The Lone Star Dispatch September 2021

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Welcome & BOD update **Upcoming Events** MillenniumCon 2021 news **Past Games played Future Events planned Bolt Action Games Gamers Workbench** Flames of War - WWII Flames of War – Team Yankee **SAGA Games Battle Reports Product Review Sponsors and Advertisers**

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

WOW are we really only 2 months away from MillenniumCon 2021? I think all of us have been waiting two long years to get back to some convention gaming and seeing old friends. The MillenniumCon planning group and LSHM Board of Directors have been busy the past couple of months preparing what we hope will be the biggest and best MillenniumCon to date!

All initial indicators are looking positive - we have sold out the Wingate Hotel earlier than in past years – all 100 rooms are now booked. We also have over 120 games/events/tournaments on the schedule – the most ever. We have many old vendors returning this year and many new ones – so save your \$\$ these next two months.

We have also made some changes to the convention schedule – this year the Thursday night time slot (6pm-10pm) will have a bunch of games, and Friday will be a full day starting with games at 8am and the vendor room opening at 9am.

The flea market will be held Sunday as in past years, and this year we will have a full up Flames of War tournament on Sunday – extending the convention to around 4pm.

We know COVID is on everyone's mind so we do plan to spread out the games, and leave some game tables empty during game sessions. More specifics to follow as we get closer to the convention.

So make sure to plan to attend 11-14 November in Round Rock Texas. See you Charlie Torok there -

Conventions and Events Calendar

Update - September 2021

REAPERCON 2021 2-5 Sep As Scheduled

Embassy Suites - Denton Convention Center - Denton, TX

Contact: Reaper Minis questions@reapercon.com

https://reapercon.com/

GENCON 2021 16-19 Sep As Scheduled

Indiana Convention Center - Indianapolis, IN

Contact: GenCon

http://www.gencon.com/



TEXAS BOLT ACTION - MONTHLY BOLT ACTION EVENT 18 Sep As Scheduled

Heroes' Retreat - Gaming Lounge - San Antonio, TX

Contact: Heroe's Retreat store@heroes-retreat.com

http://heroes-retreat.com

ORIGINS GAME FAIR 2021 30 Sep - 3 Oct As Scheduled

Greater Columbus Convention Center - Columbus OH

Contact: Origins registration@gama.org

https://www.originsgamefair.com/

WARHAMMER OPEN NEW ORLEANS 2021 1-3 Oct As Scheduled

Hyatt Regency New Orleans - New Orleans, LA

Contact: Game Workshop

https://www.warhammer-community.com/2021/05/21/1-us-open-series-3-beautiful-locations-6-grand-tournaments-all-the-

gaming-bliss/

LONE STAR GAME EXPO 2021 8-10 Oct As Scheduled

Grapevine Civic Center - Grapevine, TX

Contact: Jamie Matthews Ionestargameexpo@gmail.com

http://lonestargameexpo.com



TEXAS BOLT ACTION - MONTHLY BOLT ACTION EVENT 16 Oct As Scheduled

Heroes' Retreat - Gaming Lounge - San Antonio, TX

Contact: Heroe's Retreat store@heroes-retreat.com

http://heroes-retreat.com



ALAMO INDY GT-KINGS OF WAR 22-24 Oct 2021 As Scheduled

Hermann Sons Home Association - San Antonio.TX

Contact:

http://alamofantasygt.com/

HISTORICON 2021 10-14 Nov As Scheduled

Valley Forge Casino Resort - King of Prussia, PA

Contact: Joby Miller director@historicon.org

http://www.hmgs.org

FALL-IN 2021 11-14 Nov Combined with Historicon

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/

WARHAMMER OPEN AUSTIN 2021 19-21 Nov As Scheduled

Fairmont Austin - Austin, TX

Contact: Game Workshop

https://www.warhammer-community.com/2021/05/21/1-us-open-series-3-beautiful-locations-6-grand-tournaments-all-the-

gaming-bliss/

TEXAS BOLT ACTION - MONTHLY BOLT ACTION EVENT 20 Nov As Scheduled

Heroes' Retreat - Gaming Lounge - San Antonio, TX

Contact: Heroe's Retreat store@heroes-retreat.com

http://heroes-retreat.com

TEXAS BROADSIDE! 4-5 Dec 2021 Tentative

Battleship Texas State Historical Park - La Porte, TX

Contact: Andy Broussard texasbroadside@comcast.net

http://www.txbroadside.com/







TEXAS BOLT ACTION - MONTHLY BOLT ACTION EVENT 18 Dec As Scheduled

Heroes' Retreat - Gaming Lounge - San Antonio, TX

Contact: Heroe's Retreat store@heroes-retreat.com

http://heroes-retreat.com

LAS VEGAS OPEN 2022 28-30 Jan 2022 As Scheduled

Rio All-Suites Hotel & Casino - Las Vegas, NV

Contact: Frontline Gaming Contact@FrontlineGaming.org

https://lasvegasopen.squarespace.com/

ADEPTICON 2022 23-27 Mar 2022 As Scheduled

Renaissance Schaumburg Convention Center Hotel - Schaumburg, IL

Contact: Adepticon info@adepticon.org

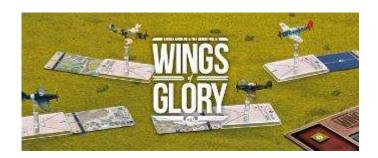
https://www.adepticon.org/



ARES Games Wings of Glory WWII



By Ray Mitchell

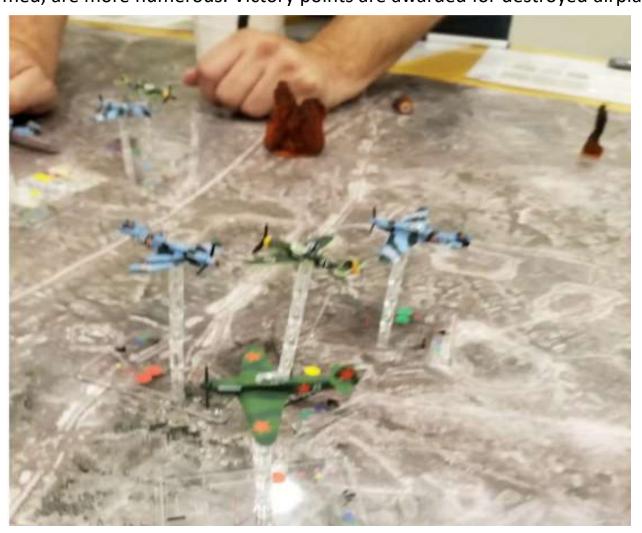




After a 2-year hiatus since MillenniumCon 2019, I am very much looking forward to M-Con 2021! I have registered to run 2 Wings of Glory WW2 events on Friday morning and afternoon, respectively.



Friday morning's event will be **Fighter Sweep**: Stalingrad. Scenario: A combat air patrol of Messerschmidt bf 109Gs of Luftflotte 4 are ordered to sweep the airlift corridor to the encircled Wehrmacht 6th Army, engage and destroy any enemy aircraft encountered. But Yak-1okhotniki (free hunters) of the Soviet 4th and 8th Air Armies are ordered into the corridor airspace with the same deadly intent. Order of battle: 4 Me bf109G, 8 Yak-1. Each player will fly 2 aircraft. The bf 109Gs are faster and heavily cannon-armed, while the Yak-1s, also cannon-armed, are more numerous. Victory points are awarded for destroyed airplanes



The scenario is designed as a game demonstration where rookie pilots learn to fly their airplanes and begin to hone their skills. The difference in this event from previous events is when pilots score a kill (by shooting down an enemy aircraft) may select either a gunnery or maneuver skill per kill to enhance their piloting ability and effectiveness. The earned piloting skills will apply to the player's airplane that scores the kill. The earned skills will be carried over into the second event on Friday afternoon, while that player's aircraft survives.

Red Gauntlet: Stalingrad Airlift is Friday afternoon's event. This event is designed for players with some experience, particularly those who participated in the morning event. Scenario and order of battle: German – 3 Ju-52 transports, escorted by 4 Me bf109Gs are ordered to airlift supplies to the Stalingrad pocket and evacuate wounded on the return leg; Soviet – 8 Yak-1 combat air patrol are ordered to engage and destroy enemy transports. Each player will fly 2 airplanes, or in this case of transports, 3. This scenario adds Anti-aircraft batteries within the Stalingrad pocket: 2ea 88mm Flak, most effective at altitude level 2-4; 3ea 20mm Flak, most effective at altitude level 2-3; and notional small arms fire at altitude level 1. The transports must descend to land within the Stalingrad pocket. Any Soviet pursuit within pocket airspace will risk AA gunfire. AA gunfire will damage Any airplane caught in its burst



Victory points are awarded for destroyed fighters and damaged transports, with additional victory point for destroyed transport. I ran this event in MillenniumCon 2019 and it had balance and clarity issues. I have worked to correct those problems. Many thanks to the gamers that offered critique and solutions to make this a better event. Hope to see you at my table in 2021

We have the truck, now we need the trailer!



For the past 5 years Art Douglas has used his SUPER Suburban to pull the trailer – Art has volunteered again this year, but we are missing the trailer.

Over the past 5 years a good friend of mine loaned LSHM his trailer for transporting our 75+ tables and other stuff to Round Rock from San Antonio for MillenniumCon. In 2020 he sold his trailer so it is no longer available. If any member has a large 16-20 foot trailer or knows someone here in San Antonio who does, and would be willing to loan it to LSHM for the weekend – we would very much appreciate it. Contact myself or one of the board members (Charlie Torok: torokc@Hotmail.com)



11 - 14 November 2021

MILLENNIUMCON 2021

Texas' largest War-Gaming Convention



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

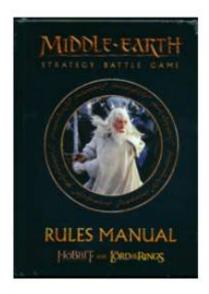
Round Rock, Texas http://www.millenniumcon.info/



MILLENNIUMCON 2021

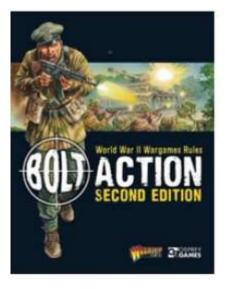
Texas' largest War-Gaming Convention

TOURNAMENTS



Middle Earth Strategy Battle Game (MESBG) Friday 8am – 6pm

Texas Bolt Action Championship Saturday 8am – 7pm

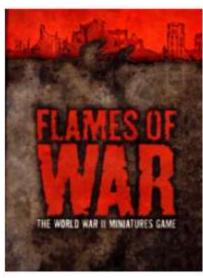




BattleTech Saturday 8am -6pm



Avalon Hill's
Victory in the Pacific (VitP)
Friday 7pm – Saturday 11pm



Flames of War WWII Sunday 8am – 4pm

11 - 14 November 2021 MILLENNIUMCON 2021

Texas' largest War-Gaming Convention

Round Rock, Texas

http://www.millenniumcon.info/





"CALL FOR VOLUNTEERS"

Many wargamers have expressed frustration as COVID caused the tabletop guns to go silent for last year's MILLENNIUMCON. However, a pandemic could be but one cause of a cease fire of the simulated shots exchanged in the convention's game rooms. The other concern is for the dedicated LSHM members who plan and operate the MILLENIUMCON event. To borrow a few military analogies, the LSHM "Thin Red Line", in order to maintain our major November 'muster', is nearing the "Schwerpunkt" needing 'relief', reinforcements', 'battle buddies', 'wing men', and 'augmentees' to maintain 'mass' and 'initiative' as MILLENNIUM grows and improves. In other words, volunteers are sought from Lone Star Historical Miniatures' 900-plus members to engage MILLENNIUMCON. The specific needs are for assistants to work with the Games Director and the Registration chief.

Those who are moved to answer the call are urged to contact either Charlie Torok, torokc@hotmail.com, or Ian Strauss, ian.strauss@att.net. LSHM has ambitious MILLENNIUMCON goals for tournaments, wargamers, vendors, and the annual Veteran's Day experience.





Congratulations to James Womack on the opening of THIRD COAST GAMES in Friendswood Texas – stop by and visit the store and say hi.



J Womack Third Coast Games

"TCG is Taking Care of Gamers"

3208 FM 528, Suite 100 Friendswood, TX 77546 832-569-5986 www.thirdcoastgamestx.com

11 – 14 November 2021 MILLENNIUMCON 2021

Texas' largest War-Gaming Convention

These vendors have already registered for MillenniumCon Contact them by e-mail if you would like them to bring your special order to the convention.

17 Vendors and counting!!

Company Name

Warlord Games

Sherwood Wargames

Bombshell Miniatures

Black Site Studios

Mechanical Mind Studios

Hole in the Wall Hobbies

Portsmouth Miniataures

Jeff's Clearance

Raven Banner Games

Wyrm Hole Hobbies

Frontline Games

Armies and Archives

Discover Games

Nerd Alert Games

James Grifford

More-For-War

Game Kastle Austin

<u>e-mail</u>

jon.russell@warlordgames.com

sherwoodwargames@yahoo.com

info@bombshellminis.com

admin@blacksitestudio.com

conflicthorizon@gmail.com

kempral@hotmail.com

jh@portsmouthminiatures.com

sieffre@sbcglobal.net

ravenbannergames@yahoo.com

wyrmhole1@yahoo.com

warlord@frontline-command.com

lamphear@mail.utexas.edu

discovergames@bellsouth.net

www.nerdalertgames.com

honeytax@crcom.net

moreforwar@yahoo.com

tom13f@yahoo.com

Round Rock, Texas

http://www.millenniumcon.info/



Support local Hobby / Game shops





Dragon's Lair Comics and Fantasy® 7959 Fredricksburg Rd. Suite 129 San Antonio, TX 78229

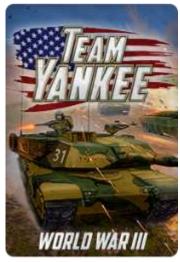
Ph. #: (210) 615-1229

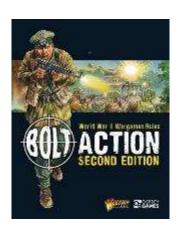
Dragon's Lair carries most Warlord Games rules and products, if it is not on the shelf just ask and they will order it for you – saving you the shipping cost.



The fully re-modeled gaming room is open!



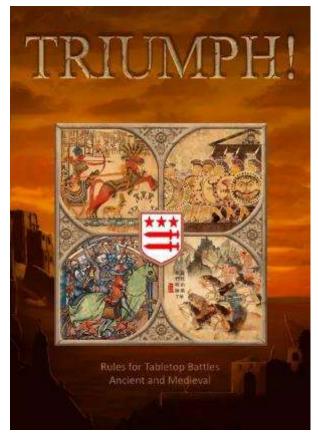




Triumph Ancients

Game Review

Blake Radetzky is getting us to play Ancients again with Triumph! It's a great set of rules, very close to DBA which we would play quite a bit years ago. I've pulled out minis I've not played and never finished from back then. Here are some photos from some of our games played over the last few weeks.





Blake Radetsky - Our intrepid Leader, actually pushing lead for a change instead of teaching us. Here, running Xiongnu vs <u>Rodney</u>'s Han Chinese on one end of our 2v2 game.









Blake Radetzky Howdy
Mark, yes I have been on
the sly with T! since their
first PDF release and
through all the updates.
Then it finally went to print
and we have been slowly
spreading the T! love around
these parts. Even ran two T!
summer school classes this
past summer. The students
thought it was great. Some
have joined us on T! game
days and got their dads to
join in.







Blake Radetzky

Scott, there is a little more meat to the game. I like the pre game setup, runs quickly. Still fast play, our games are running about an hour with a 1v1 game. The multi player games take a little longer up to 2 maybe 3 hours.



That's because everyone is learning. I recently played a 1v1 game that was true to form of my style of rolling dice, I lost in less than 30 minutes (3)

September 2021 membership report



Welcome to our newest members in LSHM

Eric Johnson Killeen
Brad Wylie DFW
Scott Croom SA

William Hammond Lufkin, TX

Caleb Hargus SA

Philip Dusold College Station

Devin Dees SA

William Lane Round Rock

Chase Kluge

Michael M. Miller Houston

Membership Matters!



stuterstruck cars - 1765329473

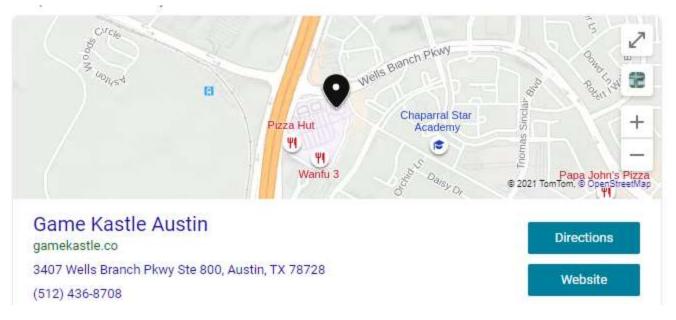
Lone Star Historical Miniatures - Official Group https://www.facebook.com/groups/lonestarhistoryminis/

Also join the Texas Bolt Action Group at: https://www.facebook.com/groups/TexasBoltAction

We are now at 961 this month!!

Game Kastle Austin is now open!!

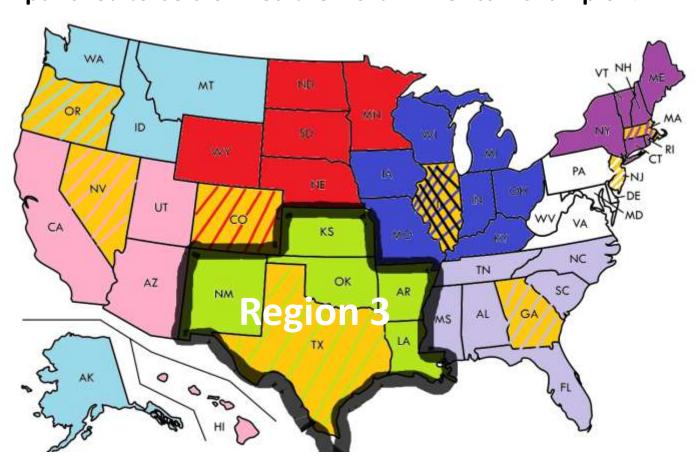








LSHM and MillenniumCon 2021 will host the Region 3 (TX, NM, KS, OK, AR, & LA) qualifying Bolt Action tournament for the Nationals to be held at ADEPTICON in April 2022. Plan to play and see if you can finish in the top 2 to get your ticket punched to be crowned the North American Champion.



MILLENNIUMCON 2021

Region 3 Bolt Action Tournament



THEGAMECLOSET

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Miniatures, card game collectibles, board games, in-store game rentals, official store tournaments, RPGs!

WE LIKE TO PLAY GAMES!



Proud to support LSHM Gaming Home store of the Heart of Texas Wargamers!

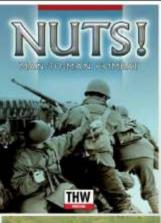


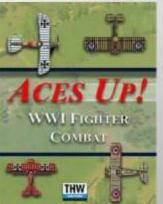


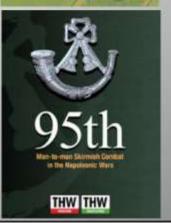




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https://www.twohourwargames.com/





4

SATURDAY, SEPTEMBER 4, 2021 AT 10 AM CDT - 4 PM CDT

Flames of War

Free · Patrick Heath Public Library

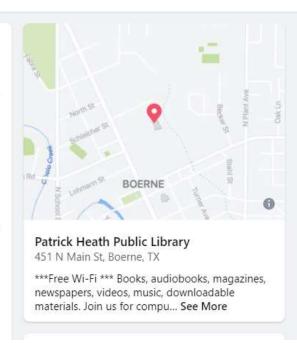




Details

- 2 people responded
- Event by Benjamin Bierstedt and Lone Star Historical Miniatures
 Official Group
- Patrick Heath Public Library
- Duration: 6 hr
- Public · Anyone on or off Facebook

Howdy! I worked out a deal with the Patrick Heath Public Library in Boerne to host Flames of War games in one of their convention rooms for September 4th. If anyone is interested in going, I don't have much terrain for more than 2 tables. So please bring terrain! Starts at 10:00am and ends at 4:00pm. If other people bring terrain and battle mats, we could have up to 5 games going with the space we have available to us. There are plenty of local restaurants near by that you can pick up food at or have it delivered (Or you could be smart and pack one $\[Omega]$) Hope to see y'all there!!! See Less



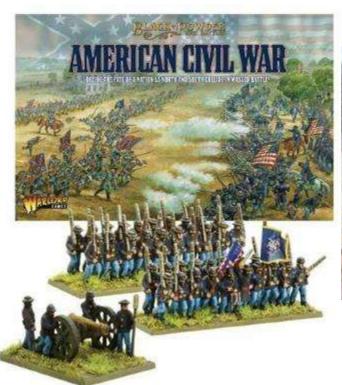
Contact Benjamin Bierstedt for more information.

Preparing for an "Epic" Game



By Scott Hendrickson

So in this installment we'll walk through our preparations for putting on a large game for MilleniumCon 2021 this year.





For starters a great team is essential, a group committed to the project with the focus on the most important part of your game event.... The people that sign up to play and enjoy. In this I am happy to send out some props to this group William Monterosso, Jon Russell and Charlie Torok. Each has brought a lot of great insights, connections to sources for troops and material and years of experience putting on games. Many thanks to all of you and still much to do...

So we began this journey with picking the battlefield that our players will fight on, in this we wanted to find a challenging, unique location that would put the players into making real tactical and operational decisions rather than just following the historical course of the battle or the historian's primary alternative plan. As a part of this we looked at dozens of potential battlefields that were and were not actually fought on this war between the states (hint).



Next we began looking at the chosen battlefield, looking at how it would affect the gamers and making tweaks where appropriate, as this is a surprise attack scenario (another hint, see previous newsletters to see the full list of hints), we needed to try out different objective placement and terrain features to balance the effects of surprise with survivability for the players as well as have alternatives for commands destroyed early on.

EPIC SCALE ACW

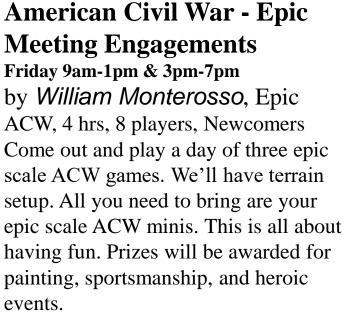
11 - 14 November 2021

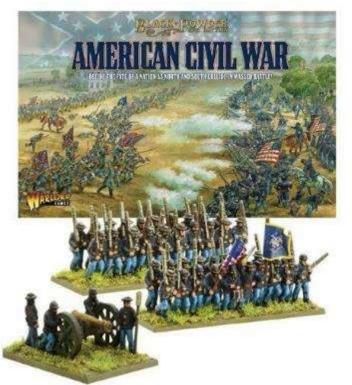
MILLENNIUMCON 2021

Texas' largest War-Gaming Convention

http://www.millenniumcon.info/

Join us at MillenniumCon 2021 for some Epic ACW games by Warlord Games







American Civil War Epic Grand Battle - Day 1&2

Saturday 9am-1pm & 3pm-7pm by William Monterosso, Epic ACW, 4 hrs, 8 players, Newcomers Join us for a grand battle on the western theater of the American Civil War. This two day battle is separated into a morning and evening session to allow flexibility. Players can register for both sessions.

The armies that fought this battle had many commands at the end completely spent (another hint), which could, given that dice rolling is involved, cause multiple commands to falter earlier than hoped. Also, this is a 2 session game where a second group will take over from the first additional plans had to be made to allow for this. So one change you Black Powder players will have is that the brigade is still the maneuver unit, but the division is the "break" formation... this will allow formations to stay in the fight longer.









Some Epic Scale miniatures from the Pete Atack collection.

Current state is running multiple smaller games to see if adjustments are needed to figure count per unit to ensure that there is still the epic look of the game while allowing the players some ability to maneuver.

Scott Hendrickson



AUSTIN





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2438 W Anderson Ln B1, Austin,
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Weekdays, Monday - Friday, we open at 11:00am and close 8:00pm.

Weeknds, Saturday-Sunday, we open at 10:00am and close at 9:00pm.

Contact Christopher Prymuszewski or Mike Hong, For more Information at Phone: (512) 454-2399

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Kyle, TX 78640

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Making Wargame Trees

By Bill Nevins
Owner: Kings Mountain
Miniatures [KMM]

All of these materials were purchased

at Michaels, but Hobby Lobby, or any other craft store will do.





I used either 18 or 20 inch wire, in dark green. Color doesn't matter, because we will be covering the wire with tape.

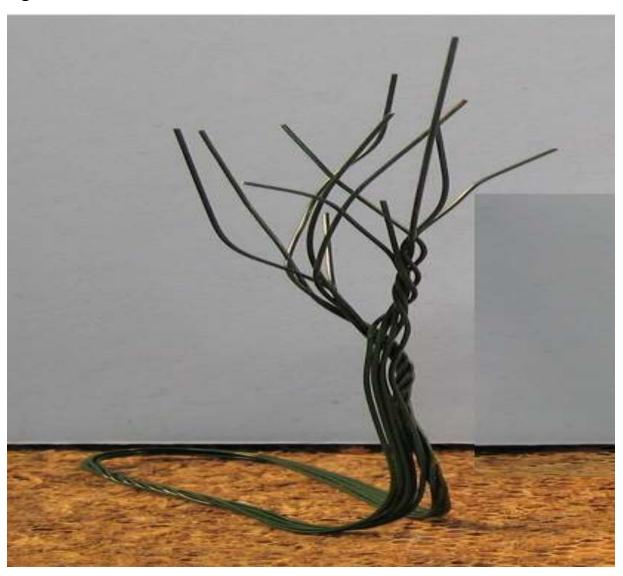
Floral tape comes in rolls, also in different colors. We need white for our exercise.

I took maybe 10-15 strands and bent them in half.

This gives you a tree height of 7-10 inches, which is perfect for 28 mm scale figures.

Next, I took each of the two separate ends of the wire and began twisting them into tree shapes.

As you can see in this photo, I then twisted both sides together, in order to form one larger tree.



You could have just cut the wire in the middle of the bend, to create two, smaller trees.

The excess wire at the bottom of the two trees, would be twisted into roots, as shown in the next photo.

Once all the twisting is finished, we can begin wrapping the white floral tape around the bare wire.

The tape is sticky and will cling to itself. I started at the bottom above the roots and worked my way up.

I just kept overlapping the tape, wrapping it as tight as I could.

You can wrap common masking tape around the wire first, before the floral tape, to give it strength and to smooth out rough spots.

I use this method when I am making thicker trees. Or making double or triple trees, from the same trunk.

Once that was finished, I took the black magic marker and just drew random lines onto the floral tape.

This is the end result. I think that it makes a nice simulation of birch tree bark.

But we are not done yet.



You can knock all of these out while watching a football game.

Or something your wife made you watch and you're not really paying attention too!

A whole Birch Tree forest



Now that our armatures are ready for decoration it's time to bring out the SeaFoam.

SeaFoam is a natural plant that can be made to look like real vegetation.

There are dozens and dozens of videos on Youtube concerning SeaFoam.

All of them will teach you how to cure and color it better than I can.

Check those out on the Model RR channels.

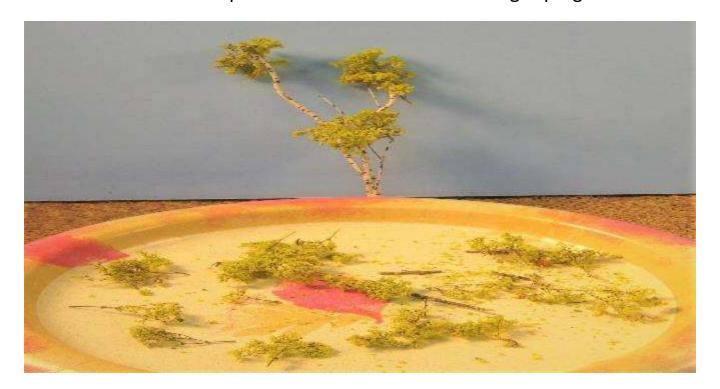
I'm writing about what to do with SeaFoam after those steps have been taken!!

This is what it look like before processing.



This is what it looks like after being soaked in Matte Medium, them spray painted a light yellow.

Yellow turf was applied while the paint was still wet. Then again using spray glue. I attached these smaller pieces to the wire armature using superglue.



Then spray the whole thing with diluted Matte Medium.

Let that dry overnight, then use Matte Varnish or Dulcote to lock it all in.





This is what it looks like when finished.



I hope you enjoyed this article and you can thank Charlie for making it happen.

Any questions will be happily answered.

Next I'll show you how to turn Woodlands Scenics Plastic Armatures into realistic looking trees. Yes, really. It can be done.





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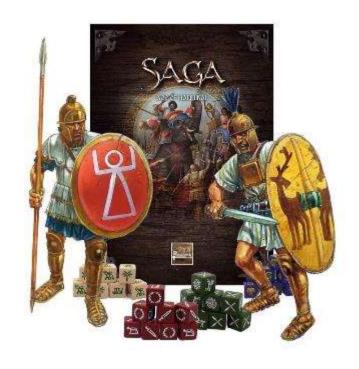
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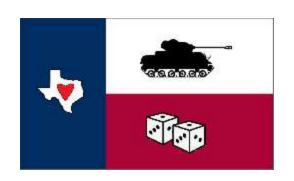
The Printed Meeple in San Antonio now carries SAGA rules, miniatures, and dice.

Join Blake
Radetsky for
Warlord Games
Wednesdays
At the Printed
Meeple.





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

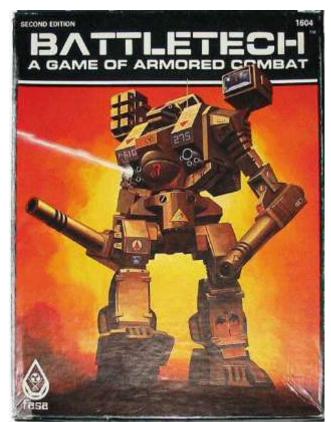
Contact:

Alan Spencer – Admin & Moderator Ben Earnest - Moderator

Battle Tech

By Frank Crull

This month's game held at Dragon's Lair Houston was another Tukayid scenario. Since Tukayid is defined as one of the pivotal battles in Battletech history, the players decided this month they would up their game and have the ComGuards take on Clan Wolf, with the Clanners doing a supply raid.





(Mad Cat preparing to engage Warhammer and Flashman.)

The ComGuards were allowed to put four Mechs on the map. The ComGuards elected to put on their Warhammer, Marauder, Hunchback and Flashman. Three supply depots were placed on the map. The Wolves then entered right side of the map. The remaining ComGuards were to show up on Turn 5.

The Wolves were not bound to honor rules, so as their forces entered the map, the Wolves concentrated fire on one ComGuard mech a turn. Unfortunately for the ComGuards, the Marauder and Hunchback were across the map guarding the other supply depot.



If you are familiar with Battletech, five Clan mechs shooting at one Inner Sphere mech is not a contest. The Warhammer was knocked onto its back on the first turn.

The next turn was not any better for the ComGuard Warhammer as it tried to maneuver away from the five Clan mechs to no avail

The Warhammer went down on Turn 2. Not an auspicious beginning for the ComGuards.

The two Mad Cats then turned to face the Marauder and the Warhammer. Since Clan mechs are better at long range, the Mad Cats force a difficult shot for both ComGuard Mechs. The Hunchback was then savaged and lost its big weapon, its autocannon/20. But the Hunchback would live as an annoyance and movement sink for the rest of the game.



(Marauder and Hunchback versus two Mad Cats.)

The Marauder and Hunchback tried to come across the field and help against the remaining three Clan mechs, which were a Linebacker, another Linebacker (proxy as a Pouncer) and a Vulture. Unfortunately, it just let the Marauder get reamed by the two Mad Cats.



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Saturday 13 November Battletech Bloodname by Frank Crull, Classic Battletech, 4 hrs, 8 players, Newcomers Same as before.





Saturday 13 November Classic Battletech Gunslinger and BT Open Tournaments by Frank Crull, Classic Battletech, 4 hrs, 8 players, Newcomers This event includes both the Gunslinger and Open Tournaments. The 2019 Classic BattleTech Gunslinger Tournament is a single-elimination tournament and is a warm up to the Open Tournament. The 2019 Classic BattleTech Open Tournament is a two round tournament. Both tournaments will be fought using the Total Warfare rules.

Somehow, still surviving after two turns of Mad Cat fire, the Marauder has bravely turned to face the Mad Cats. It would be to no avail, as the Marauder got a head shot and it was game over.



Meanwhile on the other side of the map, the ComGuard Flashman was desperately trying to buy time and was hiding from the Wolf mechs, which were now firing on a supply depot. One victory condition for the Wolves was to destroy all three depots.

Turn five arrived and the remaining ComGuards came into the battle. The ComGuards did move to close range and the ComGuard Shootist, using its autocannon/20, with assistance from the Crab, managed to hurt, but not kill the Wolf Linebacker identified below.



After another turn of fire from the Centurion, Shadowhawk, Griffin, Crab (offscreen) Thunderbolt (offscreen), the Linebacker fell down.



Meanwhile, the Hunchback was still alive and made it to Turn 6. Unfortunately, the two Mad Cats decided the Hunchback had to go and surrounded it.



The Mad Cats then mauled the Hunchback, but did not kill it. And the Linebacker still did not die. The Crab as savaged by the two Linebackers and Vulture. At that point, all sides decided to call the game.

So despite being outnumbered 2:1, Clan Wolf achieved its objective of destroying the supply depots and as a bonus, ravaged the ComGuards guarding the supply depo.



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Warlord Games Live broadcast

Join Jon Russell of the United Stares Warlord Games Demo team for his weekly update on all things Warlord Games. Jon conducts a live discussion on the USWDM facebook page located at:

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

Day: Every Wednesday

Time: 1100

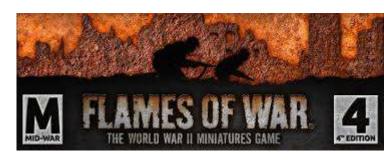
See you there!!



NEW LOCATION Same Time

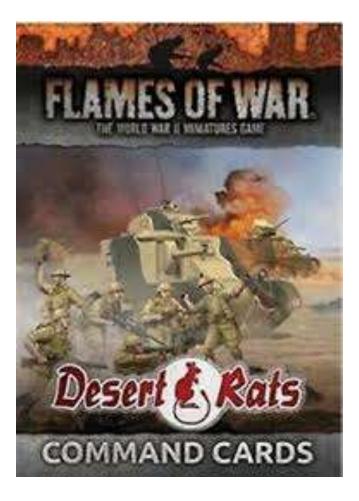
Thursday Nights 6pm





Join Chris Lisanti and the Thursday Night Battlefront Group at Heroes Retreat San Antonio

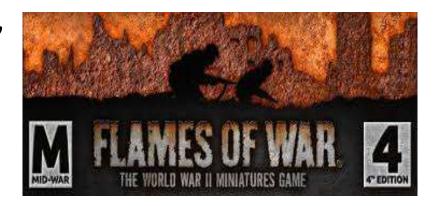




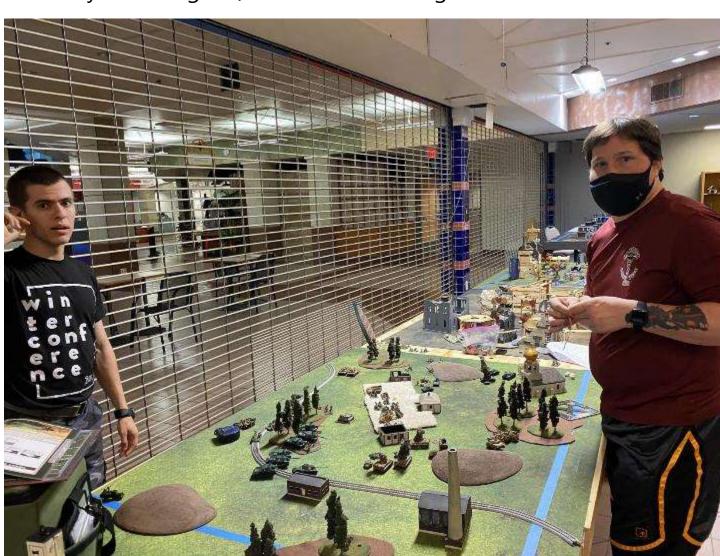
Flames of War World War II

San Antonio, Texas

By Chris Lisanti



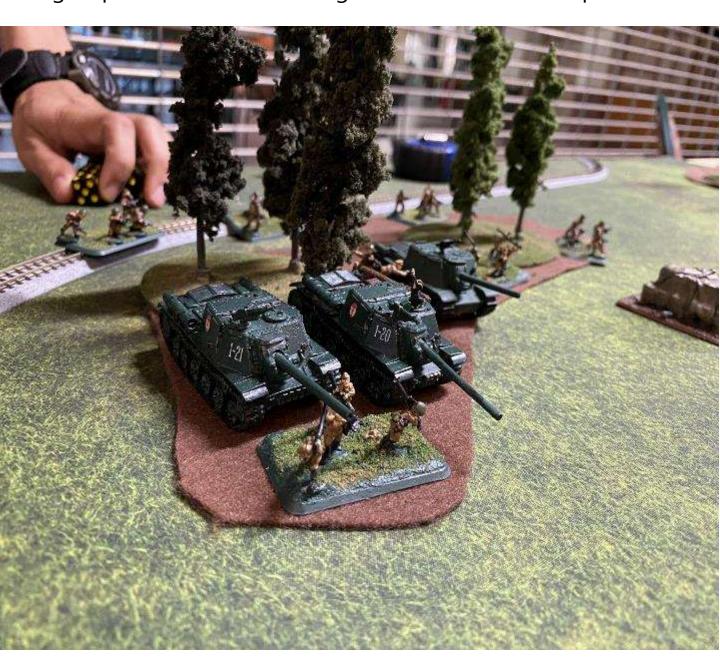
Late WW II Update. Single game on Thursday featuring Warren Andrews (German Tigers) attacking Nathanael (Soviet Heavy Assault guns) in the Breakthrough mission.







The Soviet heavy assault guns were throwing hot dice and took down four tigers in the first few turns. However, the German armored panzer grenadiers continued on towards the far objective that was being contested by an infantry unit with a group of 3 ISU-152s coming in from reserve to help.



The last two German tigers came in from delayed flanking reserves to help the panzer grenadiers by killing one and bailing the other of the two ISU-152s that were helping to contest the objective.





Rounds of infantry on infantry assaults left the Soviets breaking off but they were still able to contest the objective preventing the victorious grenadiers from claiming the victory.

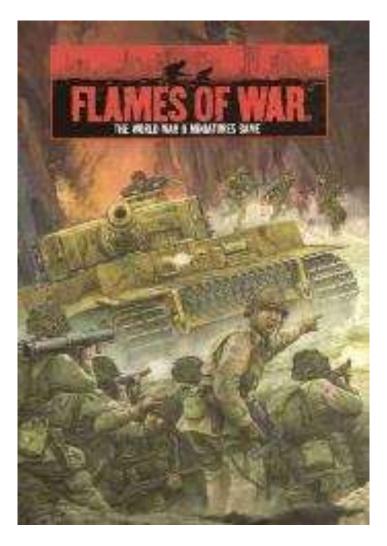


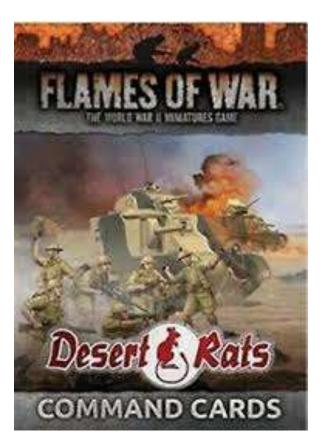
The next turn sealed the fate for the Germans as the heavy assault guns rolled up and took the last two tigers and the two Wirbelwinds that were keeping the German formation on the table. Great game that could have gone either way. Next week Team Yankee/WW III.



Next week will be Team Yankee/WW III at Heroes Retreat in San Antonio starting at 6pm.

Join Chris and the FOW Group Thursday nights at Heroes Retreat, SA 6pm





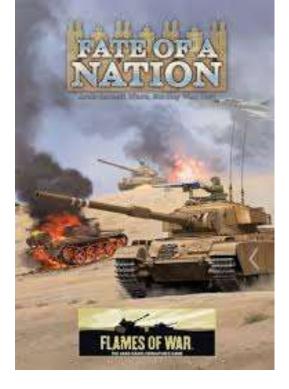
See you next month

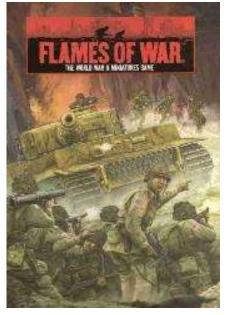
-Chris Lisanti

Flames of War San Antonio (FOWSA) Thursday Night Club

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









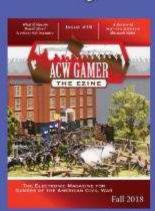




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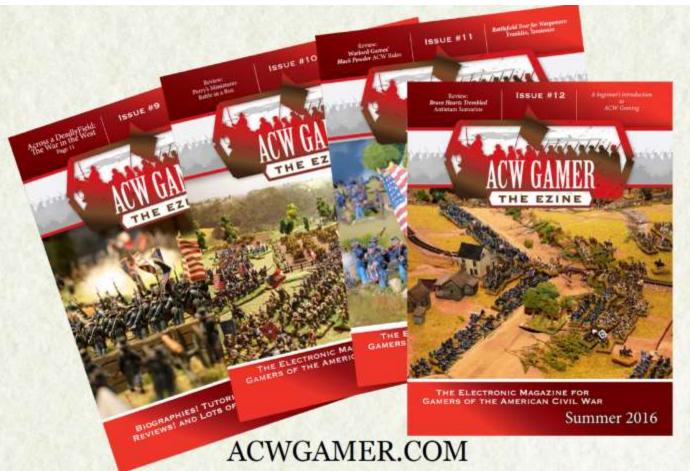
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If you are not a member of LSHM please think about joining now. This would be a great time to join. We hope to see everyone at the gaming table!!!

Contact Charlie Torok (LSHM President) at:

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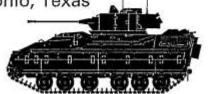
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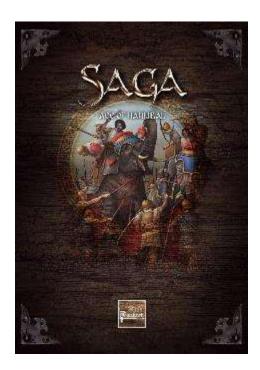
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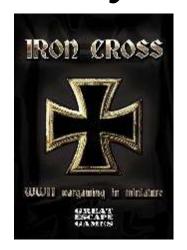


News from the Master Hobbyist:

All Things Wargaming!
"The Rat Palace" Red Oak TX,

Iron Cross battle report

By Steve Miller



We played a fun Iron Cross game yesterday with Misty N Jamie Mathews, Jamie's son Pike, and Mark Mahan.



We played an encounter battle between Early War Italians and Early War British. Iron Cross is a fast, action/reaction system which places the tabletop general immediately "in the ()\$t".





We started with Scout units only and brought on reserves starting turn 2. Both sides were fully committed by turn 3. Neither the Italians nor the British had heavy units such as Grants, Pz3 or 4s in support.



It was a game of quick maneuver, trying to get those side and rear shots. This provided the right amount of friction for players and a bit of a brain stretch as going in full speed would see your forces evaporated. The game ended as a mutual draw as both sides were spent. Iron Cross is our "throw down" Ww2 game of choice. It facilitates using our FOW collections without the mass miniature pack in. The rules are inexpensive and highly recommended! A good game was had by all!

PS: British observers claimed to have seen the largest tank they had ever seen. This rumor was attributed to the Gin smuggled in by the OP crew.

You should dig out your FoW stuff that's gathering dust! You should be playing at the Rat Palace Gamers



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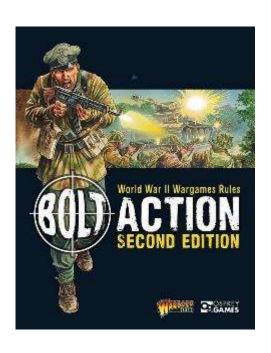
The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.

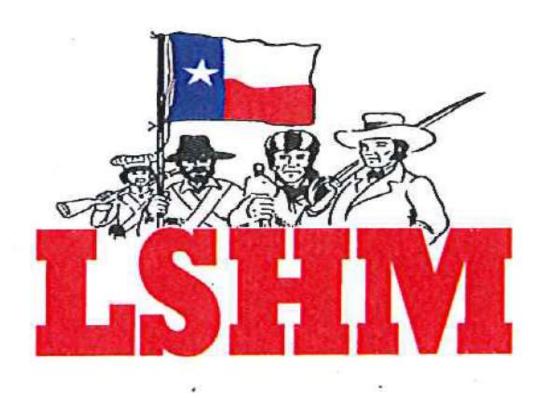


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