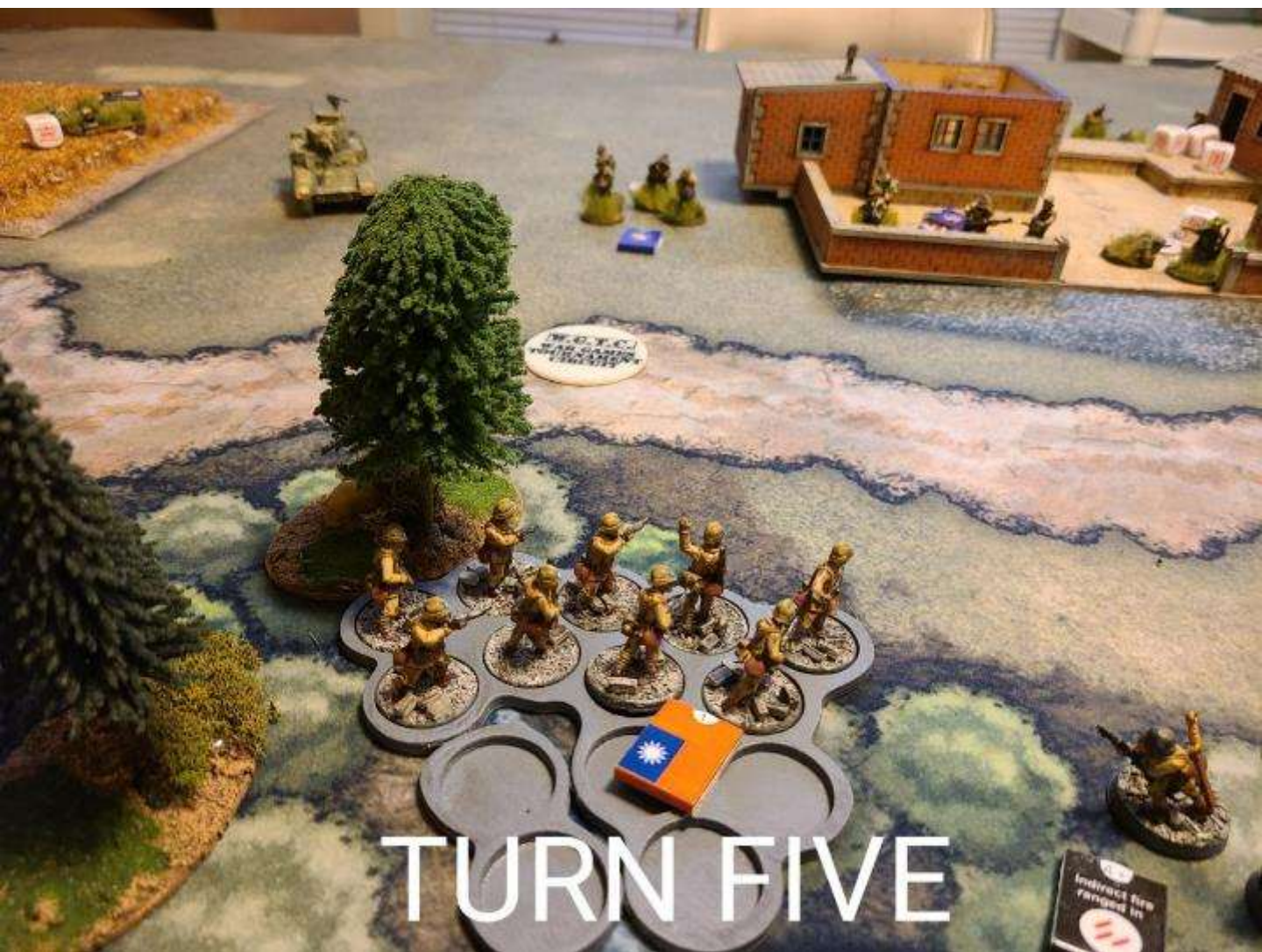
TURN THREE



TURN FOUR

Turn Five

Things keep going bad for the Chinese as the flamethrower team is killed and the Panzer I gets blown up by the Super Stuart. Also, the Big Sword squad is down to two men.



Turn Six

The British take the objective with a four-man Chindit squad. The Chinese are still moving towards the objective with a small Big Sword squad an eight-man Conscript squad and their officer. The die roll means one more turn will be played.

Turn Seven

The Chinese pull the first order die and the flamethrower armored car and kills three of four of the Chindits on the objective. The officer then moves up and kills the last Chindit on the objective with his SMG. The Big Sword squad has so many pins it can't do anything. The Conscript squad shoots at the last Chindit squad and puts a pin on them. With two pins, the Chindits make their roll to move and get with three inches of the objective to win the game.



The losses:

British 1 order dice (Chindit squad)

Chinese Nationalists 4 order dice (2 Conscript squads; the Levy squad; Flamethrower squad and the Panzer I)



THOSE WHO FELL



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

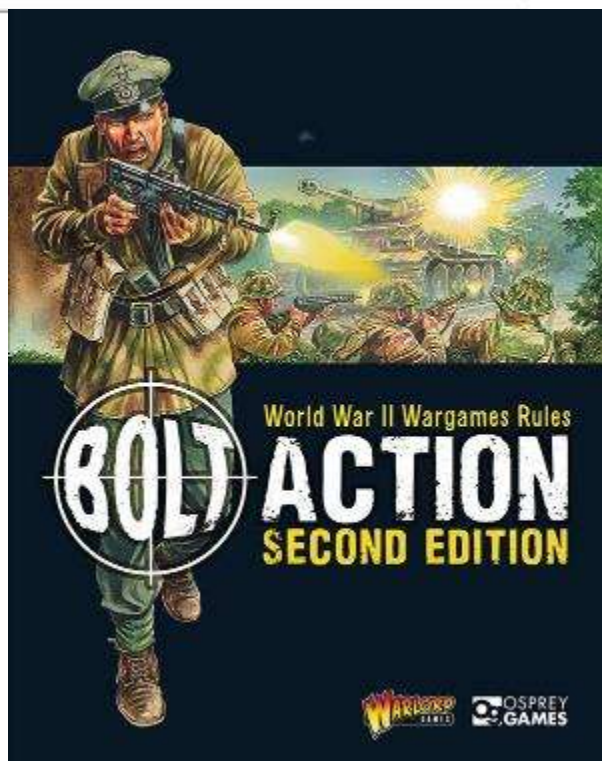
0800-1000 Round 02

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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Time: 1100

See you there!!



Victory at Sea

By Dave Bennett

Here is a short write-up with a few pictures from our game of Victory at Sea - Age of Dreadnaughts. We were late starting because we spent a lot of time hob-nobbing and catching up since it has been almost a year since we were all in the same room together. The report is heavily centered around the actions of the squadron I commanded which consisted of HMS Dreadnaught, escorted by HMS Black Prince and HMS Monmouth.



There were six players. 3 British, 2 Ottoman, and 1 Austro-Hungarian. Most of us commanded a battleship or battle cruiser escorted by two cruisers. One of the Turkish squadrons was a battleship and two coastal monitors.





Black Prince

Dreadnaught

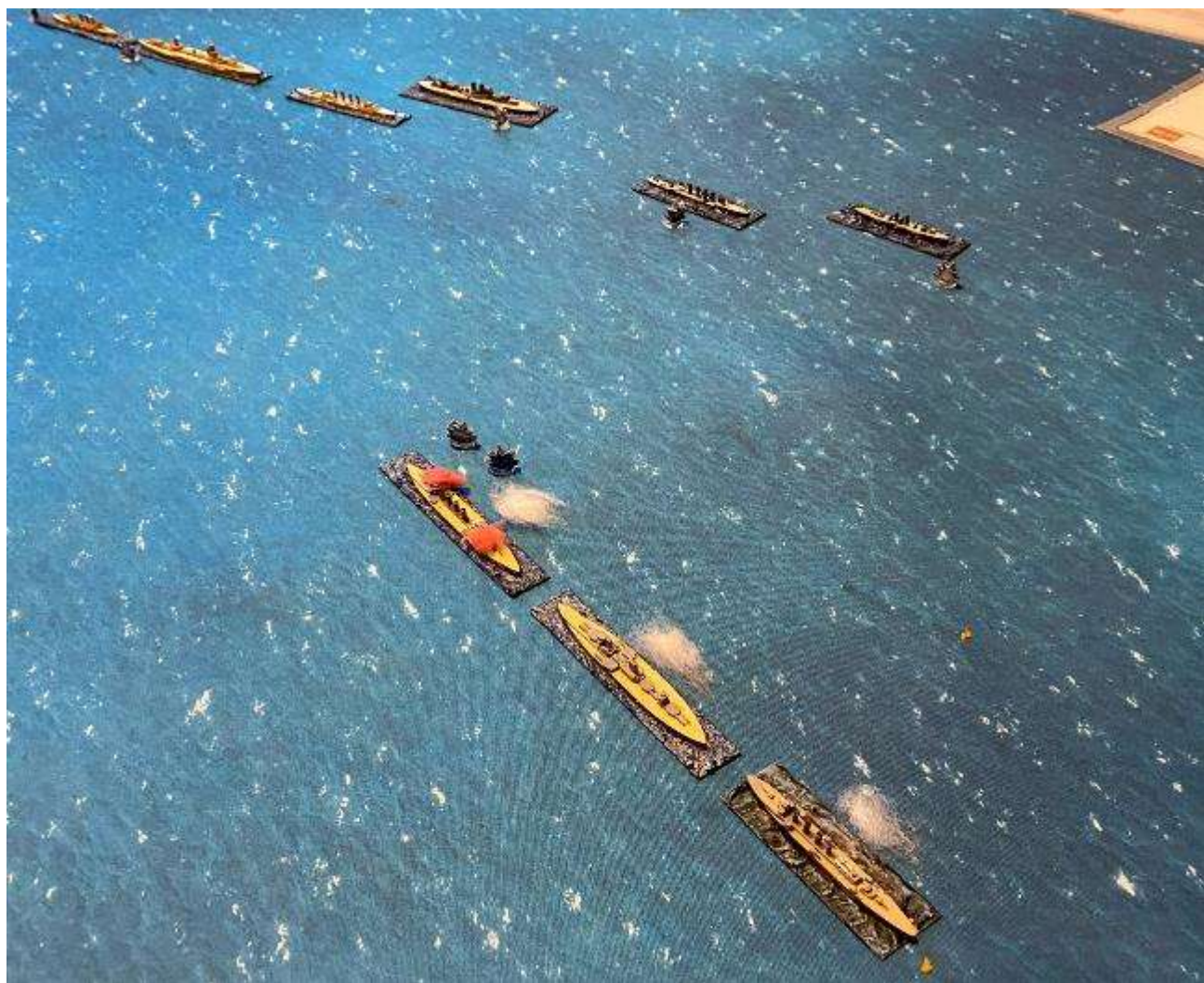
Monmouth

The British were just generally advancing by squadron. The Austro-Turks had a clever plan to advance, then all turn to form a line of battle and attempt to overwhelm my squadron and then double back to take on the other two British squadrons.



Because I was taking fire from 6 ships, things were looking grim for my squadron. Black Prince was badly shot up, suffered multiple fires, and suffered engine and propeller damage. HMS Dreadnaught moved up to cover Black Princes retreat and crippled one of the Austro-Hungarian cruisers and sank the other one.

The game ran late and we ended it before a clear winner could be determined. Technically, the British were ahead as we sank one ship and crippled another but several of our cruisers were badly shot-up as well and on the verge of being crippled or sunk. Everyone had a great time and we are looking forward to getting together again soon for another lovely afternoon of gaming.



Dave Bennett

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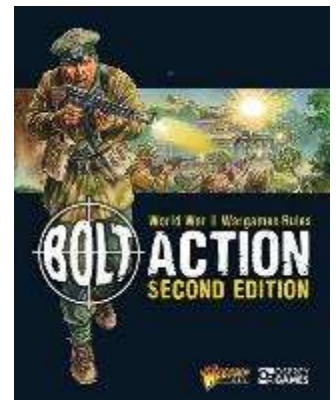
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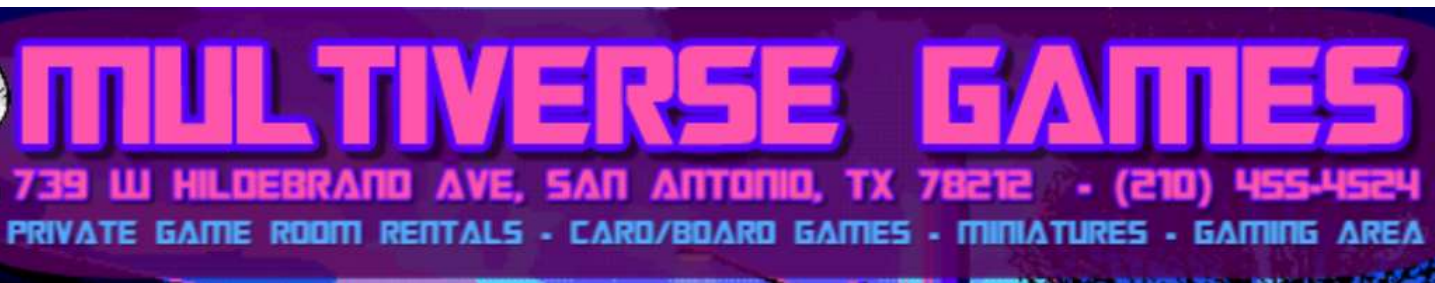
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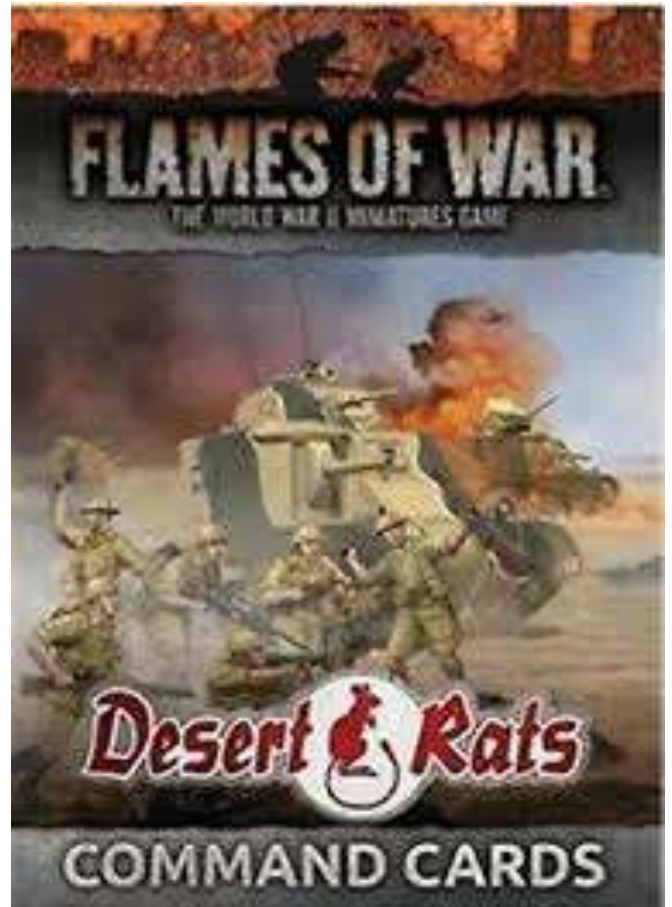




Thursday Nights 6pm



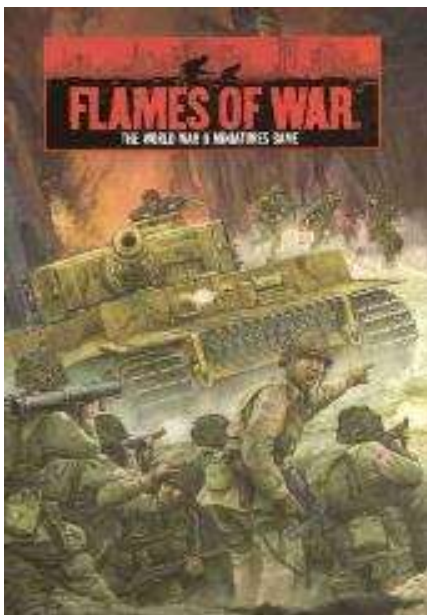
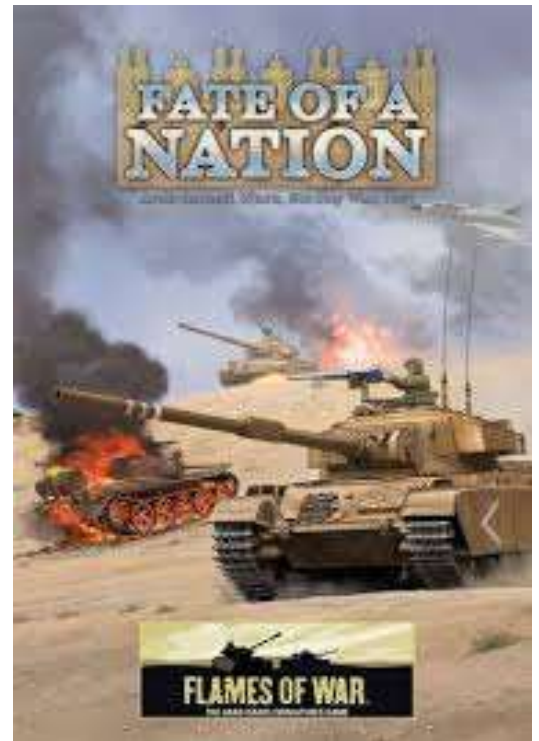
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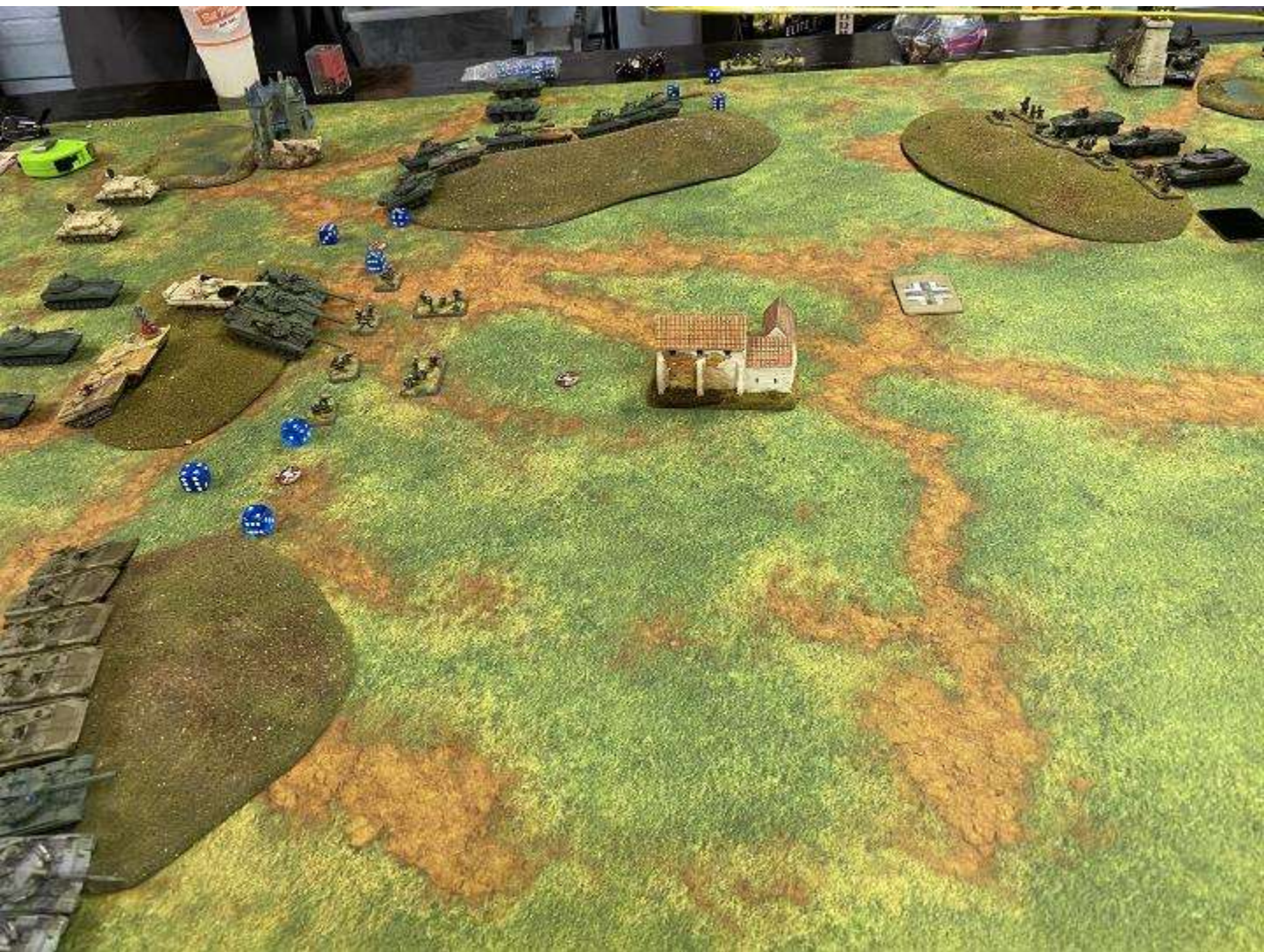
LSHM Team Yankee WWII

San Antonio, Texas

By Chris Lisanti



WW III Update. We had two games last night. The first one saw Steve (Soviet T-62M battalion) attack Mark Reed (W. German Leopard 2 company) in the No Retreat mission.





The W. Germans were quite outnumbered by the Soviet hordes which was further compounded by incredibly poor die rolls (isn't that always the case!!). The first Soviet tank that was killed was by the poor infantry in an assault.





Nevertheless, the W. German reserves came in last and with poor shooting while the Soviets ground over the valiant but very outnumbered grenadiers.



The second game saw Evan (Soviet T-64/55 battalion) take on Nathanael (IDF Mercava 2 + Mech Infantry) in the Dust Up mission.



The Soviets pressed the attack early but were generally stymied by the two large infantry units although several TOW launchers were destroyed.

The game lasted a few turns after the reserves began coming in but without a clear winner although the IDF was less bloodied. Next week late war WW II.



By
Chris Lisanti



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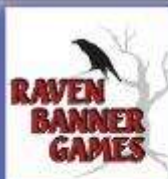
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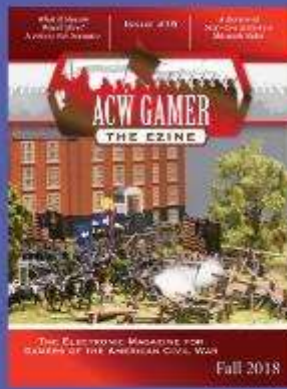
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Across a Deadly Field:
The War in the West
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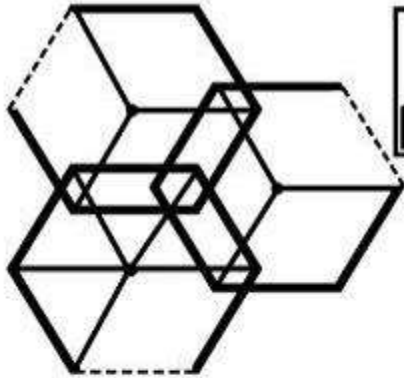
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54mm War-Gaming

By Joe Shaughnessy

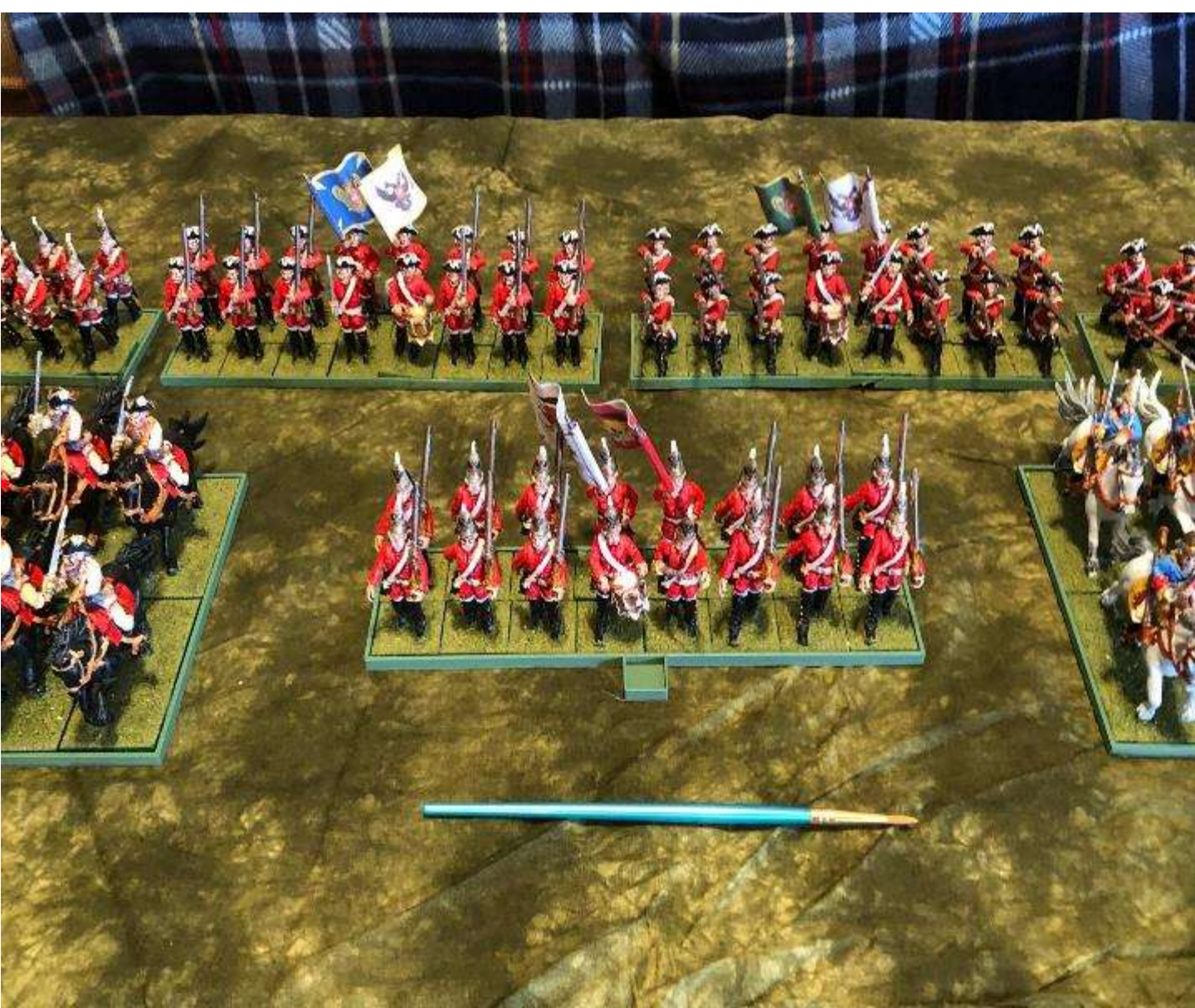


I have reached a pause point in my 54mm Seven Years War project. I am developing Russian and Prussian armies printed from the files offered by Maddox Historical

https://www.patreon.com/madox_historicalminis/posts



The goal is to put together some games using All The Kings Men. Over the last eight weeks I have finished 5 infantry and 4 cavalry units.



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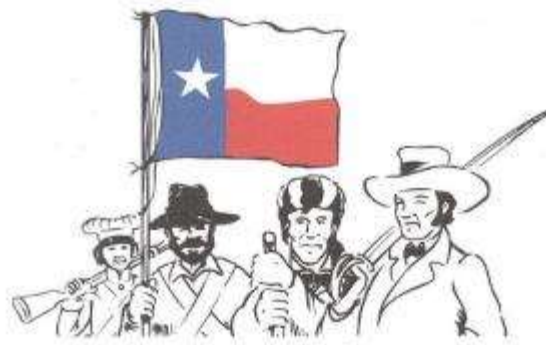


I have another infantry unit, a Cossack unit and an artillery piece and crew in the paint queue. I am taking a short break from these to work on printing and painting 28mm Carthaginians from the March to Hell Rome kickstarter.



Then it is on to the Prussians. Down the road I will have the files for British, French, Austrians, North American colonials and Native Americans to round things out. Uniform information and flags are from the excellent Kronoskaf website.

Until next time - *Joe*



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Contact Charlie Torok (LSHM President) at:
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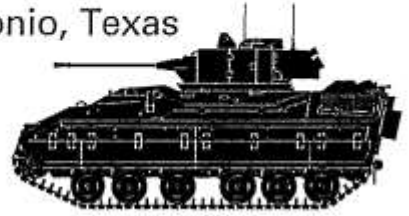
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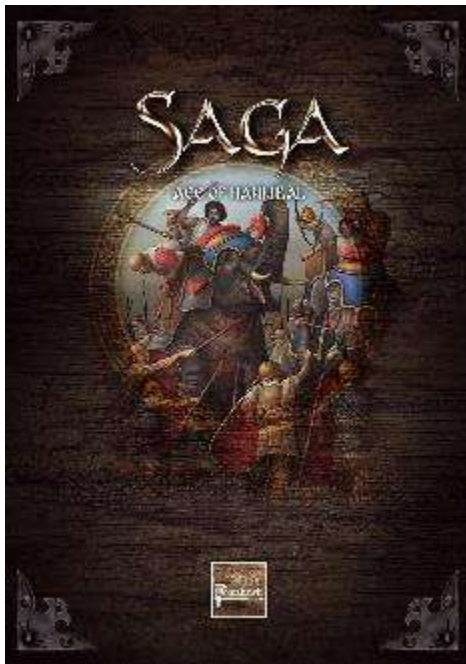
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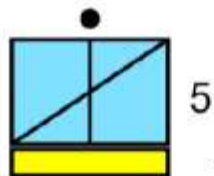
Twilight 2000 v4 Campaign Update

By Mark Leroux

My winter 2021 project was to run an RPG campaign of Twilight 2000 using the new v4 rules. The new rules are published by Free League games and they have just finished the fully funded Kickstarter back in Dec 2020. Currently, the alpha-test rules are available to backers. Sometime in 2021, the hardback books, dice, and accessories will ship to the backers.

My plan was to be the GM and run a game fully online using Roll20 as the virtual tabletop and Discord for audio communications.

For players unfamiliar with this RPG, the setting of Twilight 2000 takes place in an alternate reality of the year 2000. The inconclusive World War 3 (now described as the Twilight War) has been fought to a bitter end. Most of Europe is left in ruins. The mighty armies of NATO and the Warsaw Pact have been reduced to weary, ragged platoons. Supply lines are cut, communications are down and reinforcements are never coming. You, the players, mostly former soldiers, are left on your own to survive in a post-apocalyptic nightmare. Characters can come from different backgrounds like military, civilian, law enforcement, prisoners or some other desperate survivors. It is a very bleak world, but there is still hope. In the midst of utter destruction, you can start to build something new. Rally more people to your ranks. Stake a claim and protect it. And maybe, if you live long enough, start turning the tide.



The first session began in mid-February when the players met and rolled up characters.

PLAYER	ARCHETYPE	BRANCH/SERVICE	NAME/RANK
Ken Ramsey	Medic	US Army	Capt. B.J. Hunnicutt
	Weapon: M16		
	Specialty: Field Surgeon; +1 to Medical Aid on Critical Injuries		
Mark Sanchez	Grunt	Soviet Army ex-pat	Ryadovoy "Alex"
	Weapon: AK-74		
	Specialty: Rifleman; +1 to Ranged Combat w/ assault rifles, SMGs, shotguns		
Tony Lopez	Operator	US Marine	MSgt. "Big Stick" Fred
	Weapon: M82A1		
	Specialty: Sniper; +1 to Ranged Combat w/ sniper rifles, hunting rifles		
NPC	Mechanic	Polish Militia	Starzy Szeregowoy "KK"
	Weapon: AKM		
	Specialty: Gunsmith; +1 to Tech when repairing firearms		

The squad was given a fourth member, a non-player **Mechanic** named "KK" to help with tech support and provide an extra shooter.

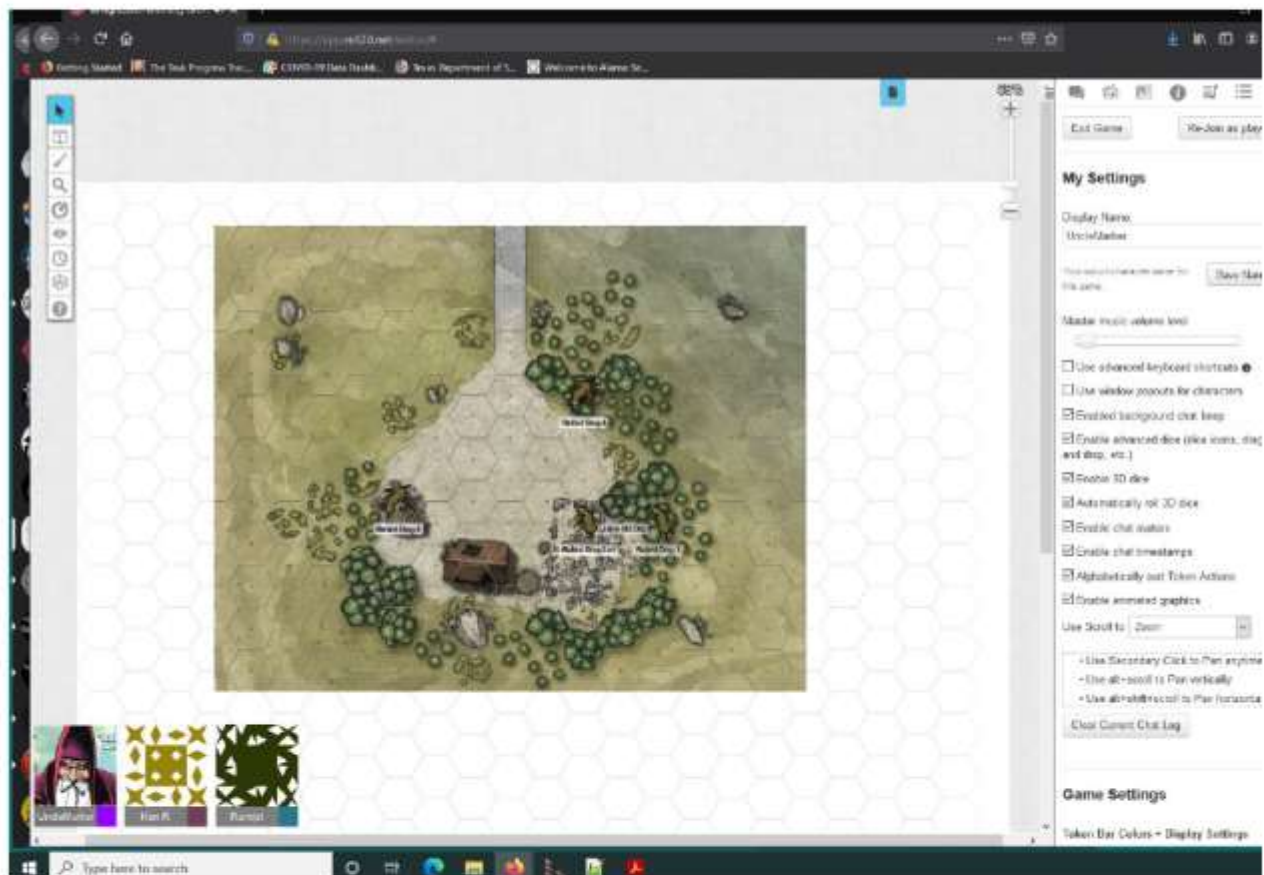
The players chose an **Archetype** for their characters (similar to Character Classes in D&D). They were kitted out with various weapons and equipment including 4 Horses for travel and load carrying.

The adventure begins in the aftermath of the last major battle between NATO and the Warsaw Pact. This ultimate battle occurred in Poland as part of 'Operation Reset'. The players are some of the remaining soldiers from the defeated US 5th Mechanized Division.

Encounter One: A Dog Day

The squad started riding west across the Polish countryside, away from the town of Kalisz. They decided to make camp and rest during the daylight hours. Hopefully, travel at night would reduce the possibility of meeting up with Soviet patrols.

While the squad was sleeping, they were met by a **random encounter**; a pack of hungry, rabid dogs. Alex the Russian, was on watch. With a successful **Recon** roll, he sounded the alarm. Four dogs charged the squad, while two more went after the horses. BJ, the **Medic**, performed a **Ranged Combat** roll with his **M16**, shooting two dogs. Alex let one dog get too close and had to use his **Close Combat** roll with a bayonet to defeat it. "Big Stick" Fred fired three shots from his **M82** with **Sniper** skill and the remaining dogs were gone.



Screenshot of Dog Day encounter

Unfortunately, two horses were bitten. They failed the **Stamina** roll and were infected with rabies. They had to be put down. This meant the squad used the remaining horses as pack mules and the troops were back to traveling on foot.

While not a particularly dramatic game session, this encounter gave the players a chance to get familiar with the combat mechanics of the game and learn how dangerous a typical encounter can be.

Encounter Two: On the March

The squad started heading north, following the west bank of a small river. The terrain was wide and open. Fred spotted a patrol 800 meters from the squad using with a successful **Recon** roll. His binoculars provided +2 to the roll. Three gunmen in civilian clothing tried to stay unseen in a stand of trees. As the squad cautiously approached, the gunmen quickly retreated away from the area.

Who were they? What was their intentions?

The squad chose to continue the march rather than pursue the gunmen. Any contact could result in a firefight and consume precious ammunition.

By evening, they arrived at a ruined Polish town. Every building in town was bombed out or reduced to rubble. The streets were littered with bomb craters and wrecked vehicles. Alex and BJ scrounged the wasteland for useful scrap and possibly food. BJ made a successful **Survival** roll and discovered some good old-fashioned Twinkies. Two rations worth of the pastries, still in the package and edible. He also found a top hat. KK made a successful **Survival** roll while making camp, which provided a bonus to avoid **random encounters**. They took one shift to rest and recover while Alex again took watch.

Encounter Three: Soviet Patrol



Morning came without incident. But the squad were greeted by unexpected guests. A Soviet patrol of six **Grunts** with **AK-74s** and an officer were scavenging the ruined town as well. They approached the camp with weapons ready. As the highest-ranking member of the squad, Captain BJ the **Medic**, tried to parley with the Soviets. He walked out in the open and raised his hands to begin negotiations. His **Persuasion** dice were not as good as the Soviet **Officers'** dice and the Soviets demanded surrender. The Soviet **grunts** took cover and went on **Overwatch**.

Realizing his poor tactical position, BJ ran into a bomb crater to gain cover. Immediately, the Soviets opened fire on him, successfully hitting the medic. The attack brought BJ to **0 Damage** points and caused a **critical, lethal** wound. A roll on the critical hit table resulted in a perforated intestine!



Screenshot of Soviet Patrol encounter

A firefight ensued. Fred and Alex took cover behind a ruined wall, while the Soviet grunts used **Ranged Combat** attacks with maximum **Ammo Dice** to maintain a constant rain of bullets on their position. KK the **mechanic** sprinted into the crater. Somehow, she avoided being shot and was able to start **Medical Aid** on BJ.

Fred and Alex were suppressed behind the wall, while two Soviets approached their flank, throwing grenades as they approached. Fred rolled a brutal **Ranged Combat** at one of them with his **M82** rifle. Alex attempted to create a diversion by scaring the horses so they would run through the kill zone. The horses indeed ran in front of the Soviets. The soldiers did not fail their dice test and did not take the bait. They continued suppressing fire on the squad.

KK managed to resuscitate BJ. With a charge of survival-induced adrenaline, BJ began self-surgery with **Field Surgeon** skill on his bleeding guts. This allowed the **Mechanic** to stop **Medical Aid** and to provide **Ranged Combat** support. She incapacitated two Soviets in **Ranged Combat** with her **AKM** rifle.

Fred took a **critical** hit. He rolled on the table and took damage to his hand which caused him to drop his **M82**. A Soviet **Grunt** threw a grenade into the crater. KK got hit and was reduced to **0 Damage** points. BJ was hit while tending his own wounds. Alex was the last of the squad still standing.

The Soviets came out from cover and approached Alex. The **Officer** rolled very well for **Persuasion** and demanded that Alex drop his weapons and surrender. Alex demanded they be allowed to keep the horses and their personal flak jackets and helmets. The **Officer** agreed to these terms. The Soviet patrol took all the weapons, ammo, rations and tactical gear. Then, they left the area without further conflict.

Things were looking grim for the squad.

Encounter Four: Civilian Camp

Alex helped his comrades get back on their feet. But the medic failed his **Death Save** roll and would not recover.

The three gunmen from a previous encounter approached the camp. They had been watching the firefight. The gunmen were Polish **Civilians**. They offered to take the wounded to their hidden encampment.

The squad went to the civilian encampment. There they were given food and water and a chance to recover **Damage** and **Stress** points. The squad also did some negotiations. They traded the two horses for improvised **Pipe Gun rifles** w/ 30-06 ammo, a **hunting bow** with arrows and some travel rations.

While at the civilian camp, they met with another NATO soldier. This was Ken Ramsey's new character (replacement to the medic) named John Matrix

PLAYER	ARCHETYPE	BRANCH/SERVICE	NAME/RANK
Ken Ramsey	Grunt	US Army	Private John Matrix
	Weapon: M240		
	Specialty: Machine Gunner; +1 to Heavy Weapon skill w/ LMG, GPMG, HMG		

John Matrix was given a **random rumor** to share with the squad. A legitimate monster is stalking the woods nearby, terrorizing civilians and eliminating any platoons that enter its domain. Seriously? A Monster? KK, who is also a Polish local, confirmed the rumor but would not elaborate on any theories about 'the Beast' or its true identity. Alex believed it to be an intimidating, armed vehicle and no one has survived an encounter with it to confirm its identity.

John Matrix provided a map showing the locations recent sightings of 'the Beast'. The squad decided to search the nearest location on the following morning.

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If you're interested in joining our Twilight2000 campaign, then please let me know at m1erouxtx@gmail.com. We meet online Monday's at 6:30pm. The game is completely online using Roll20 and Discord.

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Gaming in Dallas / Fort Worth

By Scott Hendrickson



Fun game night at TTS Greg Horner and I threw down a small Pike & Shotte game. Royalists uncharacteristically lost the cavalry combat (although the Parliamentarian horse was spent as well) and won the infantry combat...







Scott Hendrickson



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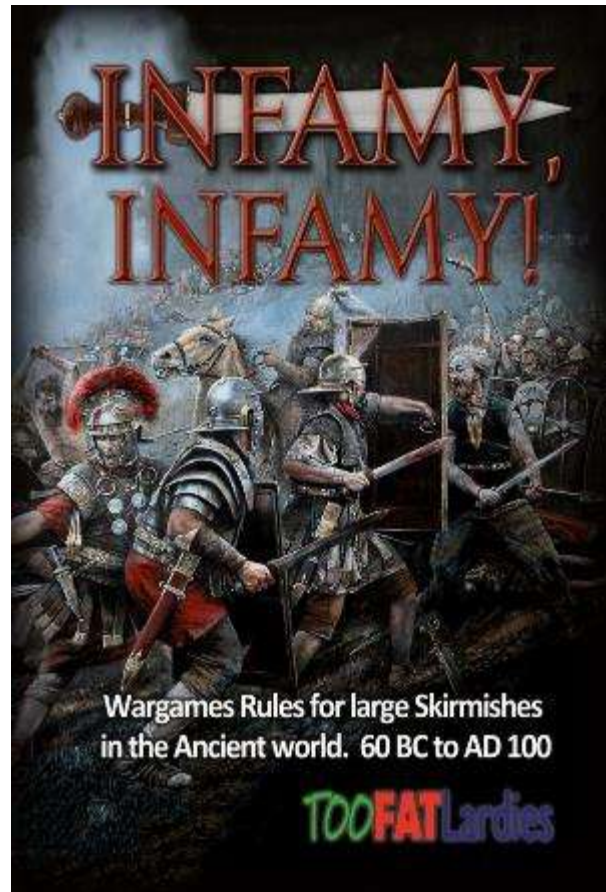
Infamy – Infamy

Ancient rules

By Steve Miller

By Steve Miller

“After action reports have been trickling in over the past few days. The legion Legate is not pleased with the centurion and optio’s results. Casualties were high and the wounded still being tended.”



A few post game insights if y'all will indulge me...

1. As stated before, this game should be played on a 6x4. The extra depth really didn't make enough of a difference that I would set it up again. The smaller depth will give a faster game, more friction as decisions will need to be made faster as the problem develops.





2. Read the fing rules! I'm used to playing other TFL games. Some of the conventions are similar but only similar. Don't rely on previous knowledge. This game IS different! The QRS is complete but you gotta "get into the books" for the details.



3. This game is bloody and gives a good sense of hack and slash warfare without the tedious record keeping of other rules. Pick your battles because units DO get chewed up and spit out in melee. I do like the system!



4. It's a little slower than SP2 for solo play but I'm thinking that has a lot to do with unfamiliarity with the rules, lots of book time and me just being a slug because there's no hurry when playing solo, right?



5. Can I recommend II for a slot in our gaming batting order? Yessir! Again, it is a two person game, but with the command/control elements, should adapt to multiple player pretty readily. I built up both sides from existing collections so I do appreciate the ability to play multiple systems with the same collections.

Good game, dice driven enough to not know results before they happen, with a narrative feel that makes TFL games fun for me. Highly recommended for either a weeknight throw down or an extended campaign between friends!



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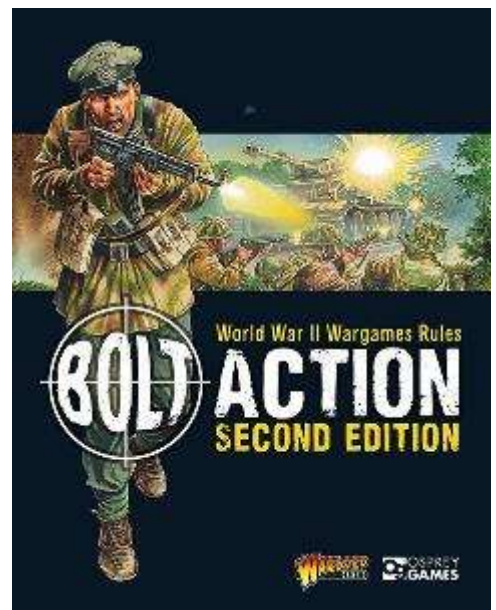
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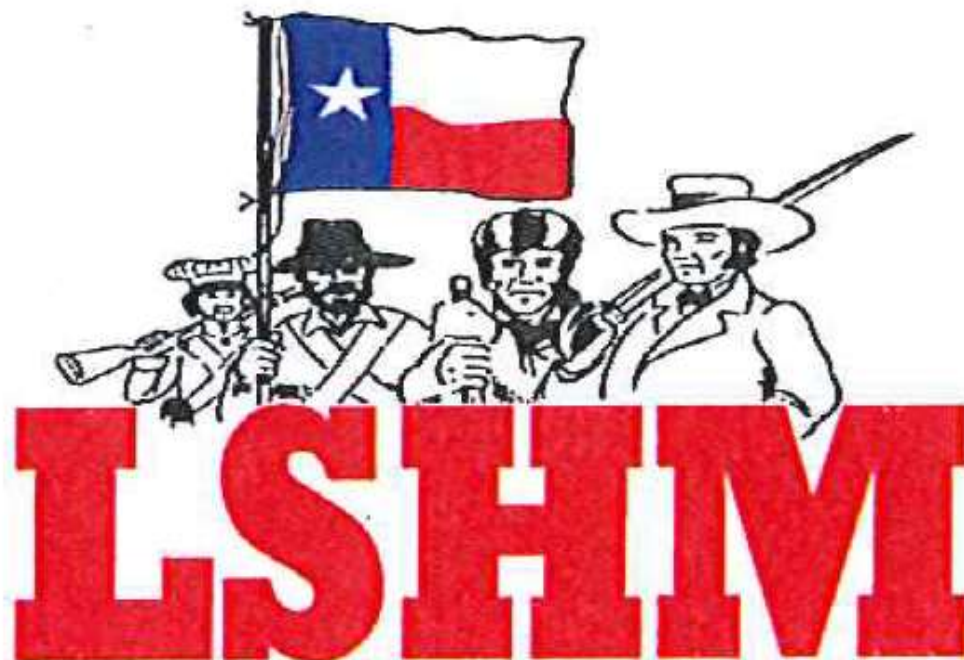
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