

WOW April is here and boy are there a bunch of gaming opportunities around the state of Texas. The newsletter is packed with events and happenings this coming month. Two big events this month are the MINI RECON in Leander Texas the weekend of 9-10 April. See pages 5-6 for details – there are a bunch of great looking games to participate in. Stop by and spend some time enjoying the scene.

Also at the end of April is the first Middle Earth Strategy Battle Game tournament at the Dallas open 29 April – 1 May. If you play GW LoTR you need to attend this event.

**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.

# The Lone Star Dispatch

## April 2021

### 2021 LSHM Officers

Charlie Torok	<a href="mailto:torokc@hotmail.com">torokc@hotmail.com</a>	President
Joe Wicker	<a href="mailto:tabium@gmail.com">tabium@gmail.com</a>	Vice President
Ian Straus	<a href="mailto:ian_straus@att.net">ian_straus@att.net</a>	
Mike Gomez	<a href="mailto:mret@texas.net">mret@texas.net</a>	
Mark Leroux	<a href="mailto:mleroux@gmail.com">mleroux@gmail.com</a>	
Oscar Barela	<a href="mailto:oscar_barela@hotmail.com">oscar_barela@hotmail.com</a>	
Mark Sanchez	<a href="mailto:msanchez387@satx.rr.com">msanchez387@satx.rr.com</a>	
Robert Williams	<a href="mailto:robert.Williams@swri.org">robert.Williams@swri.org</a>	



There are a number of absolutely awesome game stores around Texas – make sure to support you local store – we need to help them as much as we can – stop by and say hi, purchase some goods and get to gaming in your local spot.

The leadership of LSHM is very optimistic for 2022 to be a great year – we are already planning MillenniumCon 10 – 13 November in Round Rock Texas.

Have a great early summer – keep in touch and stay safe.

*Charlie Torok*

# Summer School returns to San Antonio Texas



## Wargaming Goes to School *Blake Radetsky*

Once again, I am running wargaming summer camps during 2022. This will be my 26th year hosting camps since the 2020 camps were cancelled. Camps are for kids ranging in age from 10 years old to 17 years old. Contact the Summer Enrichment Program at St Mary's Hall to register.

### Summer Camp Schedule at St, Mary's Hall, San Antonio, Texas

Week	Time	Class Name	Description
June 6 - 10	9am-12pm	Bolt Action	28mm WW2 using Warlord Games' Bolt Action
	1pm-4pm	Gangs of Rome	28mm Roman gang warfare, Footsore's Gangs of Rome
June 13 - 17	9am-12pm	Age of Invasions	28mm Roman skirmish, using SAGA
	1pm-4pm	Test of Resolve	10mm War of the Roses, using Test of Resolve
June 21 - 24	9am-4pm	Warlords of Erehwon	28mm Fantasy skirmish using Warlords of Erehwon
June 27 - July 1	9am-12pm	Gates of Antares	28mm Sci/Fi skirmish using Beyond the Gates of Antares
	1pm-4pm	Hundred Years War	10mm Medieval battles, Triumph! Ancient & Medieval
July 11 - 15	9am-12pm	We are SPARTA!	28mm Hoplite skirmish using, Footsore's Mortal Gods
	1pm-4pm	Samurai Warfare	28mm Samurai skirmish using, Test of Honour
July 18 - 22	9am-12pm	English Civil War	10mm English Civil War battles, For King & Parliament
	1pm-4pm	Auto-Destruct-O-Rama	Hot Wheels demolition derby during the Mad Max era
July 25 - 29	9am-12pm	Judge Dredd	28mm futuristic skirmish using Judge Dredd
	1pm-4pm	Gates of Antares	28mm Sci/Fi skirmish using Beyond the Gates of Antares



# April 2022 membership report

Welcome to our newest members in LSHM



**Membership  
Matters!**

# Members 1,092+

## New this month to LSHM

Bryan	Crosby	Austin
Howard	Bulin	Michigan
JR	Vinton	Nebraska
Matthew	Jewell	
Rollin	Kearley	DFW
Dillon	McCameron	Corpus Christi
Conor	Harvey	Amarillo
Jaret	Darcangelo	Amarillo
Nick	Barden	SA (LoTR)
Jesse	Venezuela	New Braunfels
Adam	Dials	Austin

### 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>





# Introducing Mini Recon in Leander Texas

## 9-10 April 2022

Contact Jay Casper at: [theminierecon@gmail.com](mailto:theminierecon@gmail.com)



9-10 APRIL 2022  
**MINI RECON**  
A MINIATURE WARGAMING EVENT



### SATURDAY

9am

- **Ave Imperator!** - Gladiatorial combat - Arena Games rules - **GM Joe Shaughnessy**
- **Battle of Dennewitz** - 6mm Napoleonics - Blucher - **GM Alan Spencer**
- **Bolt Action Scenario** - The Defense of La Fiere Bridge, June 6th **GM Fredrick T Brannan**
- **American Revolution** - Black Powder 15mm - **GM Benjamin Earnest**
- **English Civil War** - Pike & Shotte 28mm - **GM Scott Hendrickson**
- **Battle of New Swabia pt.1** - Battleground Weird WWII - 28mm
- **Saga Tournament (Start)**

1pm

- **Circus Maximimus** - 15mm Chariot Racing Game - **GM Alan Spencer**
- **Blood Red Skies** - **GM Casey Pittman**
- **Victory at Sea: WW2 Naval Game** - **GM John Prymuszewski**
- **Gates of Antares** - 28mm - **GM Scott Hendrickson**
- **Muskets and Tomahawks 1812** - **GM Randall Larsen**
- **WWII Microarmour** - Western Desert - **GM George Chrestensen**
- **3D Printing Seminar** - Printing basics for Wargaming - **Hosted By: Martin Boakes**
- **Battle of New Swabia pt.2** - Battleground Weird WWII - 28mm
- **Disposable Heroes (+some house rules)** - Vietnam 20mm (PLT per player) - **GM Evan Moore**
- **Wings of Glory WWI** - Drop in/drop out game - **GM Rodney Castro**

5pm

- **Blood Red Skies** - **GM Casey Pittman**
- **Vikings vs Saxons** - Hail Caesar 28mm - **GM Scott Hendrick**
- **Sails of Glory (Napoleonic age of sail)** - **GM Andy Blozinski**
- **Ultracombat Modern** (using Squad Level rules) - **GM Pete Atrack**
- **Bolt Action Scenario** - The Defense of La Fiere Bridge, June 6th **GM Fredrick T Brannan**
- **Battle of New Swabia pt.3** - Battleground Weird WWII - 28mm
- **Wings of Glory WWI** - Drop in/drop out game - **GM Rodney Castro**

NEW

NEW





9-10 APRIL 2022  
**MINI RECON**  
 A MINIATURE WARGMAING EVENT



# SUNDAY

9am

- **American Revolution** - Black Powder 15mm - **GM Benjamin Earnest**
- **English Civil War** - Pike & Shotte 28mm - **GM Scott Hendrickson**
- **Disposable Heroes** (+some house rules) - Vietnam 20mm (PLT per player) - **GM Evan Moore**
- **Bolt Action Tournament** (Start)

1pm

- **Bolt Action Tournament** (Continued)
- **OPEN**



**Registration fee:**

- \$15 Day Pass
- \$25 Weekend Pass
- \$5 Per Tournament (Spaces Limited)
- \$10 Sunday Swap-meet Table (Spaces Limited)



**50/50 Raffle!!**

\$5 per Ticket

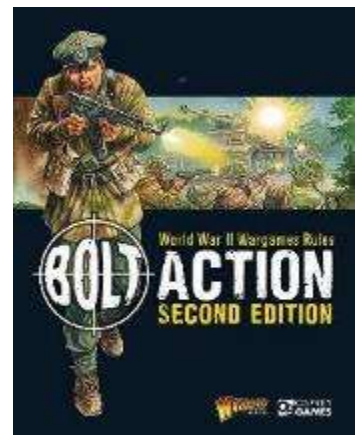
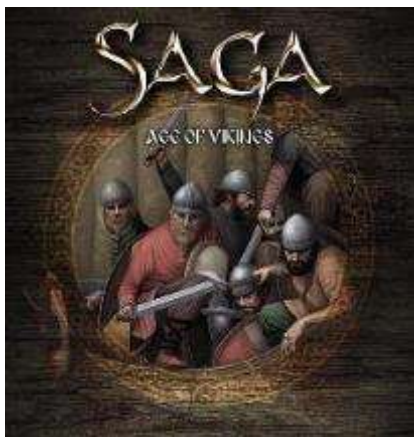
**Prize:**

**1250point Pro Painted Army!**

**ALL PROCEEDS GO TO THE VFW!**

For **Questions**, **Player**, **GM**, and **Vendor** Registration  
 contact Jay at  
[theminirecon@gmail.com](mailto:theminirecon@gmail.com)

Thank you to our Sponsors!



# Conventions and Events Calendar

Update – April 2022

**COLD WARS 2022** 1-3 Apr 2022 **Cancelled**

Roland E. Powell Convention Center - Ocean City, MD

Contact: John Hollier - president@hmgs.org

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

**MINI RECON V2** 9-10 Apr 2022 **As Scheduled**

**<<!! LSHM Supported Event !!**

The Leander VFW - Leander, TX

Contact: Jay Casper - theminirecon@gmail.com



**DALLAS OPEN 40K-MESBG GT 2022** 29 Apr - 1 May 2022 **As Scheduled**

Sheraton DFW Airport - DFW, TX

Contact: Matthew O. Porter - DALLASOPENGT@GMAIL.COM

<https://dallasopen.org/>

**FNORDCON 5** 29 Apr - 1 May 2022 **As Scheduled**

Austin Southpark Hotel - Austin, TX

Contact: -

<http://www.sjgames.com/fnordcon/>



**TOUGH 'OMBRES APRIL EVENT - TEAM YANKEE** 30 Apr 2022 **As Scheduled**

Third Coast Games - Friendswood, TX

Contact: Brian Koches - toughombres@outlook.com

<https://fb.me/e/4b4VgpV2S>

**CSW EXPO DALLAS 2022** 12-16 May 2022 **As Scheduled**

Marriott Dallas Allen Hotel - Dallas, TX

Contact: -

<http://talk.consimworld.com/WebX/1de14114>





# Dallas Open MESBG Tournament



**Middle Earth SBG  
Singles Event**



\$40.00



**Middle Earth SBG  
Doubles Event**



\$20.00



## 29 April – 1 May 2022

Friday games and events

Saturday 800 point 3-game tournament

Sunday Doubles

<https://dallasopen.org>

Contact Greg Salvador at: [grgslvdr@gmail.com](mailto:grgslvdr@gmail.com)



**WARGAMES CON XII 3-5 Jun As Scheduled**

Bastrop Convention Center - Austin, TX

Contact: WGC - [wgc@wargamescon.com](mailto:wgc@wargamescon.com)

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

**TOUGH 'OMBRES - LATE WAR EVENT - JUNE 4 4 Jun 2022 As Scheduled**

Third Coast Games - Friendswood, TX

Contact: Brian Koches - [toughombres@outlook.com](mailto:toughombres@outlook.com)

**BAYOU WARS! 10-12 Jun 2022 As Scheduled**

D'Iberville Civic Center - D'Iberville, MS

Contact: - [baliusd@yahoo.com](mailto:baliusd@yahoo.com)

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

**TOUGH 'OMBRES - LATE WAR EVENT - JUNE 25 25 Jun 2022 As Scheduled**

Fat Ogre Games - The Woodlands, TX

Contact: Brian Koches - [toughombres@outlook.com](mailto:toughombres@outlook.com)

**MAGCON 2022 No Date Postponed**

TBD - New Caney, TX

Contact: - [info@magcon.org](mailto:info@magcon.org)

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

**HISTORICON 2022 20-24 Jul 2022 As Scheduled**

Lancaster County Convention Center - Lancaster, PA

Contact: Joby Miller - [director@historicon.org](mailto:director@historicon.org)

<https://www.hmgs.org/mpage/HconHome>



**TWISTED-LORDS CON 2022 22-24 Jul 2022 As Scheduled**

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

Contact: Jon Russell - [jon.russell@warlordgames.com](mailto:jon.russell@warlordgames.com)

<http://www.twistedlordscon.com>



**GENCON 2022** 4-7 Aug 2022 **As Scheduled**

Indiana Convention Center - Indianapolis,IN

Contact: -

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

**TOUGH 'OMBRES AUGUST EVENT - TEAM YANKEE** 20 Aug 2022 **As Scheduled**

Ettin Games - Humble,TX

Contact: Brian Koches - toughombres@outlook.com

**REAPERCON 2022** 1-4 Sep 2022 **As Scheduled**

Embassy Suites - Denton Convention Center - Denton,TX

Contact: Reaper Minis - questions@reapercon.com

<https://reapercon.com/>



**ALAMO CITY GAME CON 2022** 2-5 Sep 2022 **As Scheduled**

La Quinta Inn and Suites-SA Medical Ctr - San Antonio,TX

Contact: Andrew Hartwell - ajhartwell@acgamecon.net

<http://www.acgamecon.net>



**ZORCON 1** 10 Sep 2022 **As Scheduled**

DOW Academic Center - Lake Jackson,TX

Contact: Richard Kropp - coachkropp@gmail.com

**TOUGH 'OMBRES SEPT. EVENT - TEAM YANKEE** 17 Sep 2022 **As Scheduled**

Goldmine Games - Richmond,TX

Contact: Brian Koches - toughombres@outlook.com

**TOUGH 'OMBRES OCT. EVENT - LATE WAR** 29 Oct 2022 **As Scheduled**

The Adventure Begins - Conroe,TX

Contact: Brian Koches - toughombres@outlook.com

**FALL-IN 2022** 4-6 Nov 2022 **As Scheduled**

Wyndham Resort and Convention Center - Lancaster,PA

Contact: HMGS - director@fall-in.org

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

**MILLENNIUMCON XXIV - 2022** 10-13 Nov 2022 **As Scheduled**

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charles Torok - torokc@hotmail.com

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



**TOUGH 'OMBRES TOYS FOR TOTS - LATE WAR EVENT** 10 Dec 2022 **As Scheduled**

Fat Ogre Games - The Woodlands, TX

Contact: Brian Koches - toughombres@outlook.com

**LONE STAR GAME EXPO 2022** Date TBD **No Update**

Grapevine Civic Center - Grapevine, TX

Contact: Jamie Matthews - lonestargameexpo@gmail.com

<http://lonestargameexpo.com>



If you have an event on the calendar and not listed here contact us at:

[torokc@Hotmail.com](mailto:torokc@Hotmail.com) and we will add it to the list.





**SATURDAY, APRIL 30, 2022 AT 9 AM**

## **Tough Ombres April Event - Team Yankee**

Third Coast Games

Event: Tough Ombres April Event - Team Yankee

Date: 4/30/22

Era: Team Yankee

Points: 73

Rounds: 3

List Submission: [toughombres@outlook.com](mailto:toughombres@outlook.com)

List Due Date: 4/23/22

Entry Fee: \$20

Schedule:

Check-in: 9:00 - 9:30

Round 1: 9:30 - 12:00

Lunch: 12:00 - 1:00

Round 2: 1:00 - 3:30

Break: 3:30 - 4:00

Round 3: 4:00 - 6:30

Results & Awards: 6:30 - 7:00



**Location:** Third Coast Games, 3208 FM 528 Rd, Suite 100, Friendswood, TX 77546

**Description:** This will be a Team Yankee tournament of three rounds at 73 points. Forces will be accepted from any published book. The list must have 60% (43 pts) of its units to not contain infantry. The other 40% (30 pts) if the list can have infantry. The tournament will be using the Extended Battle Plans method of generating missions from the More Missions packet. Matchups will be random in the first round and Swiss thereafter and there will be no repeat matchups. **See less**



# Plan to attend the first ever ALAMO CITY GAME CONVENTION



**ALAMO CITY GAME CON 2022** 2-5 Sep 2022 **As Scheduled**

La Quinta Inn and Suites-SA Medical Ctr - San Antonio, TX

Contact: Andrew Hartwell - [ajhartwell@acgamecon.net](mailto:ajhartwell@acgamecon.net)

<http://www.acgamecon.net>



# Texas Toy Soldier

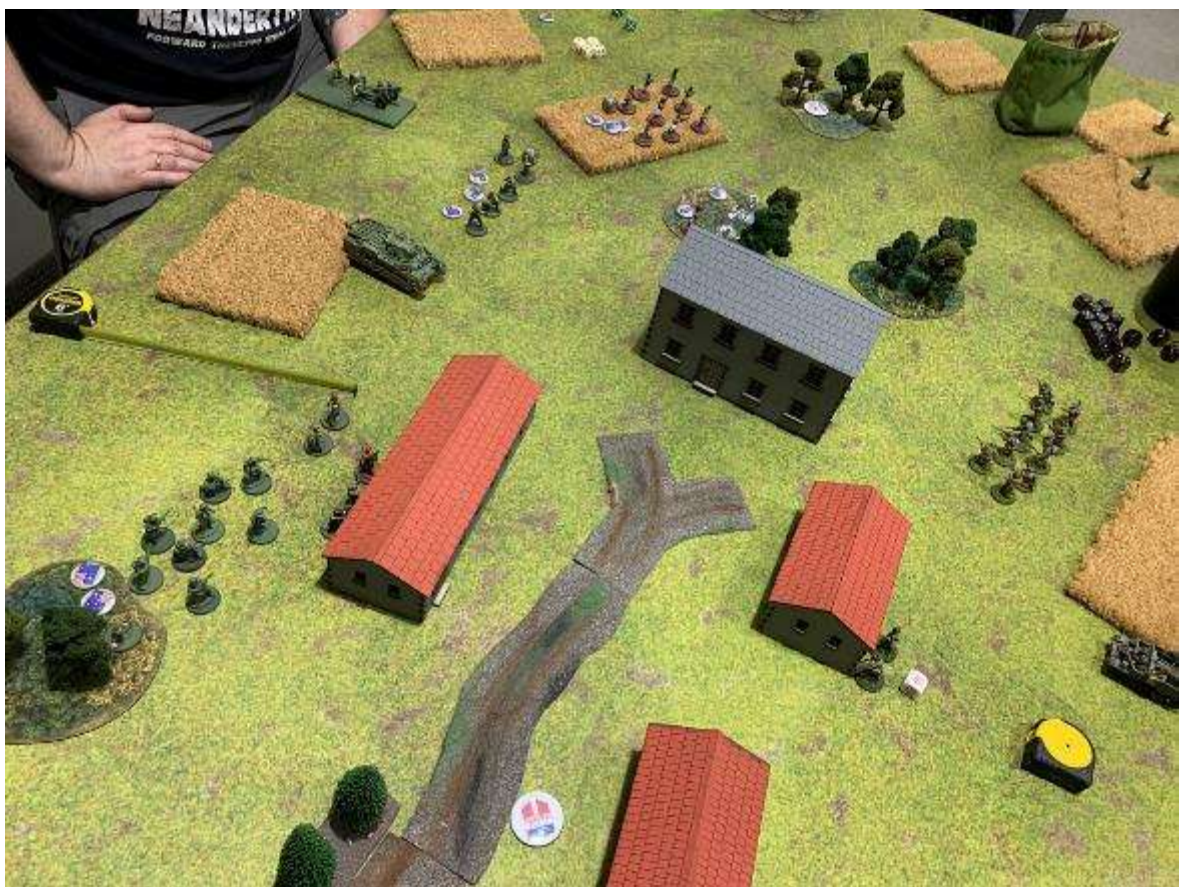
By Ricky Moore

## Bolt Action Tournament Report

Fourteen Bolt Action players from across the DFW Metro-plex gathered on March 5 at the Texas Toy Soldier in Carrollton for a tournament sponsored by Texas Toy Soldier, Lone Star Historical Miniatures, and Warlord Games.







## Results:

#	Player	TPs	CPs	Country
1	Levi Porter	9	9	Soviets
2	Larry Light	7	17	Finnish
3	Chris Reed	7	4	Soviets
4	Matthew Porter	7	2	Germans
5	Shawn Cambron	6	16	Hungarians
6	Michael McCoy	4	3	Australians
7	Aaron Jahns	3	2	Vichy French
8	Ricky Moore	3	-4	Chinese Nationalists
9	Ken Ray	3	-11	Soviets
10	Jon Li	2	-4	Japanese
11	Lloyd Macmann	2	-6	Germans
12	Andrew Kennemer	1	-9	British
13	Bob Rowell	1	-10	British
14	Andy Hannah	0	-1	Germans

\*Editors Note: Always good to see the Russians win!!!

Thanks again for Texas Toy Soldier, Lone Star Historical Miniatures, and Warlord Games supporting our event.





We had a good turnout with 14 players. Everyone had a lot of fun and we gave out over \$300 of prize support. The North Texas Bolt Action community is coming out of COVID rolling dice and taking objectives.



The format for the tournament was a single platoon 850-point list with an order dice count of 10 dice (plus one die for free units).









The event featured seven tables with a good mix of terrain including a dense jungle, snowy terrain, a Stalingrad-themed table, and a battle-scarred cross-road.





After three rounds of fighting through the missions of Meeting Encounter, Hold the Line, and Supply Drop, Levi Porter took first place with his Soviet army. Larry Light's Finns finished second and Chris Reed's Soviets were third. Just three points separated first place from fifth place. The tiebreaker for the tournament was units killed versus units lost.



Watch for more DFW Bolt Action events coming soon.

# Ricky Moore





## Twisted Lords Con 2022 - July 22-24

### REVISED DATE ANNOUNCED FOR TWISTED LORDS

TwistedLords Con is back for its third year after a great two years of combining Twister Con and WarLords Game Con.

Time to plan for Twisted Lords Lords 2022. We have the same great location as last year. We are looking forward to seeing all of you again very soon.

EVENTS WILL REMAIN OPEN TO LIST, BUT EVENTS ADDED FROM JULY 01, MAY NOT MAKE IT INTO THE PROGRAM. GAMERS CAN STILL REGISTER UP TO JULY 15TH.

**Bolt Action Tournament Rules are listed now under 'HOST' drop down**

**Red Skies Tournament Rules are listed now under 'HOST' drop down**

**Blood Bowl Tournament Rules are listed now under 'HOST' drop down**


### Where

The Sheraton Midwest City Hotel at the Reed Conference Center 5750 Will Rogers Road Midwest City, OK 73110 (South East of downtown Oklahoma City near Tinker AFB.)

Room Rate Cutoff Date - July 2nd 2021 before 6:00pm.

Room Rates are **\$109.00** for a King/Single or 2 double bed room. Booking includes a Hot Breakfast buffet coupon delivered at Check In. (up to 2 per king & up to 4 for double room).

Click link to book your room for Twisted Lords Con 2022 - This link will take you to our custom booking site for the convention:

[Book Your Group Rate | Marriott International](#) 

# New Store in San Antonio

## THE ARENA

TABLETOP GAMES



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And a plethora of boardgames too many to list

### LOCATION

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11503 TX-1604 Loop st 104, Universal City, TX 78148

[WWW.THEARENAGAMES.ORG](http://WWW.THEARENAGAMES.ORG)

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ENVIRONMENT**

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Open Tables

Private rooms available

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Bring this flier and  
get 5% off any purchase  
\*limit one per purchase

### HOTLIST

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Pokemon  
Redemption  
Bolt Action  
Malifaux  
Dungeons & Dragons  
Steve Jackson Games  
Eccetera...

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- DERVISHES - 1881

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Email: [wraley@thedorkshop.net](mailto:wraley@thedorkshop.net)

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United States  
Warlord Demo  
Team - USWDT  
@WGCOKC



# Warlord Games Live broadcast

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

<https://www.facebook.com/WGCOKC/>

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

Day: Every Wednesday

Time: 1100

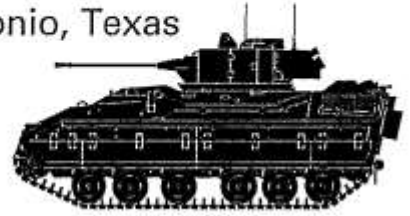
See you there!!



# Dibble's Hobbies

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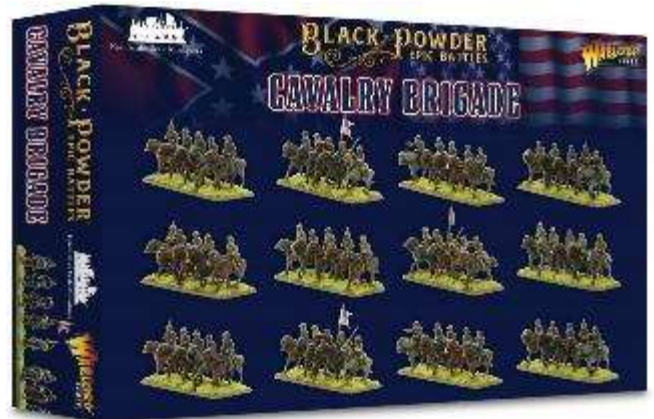
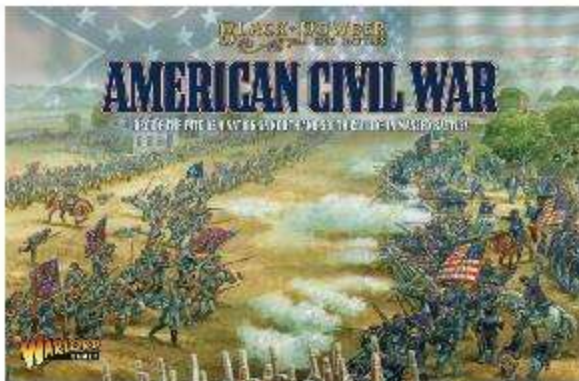
Our product lines are focused toward:

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## THIRD COAST GAMES in Friendswood Texas



J Womack

**Third Coast Games**

3208 FM 528, Suite 100

Friendswood, TX 77546

832-569-5986

[www.thirdcoastgamestx.com](http://www.thirdcoastgamestx.com)

*“TCG is Taking Care of Gamers”*

**Support local Hobby  
& Game shops**

# Flames Of War Events Calendar



## Calendar Key

Holiday	Out of State Tournament	In State Convention	In State Tournament
---------	-------------------------	---------------------	---------------------

Contact Bryan Koches  
[bryan.koches@outlook.com](mailto:bryan.koches@outlook.com)

## Tournament Locations

Gold Mine Games	249b Gonyo Ln, Richmond TX 77469
The Forge Hobbies & Games	14520 Memorial Dr Unit #28, Houston, TX 77079
Fat Ogre	525 Sawdust Rd, Suite 101, Spring, TX 77380
Third Coast Games	3208 FM 528 Rd, Suite 100, Friendswood, TX 77546
The Adventure Begins (TAB)	525 Woodland Square Blvd, Suite #130, Conroe, TX 77384
Ettin Games	241 FM 1960 Bypass Rd E, Humble, TX 77338
Hard Knox Games	5571 N Dixie Hwy, Elizabethtown, KY 42701
Cardboard Corner Cafe	9240 Metcalf Ave, Overland Park, KS

## Tournament Info

Date	Location	Era	Points	Special Notes
1/8/22	Gold Mine Games	LW	110	
1/28/22	Las Vegas Open	TY	70	Nationals
1/29/22 – 1/30/22	Las Vegas Open	LW	110	Nationals
2/26/22	The Forge Hobbies & Games	MW	105	MW Monsters allowed
3/12/22 – 3/13/22	Wolkrieg @ Hard Knox Games	TBD		
3/25/22	Adepticon	TY	73	Nationals
3/26/22 – 3/27/22	Adepticon	MW	105	Nationals
4/9/22	Cardboard Corner Cafe	MW	110	
4/30/22	Third Coast Games	TY	73	
5/21/22	MagCon	TBD		
6/4/22	Third Coast Games	LW	TBD	
6/25/22	Fat Ogre	LW	111	
7/22/22	Historicon	TY	TBD	Nationals
7/23/22 – 7/24/22	Historicon	TBD		Nationals
8/20/22	Ettin Games	TY	TBD	
9/17/22	Gold Mine Games	TY	TBD	
10/15/22	Red October @ Hard Knox Games	TBD		
10/29/22	The Adventure Begins	LW	TBD	
11/13/22	MillenniumCon	LW	TBD	Toys for Tots
12/3/22	Texas BroadSides Charity Event	TBD		Potentially Chris Jacksons Place All proceeds go to USS Texas
12/10/22	Fat Ogre	LW	TBD	Toys for Tots

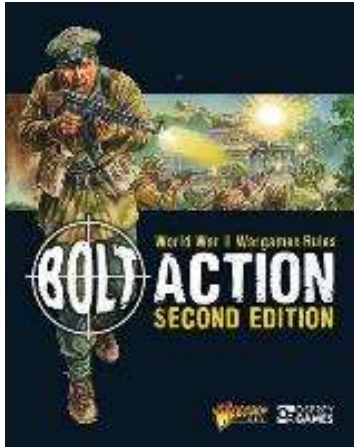




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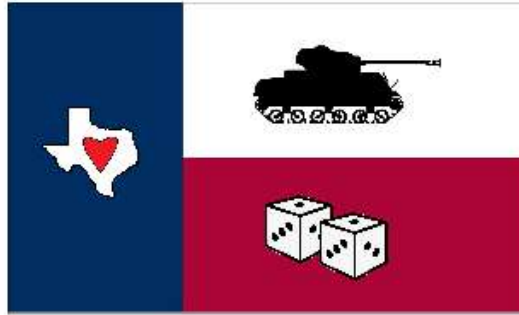
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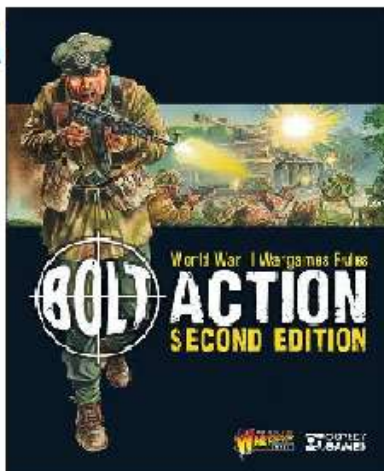
# Heart of Texas Wargamers (HoTW)



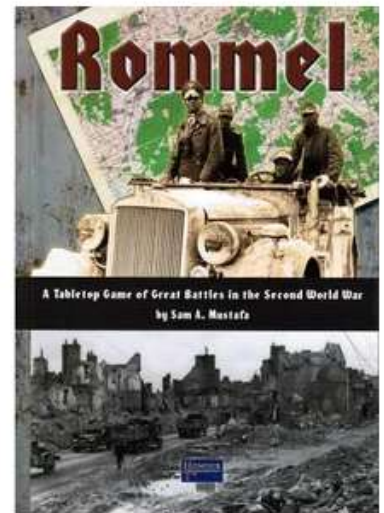
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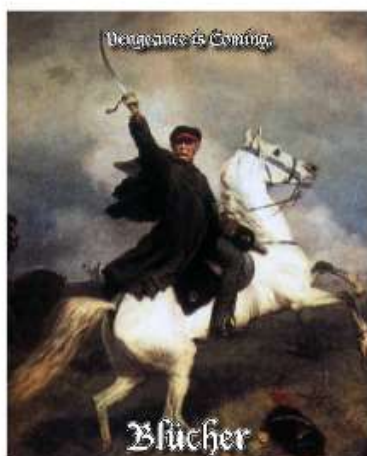
**Bolt Action  
28mm  
WWII**



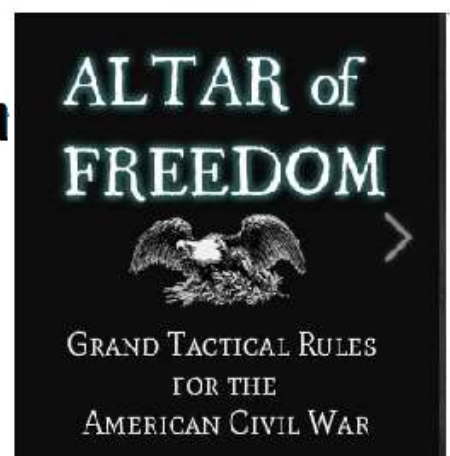
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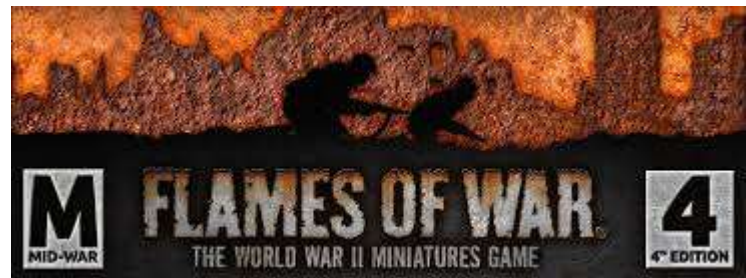
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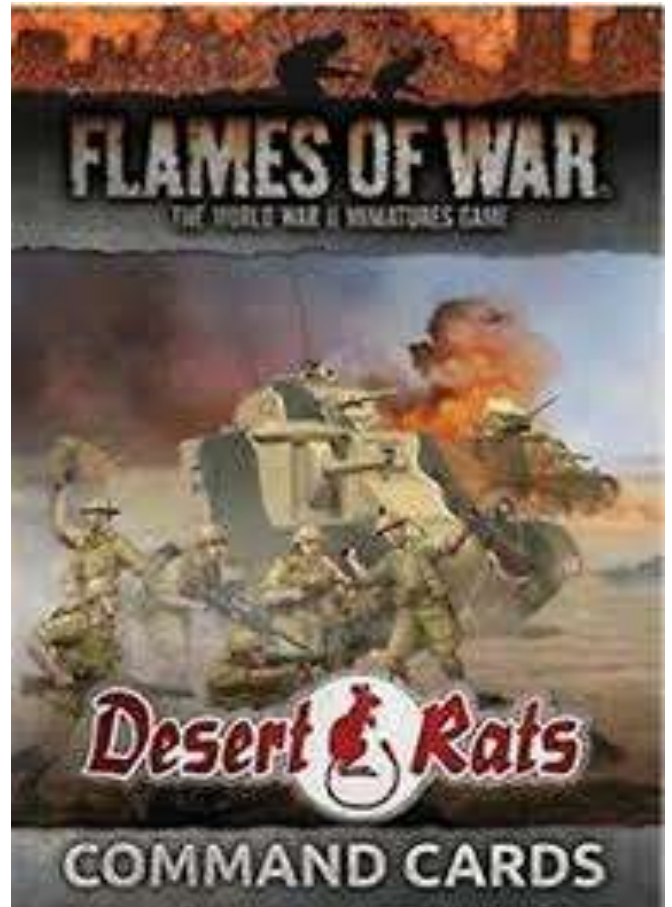


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# *Flames of War World War II*

## *San Antonio, Texas*

By Chris Lisanti



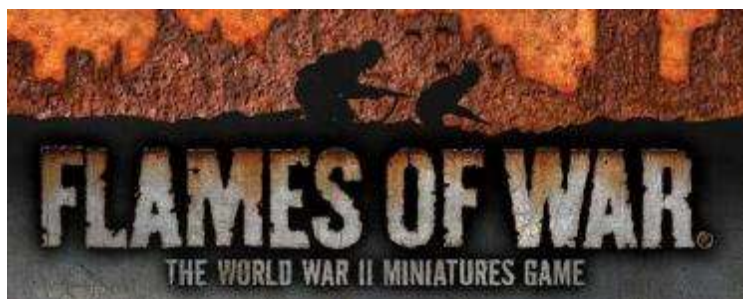
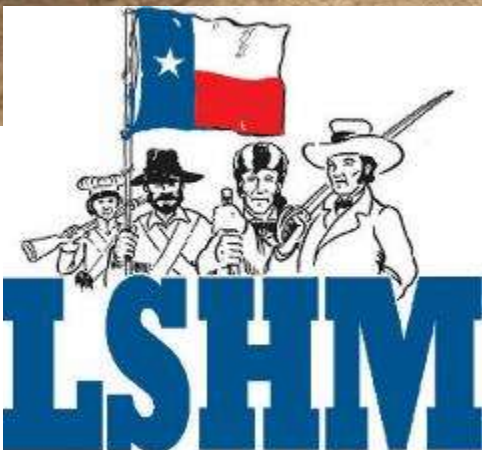
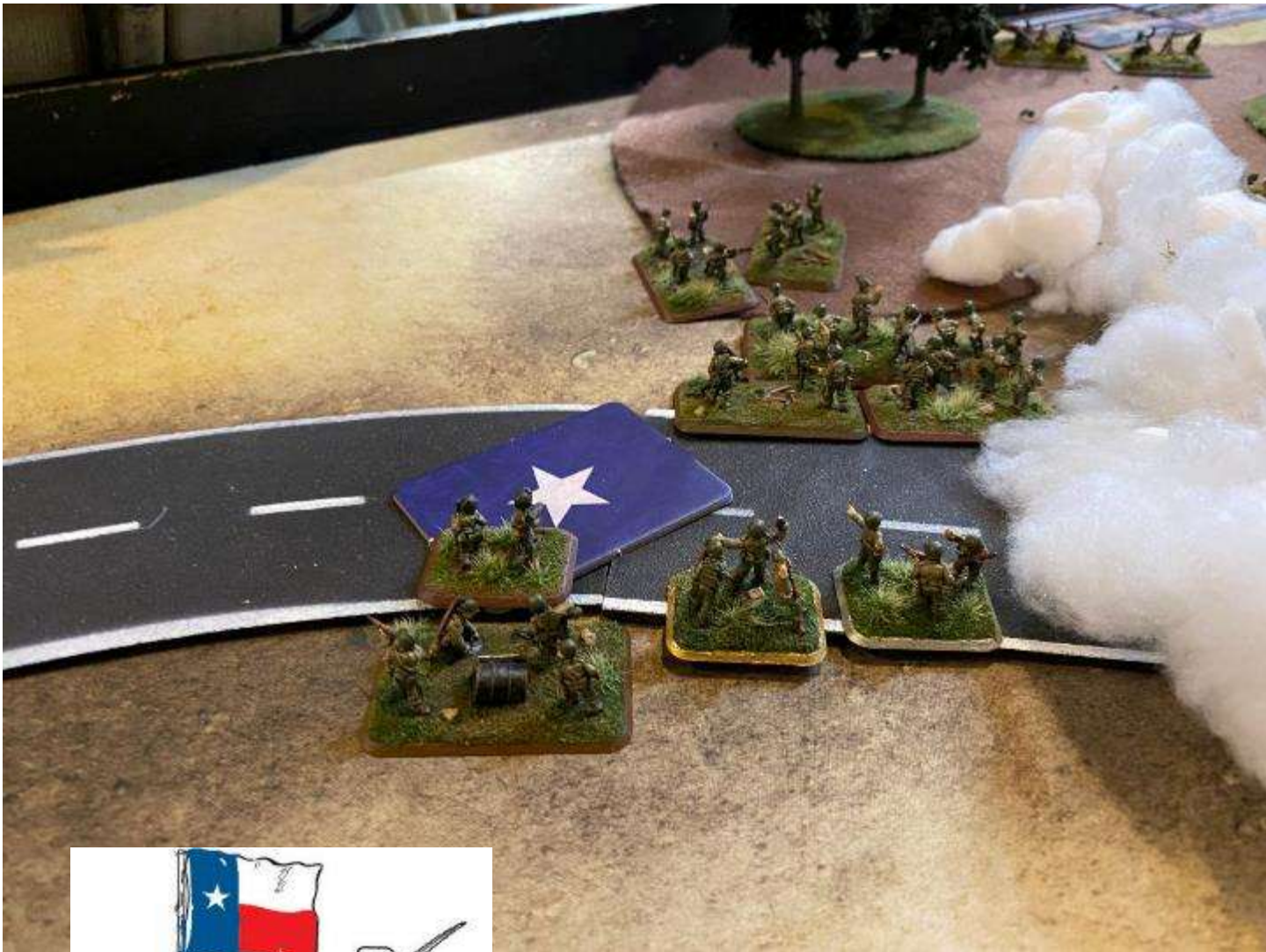
WW II Late Update. We had two games Thursday evening at Heroes Retreat in San Antonio Texas.





## Game #1:

Chris (US rifle company) took on Wade (Panzergrenadiers) in the Contact mission. The Germans elected to put only a single grenadier platoon on the table along with HMG nests and Pak Front. The Americans got reserves in early resulting in 5 76 mm Shermans supporting a rifle platoon and formation commander as they moved aggressively towards the objective without infantry.







An HMG nest was destroyed with an American assault while two other nests were pouring in fire against the Americans who were contesting the objective. The Americans took a few casualties but then dug in. The Germans were forced to spring their Pak Front in the woods to contest the objective.





The American 105s took out one of the two Pak 40s contesting the objective, and when the Germans failed to get any reserves on turn 4, the American laid down smoke and assaulted the last Pak 40 culminating in their victory.

---

### Game #2:

The 2nd game saw Nathanael (Soviet T-34/85 battalion) attack Art (German Grenadiers) in the Bridgehead mission. The German Pak 43s, Pak 40s, and smaller AT guns survived repeated Soviet bombardments while whittling away Soviet tanks in the woods on either flank.











Once, the left flank AT guns were finally eliminated by the Soviets, they were left were only a single T-34/85 and 2 SU-85s. The Soviet SMG unit moved forward and was very close to winning, but the German formation commander in the woods but not dug in proved impossible to kill (passed 3 die rolls). It was declared a draw. Next week Mid War.





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Retreat, SA 6pm**

See you next month

– *Chris Lisanti*



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P003	Painted Large Dbl Decker	37			
P004	Painted Triple Decker	44			



# France vs Prussia 1806

Cory Ring – Cigar Box Battle Mats



I started collecting and painting Perry Miniatures 28mm 1806 Prussian line as soon as it was released. I have always thought that the Prussian Army of 1806 was the best looking army of the Napoleonic period. Very few people have interest in the period, let alone figures with which to game the era. I discovered quite by accident that four of our local group had just such armies. Myself, Cory Ring, Jon “Greg” McCluskey, Bill Amick and Scott Monsour all had figures for the 1806 period. Much of my early war French collection was left to me by my late friend Rob Hall.



We all began working toward a game around Auerstadt. Most of the substantial number of 1806 Prussian figures I had painted were from the King of Prussia’s Principle Army so Auerstadt made sense. Cory came up with a scenario focused around the village of Hassenhausen. I built the terrain to match as closely as possible the area around that Prussian ville. We slightly adjusted scenario to balance it by holding back the Prussian reserve as Brunswick was hesitant to commit not knowing the outcome at Jena. We also gave control of Hassenhausen to the Prussians at start.





On March 26, we finally got together after months of planning and painting. We had a total of 13 club members attend the game which we called "Defending Hassenhausen". We used rules I co-wrote with my friend Tim Harwood almost 15 years ago. They have evolved over the years but are fast and easy to learn. We called them Saber & Musket. The French force consisted of the Division of Gudin, with the brigades of Petit on the French left and Gautier on the left along with the Division of Friant with his two brigades, Locket's on their left and Kister on their right arriving in the French rear. There were also three regiments of Chasseurs available in reserve. though never deployed.







The Prussian Division of Schmettau deployed two brigades of Kraft and Shack in line with Kraft on their right in front of Hassenhausen and Shack on the Prussian left. Arnhim's brigade arrived in the Prussian rear on turn one and Knebel's brigade on the right on turn two. Much of the large Prussian cavalry contingent did not arrive until turn 10 and had little room to maneuver.



Both Gautier's and Petit's Brigade approached in column. However, Gautier eventually deployed in line behind a small creek and exchanged fire with Schack's Brigade for almost the entire game. Nothing decisive came of this engagement on the Prussian left. On the right, the French regiments of the 12<sup>th</sup> and 21<sup>st</sup> became heavily engaged, remaining in column and attacking the Prussian lines repeatedly. The tactics were sound, but the dice betrayed the 1/21<sup>st</sup>. They hit an exposed Mollendorf Infanterie regiment while crossing a bridge in road column, but rolled a 2 forcing them to the rear with only a few casualties.





They re-entered the fray later in the game. Meanwhile the Knebel Grenadiers and the Wasternsleben Regiment entered in line and poured fire into the 1/21<sup>st</sup>, eventually forcing them to pull back. The 2/21<sup>st</sup> broke through the Kraft Grenadiers in the center and captured a battery, They were forced to conduct a breakthrough charge, but found themselves alone and surrounded on three sides by the Malschitzky and Prince Henrich Regiments along with two batteries of Prussian 12 pounders. All were at full strength. After taking many casualties, the 2/21<sup>st</sup> also had to withdraw.



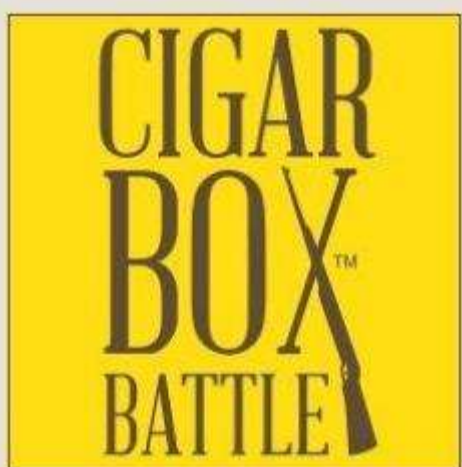


By now Locket's Brigade of Friant's Division was fully deployed and engaged on the Prussian right. However, despite being whittled down with losses, the Knebel, Mollendorf and Wartensleben Regiments of Orange's Division held against sustained French Musketry. Instead of deploying to attack, Kister's Brigade had to face left to prevent a Prussian advance. Prussian Kuirassier and Dragoons under von Blucher stood in reserve, and were ready to exploit any gaps in the French line. The French never really got very close to taking Hassenhausen. In fact, Orange's second Brigade lined themselves up behind a stone wall outside the village and were prepared to defend against any French assault. Around turn 21, we declared a Prussian victory.



We had a great time playing the game and all seemed to enjoyed the rather rare sight of Prussians and French wearing their 1806 garb and looking very disciplined and warlike. I have enjoyed painting the 1806 Perry Prussian figures and I very much look forward to expanding my collection, and our scenario.

Bill Moreno  
North Atlanta Gamers (NORTHAG)







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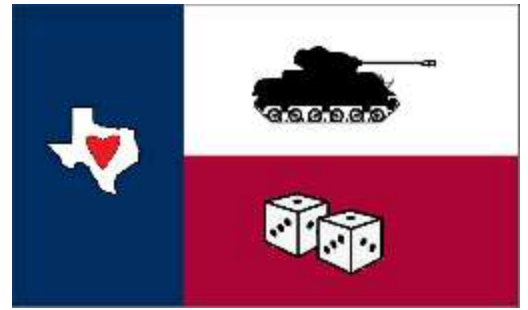
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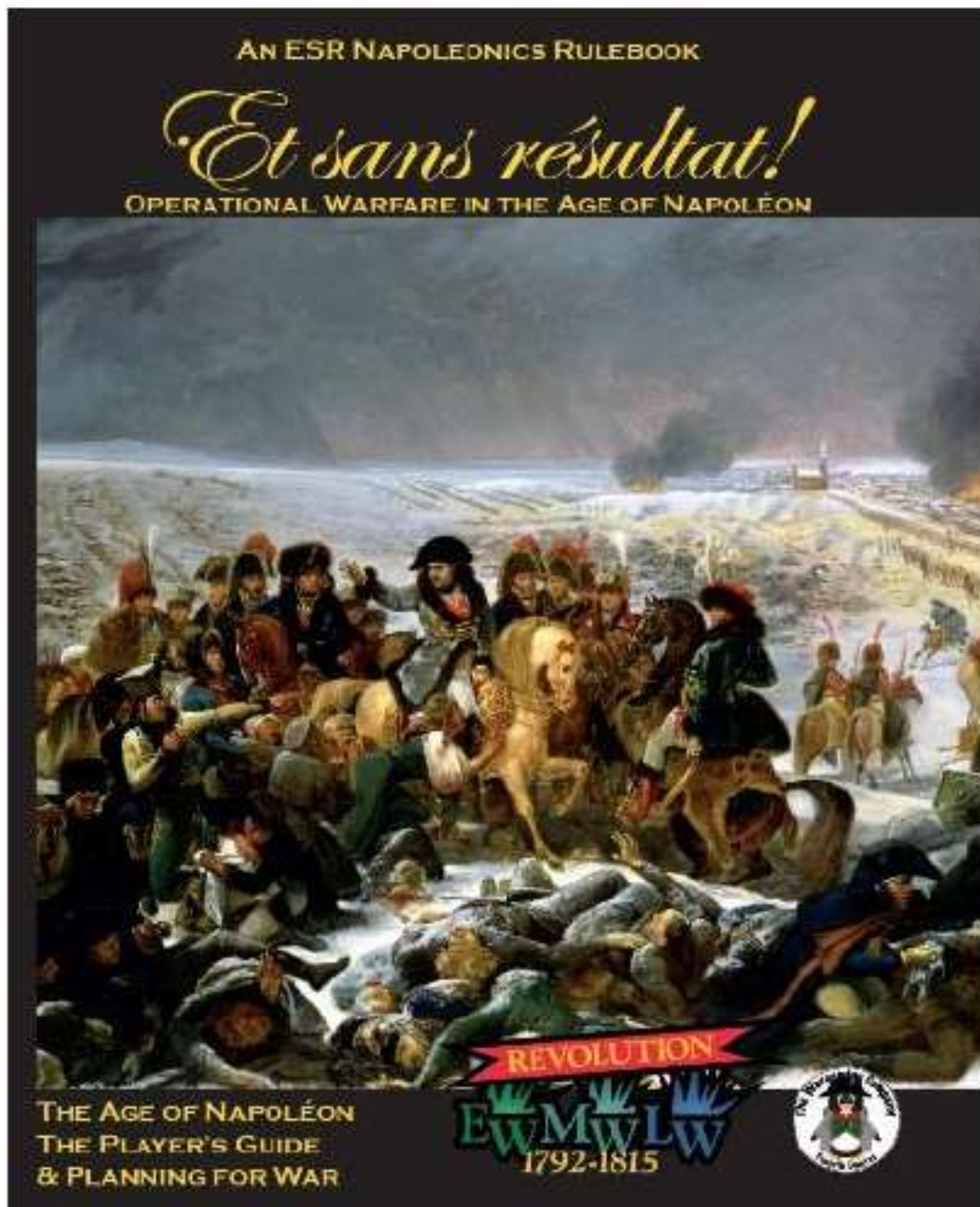
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Contact:

Alan Spencer – Admin & Moderator

# Et sans Resultat (ESR) v3

## The Good, the Bad, the Meh



Reviewed by A. Spencer



I am NOT a professional reviewer by any means. And I have only played one game of ESR v2. So I will be coming at this very neutral and “cold” – meaning some of this may be old hat to you who have played ESR.

I will go into some more detail below, but for those looking a quick opinion:

**The Good:** There is a ton of obviously researched work. The rules are essential for being able to use the guidebooks (which are some of the best I’ve ever seen) effectively. The reformation area is a novel mechanism for handling local regrouping. Also the combat has been reduced to a single die roll for a full formation vs the old buckets of dice for individual units within a formation. And a Withdraw maneuver has been added to the game.

**The Bad:** Get out your calculators, as the “Threat Assessment” mechanism is going to require some number crunching of variables and ratios for both movement and combat. And there are loads of different factors that can affect that. There are also plenty of different modifiers regarding leaders, locations, etc that will also need some number crunching.

**The Meh:** This rule set is going to probably sparkle in the eyes of those who like really crunchy games of ratios and unit traits, fought with an opponent is also into crunching numbers, over a long evening. This is not a short or quick learning curve – but should prove a fun time for those who like that. More than say 4 Corps, and this is a full day game (not just an evening). I’m not that guy anymore, but others might be.

That said, here’s a more detail review.





## Physical Appearance

ESR v3 is a hard bound book (not spiral like the previous version). This does make the rules easier to sit on the bookshelf, but not as easy to leave the rule book open during battle (if needed).

The pictures inside are crisp, and the page edge coloring to help you find information is very useful. There is a table of contents and a single page index in the back.

## Gamer's Notes

These rules open with the first 29 pages going *briefly* over the phases of the Napoleonic Wars, and the nations involved. Useful if this is your first foray into Napoleonics, but otherwise nice eye candy of old paintings, etc.



**Pages 30-44** So THESE pages are where if you are new to ESR, or its guidebooks, you will need to turn to often. Why? Because ESR uses a LOT of anglicized pronunciations of other nations armed forces. An example - Cavalry is also referred to in the rules as: Cavalerie (French), Kavallerie (German), Cavalleria (Italian), Kawalerii (Polish), Cavalaria (Portuguese), Kavaleriya (Russian), Caballeria (Spanish), and Kavalleri (Swedish).

This naming convention is throughout the rules and guides to give you more flavor of the period – so it will be important for old and new gamers to refer to this section often. **Bookmark that bad boy!**



## Formations and Logistics

Two terms to come to grips with – *ployed* and *deployed*. Or as us old gamers call it, In March Column or Deployed.

ESR has an interesting concept in the form of local logistics, or as they call it, a reformation area. Think of it as a moving baggage/command HQ for your corps aka “formation” in the rules. I actually like this, as it keeps you from going willy-nilly without some difficulty.



## Scale, Basing and Sizes

ESR v3 has different recommended method of basing sizes determined by the “scale” of the game you want to play. However, they are adamant to note that if yours and your opponent’s miniatures are mounted basically the same – it will not affect game play.

The “table size” is based on “miles”. The length of a mile in the game depends on your figure and/or basing size. The smallest table size is 2x2 miles, the largest 5x8 miles. Depending on your figure and/or basing a 2x2 mile table is as small as 18 inches square (using 6mm figures), or 6ft square (using 28mm miniatures.)

This does give you the ability to use different scales of figures to refight small battles or very large ones. They do note, that once you get passed the “2 Corps/formation” per player size, the game time will increase dramatically.



## Common Game Terms Pages 50-51

To play the actual game, it will be critical for all players to be familiar with these terms. This is due to some of the terms will be familiar to gamers, but they may not mean the same as YOU think they are.

In my opinion, a couple of the terms are downright silly – specifically “Embarrassing Terrain”. That’s just rough ground, and they say so in the next paragraph.



## The STAT Cards

This is new in ESR v3. And it is both a plus and a minus, in my opinion.

The plus is almost all the “starting factors” for figuring out the “Threat Assessment” are there, along with some individual traits (used to be called Characteristics in v2) and distance information. Also, the leader cards factors (for named commanders at higher level) are there on the card, along with a nice portrait of the commander so named. All the formation orders can be placed on the card in the form of chits and markers, making it easy to see the status of your formation.

The minus is, if you don’t use a roster sheet, you’re going to need table space to place these cards, as each formation requires their own. So, unless you are playing a small game, with extra space on your gaming tabletop to place them, you are going to need at least one secondary table for this (if more than 2 gamers, probably 2 secondary tables).

The cards do NOT come with the rules. You must order them separately. And not all the forces during the Napoleonic Wars are available yet (but they are working on them).



## **"Miles"**

The main distance measurement to consider operational command is in the distance of "miles". This distance is based on the basing/figure scale mentioned previously. You will need to have a firm grasp of this measurement in your game/battle, as it will affect your ability to give/accept commands.

## **The Threat Assessment**

This is the main "crunchy" meat of this game. This is where you can go all gamey, using your knowledge of the rules over your opponent, to force them into untenable situations where they cannot move, and barely defend themselves.

There is not enough room for me to put in all the options, variables, and possibilities for this here. Just know if you can master this, you can master this game. But you better bring a calculator and some pencil and paper. Cause you're gonna need it.



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## Combat

As mentioned earlier, combat has been reduced to a single die roll of formation vs formation. This shortens up the whole buckets of dice rolls for formations in combat in previous versions.

The tradeoff is there are a lot of factors to add up, multiple/divide, add and subtract based on a myriad of variables before you make that dice roll. DO NOT ATTEMPT OR ALLOW someone to do this in their head. Use calculators and pen/pencil on paper to get your numbers and factors down properly.



## Planning for War

So – this section is excellent. While you will need the definitions from pages 30-44, this is an excellent resource no matter what game you’re playing. It only has Austria, England, France, Prussia, Russia, and Spain at the moment. I’m sure it will not be long before supplements for other minor powers get their say.

The scenarios included in the rules handle some straight up Attack, Defend, Meeting engagements – all which can be used with ESR or any other rules set. These seem well designed and come with a map.



## Final Analysis

Truthfully, this is not a rule set for me to play. It is not bad – just the game is not for me. But I'm thankful to HAVE the rules, for all the research and definitions to help with the absolutely outstanding guidebooks the Wargaming Company puts out.

Go forth and have fun playing games!



Alan Spencer is the founding member of the Heart of Texas (HoT) Wargamers located in central Texas.

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# ***LSHM Team Yankee WWII***

## ***San Antonio, Texas***

***By Chris Lisanti***



WW III Wrap Up. Nathanael (Soviet T-80 Shock Battalion + E. German T-55 Battalion) attacked Evan (U.S. Army M113 Mech, Combined Arms, and HMMWV Cavalry Troop) in the No Retreat mission.









The Warsaw Pact rolled up quickly across the entire width of the battlefield with little to show for their shooting efforts over multiple turns. The thermobaric artillery only destroyed a couple of the many US infantry stands.



The carnations finally started to make a dent in the RDF and Bradleys in the middle woods, but not enough to break their morale (close positioning of the US formation commanders helped tremendously). The T-80s were on the left flank but were slowly ground down by mainly TOW-2 fire with some additional effect by the M1A1 Abrams that came in from reserve.





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In the end, the TOW-2 fire decimated the T-80s while the US infantry (three platoons) were not substantially dented by the Warsaw Pact. Victory to the Americans. Next week late war FOW.



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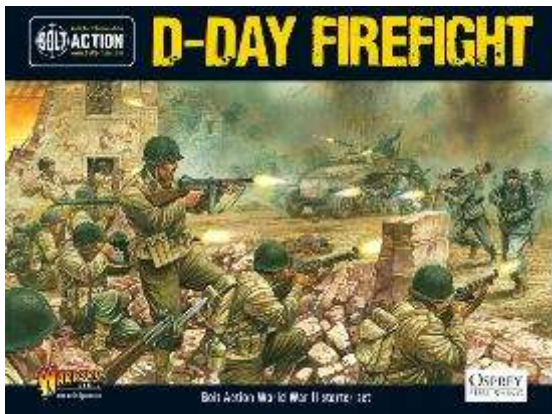
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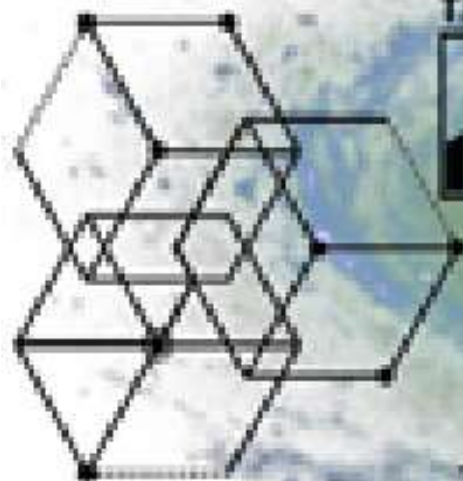
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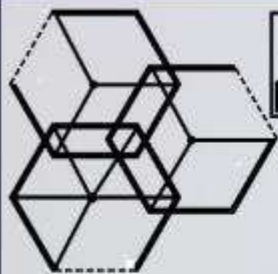
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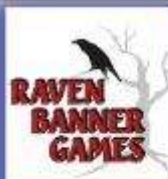
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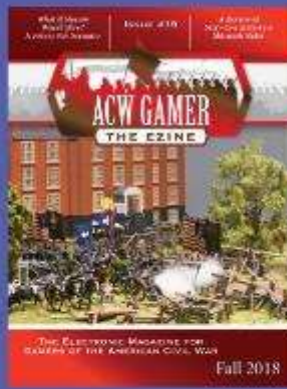
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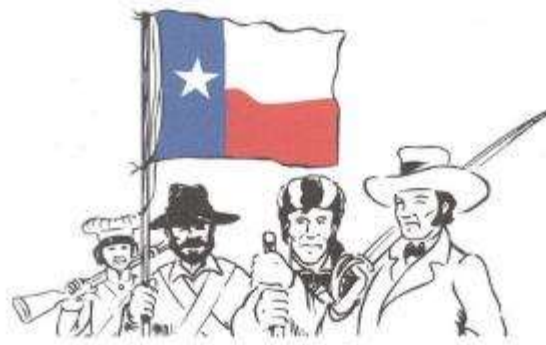
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*Miniatures and photo  
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If you are not a member of LSHM please think about joining now. This would be a great time to join. We hope to see everyone at the gaming table!!!

Contact Charlie Torok (LSHM President) at:  
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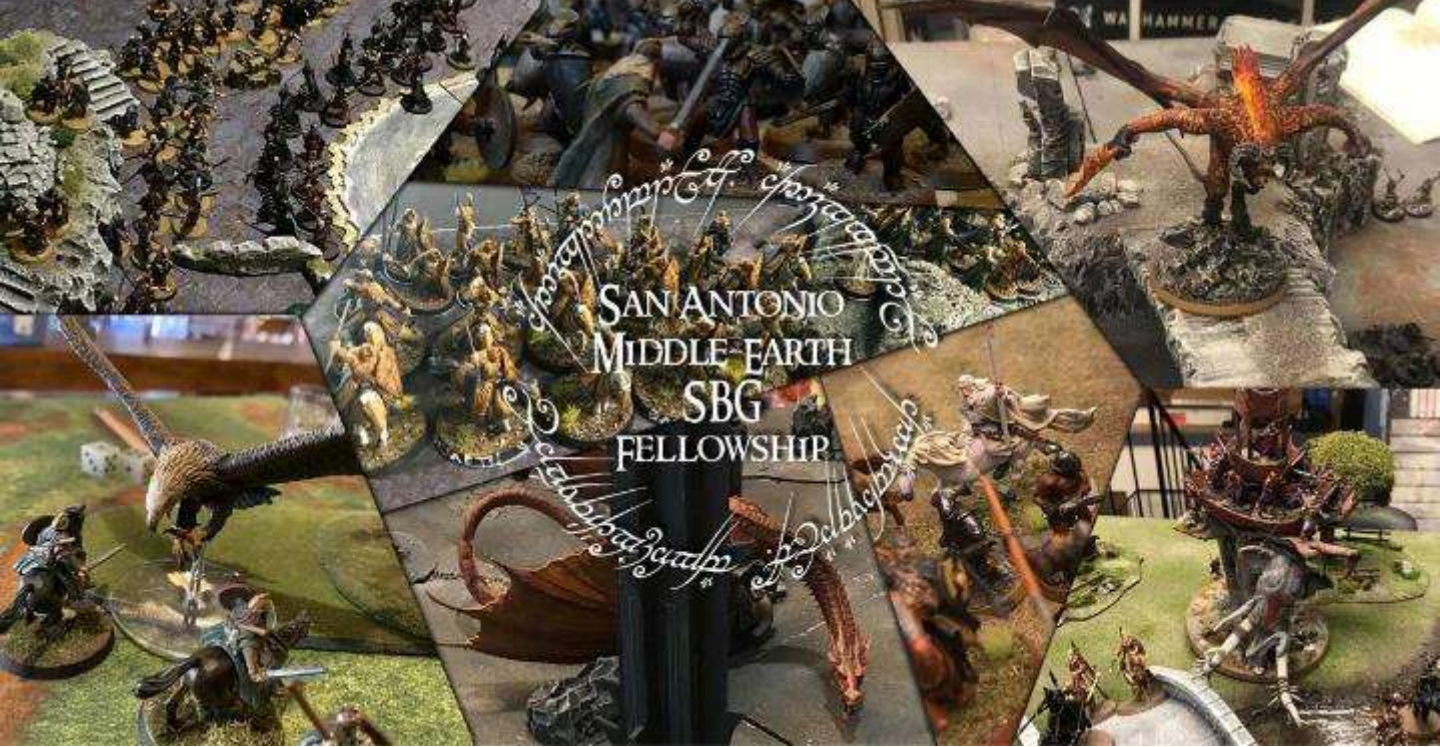
**College Station group:**

<https://www.facebook.com/groups/962549661177040/members>

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







## Round #3 - March to Mordor battle report:

The San Antonio MESBG Fellowship is running a 2 month long campaign called the “March to Mordor” A series of games fought between 9 “GOOD” and 9 “EVIL” players. Here is a battle report from Chris Lisanti (Dwarves):



I had a good game with Robin Adair this evening with his Angmar force with the Witch King, a Barrow-wight, and a cave troll taking on my dwarves with King Durin and Mardin.





I think King Durin has lost his edge when battling magic as both he and Mardin both struggled against the Barrow-wight with Durin taking two paralyzing casts where he resisted the first one with one will roll and 2 points of might, but he succumbed on the 2nd paralysis when the Barrow-wight rolled a 6 even though he rolled two will and had one might, but his roll was not enough to keep him from paralysis.









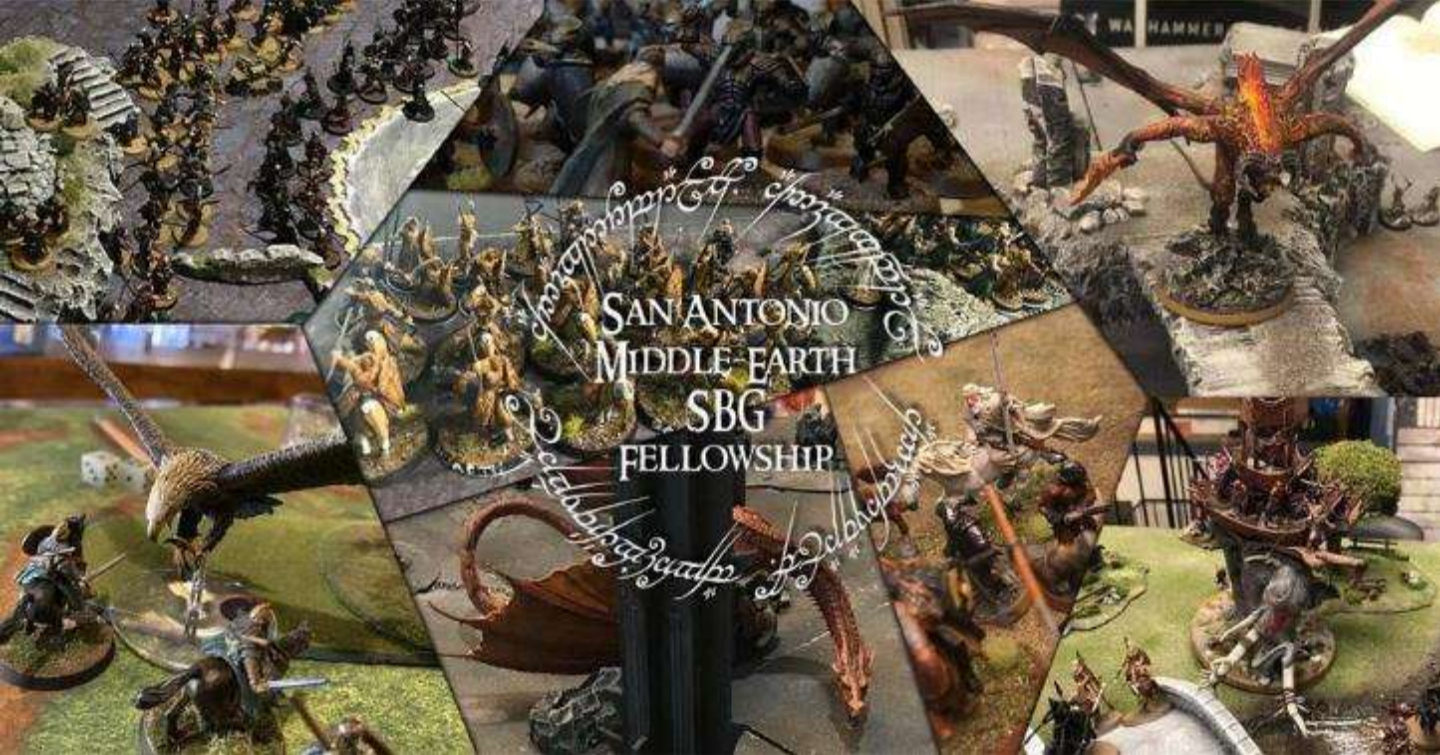
The dwarves took a risk charging the cave troll with Durin (on the turn he got paralyzed), Mardin, and both vault warden teams, but paralysis fell upon Durin while the cave troll could not stop rolling 6s on the duel.



Durin survived the first rend, but could not stop the troll's 2nd rending and then passed away to join his fathers. The dwarves kept up the fight but were started to lose their courage checks while the orcs kept rolling 6s to wound while the dwarves struggled to roll 5s and even re-rolled 1s (their army bonus) but to no avail. In the end, both camps were broken, but with Durin out of the action that tipped the scales for more wounds inflicted on the dwarves than on the orcs. 6-1 evil victory.

*By Chris Lisanti*





The San Antonio Middle Earth Strategy Battle Game Fellowship started a 6 week league. The **MARCH TO MORDOR** began the last two weeks of February and will run to mid April. Greg Salvador leads the group, here are the players:

Every two weeks Evil players will be matched against Good players with games influencing the overall score of each side. At the end of six weeks one side will be declared the winner. Each week players are encouraged to paint and add to their armies. If you are interested in LoTR contact me to join.

Player	☰	Team	☰	Faction	☰
Greg Salvador		Evil		Mordor	
Jakob Garcia		Evil		Dol Goldur	
Jake Flores		Evil		Moria	
Charlie Torok		Evil		Isenguard	
Robin Adair		Evil		Angmar	
Jonathan Cruz		Evil		Dark Denzians of Mirkwood	
Art Douglas		Evil		Easterlings	
Alex Caldwell		Evil		Easterlings	
Charles Noack		Evil		Mordor	
Nick Gower		Good		Mirkwood Elves	
Jason Walker		Good		Lothlorian/Khazad-Dum	
Mark Ramierz		Good		Fiefdoms	
Johnathan Seaton		Good		Rohan	
Mark Laroux		Good		Rivendell	
Christopher Lisanti		Good		Kingom of Khazad-Dum	
Tyler Halcomb		Good		Minas Tireth	
Carl Salinas		Good		Iron Hllls	
Jerry Marzolf		Good		Rivendell	





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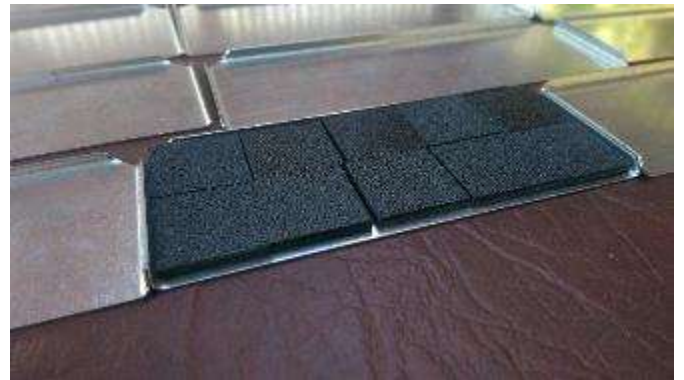


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If you are not a member of LSHM please think about joining now. This would be a great time to join. We hope to see everyone at the gaming table!!!

Please support your local gaming club!

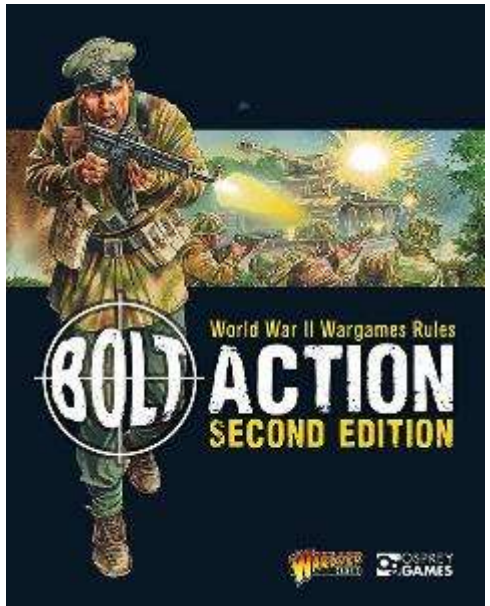
The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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