

Happy 4th of July to everyone!
Summer is officially here .



We hope everyone is enjoying the early summer. There are a lot of gaming events going on this summer, hopefully you will make time to enjoy some tabletop wars. Many of us are slowly getting back to the gaming scene after a long hibernation. I've been able to play a couple of games recently.

Welcome & BOD update

Upcoming Events

MillenniumCon 2022 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 July 2022

2022 LSHM Officers

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



Make sure to check out the Events Calendar to see what is happening near you – contact the POC and see how you can participate and also help out.

Start planning now to run a game at MillenniumCon – we will begin taking events registration on 15 July. We've changed the game times and lengths so check out the advertisement in this edition of the newsletter. Also make sure to reserve your hotel room, they will sell out by late summer.

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

Charlie Torok

10 - 13 November 2022

MILLENNIUMCON 2022

Texas' largest War-Gaming Convention

Hotel Update (Reserving your rooms)



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

The hotel and convention center has come under new ownership as of 1 June 2022, in the long run this will be a great thing – they plan to remodel the facility and add a restaurant and rooftop bar and other amenities. For the short term it has put a snag in the call-in reservation system – new employees not familiar with LSHM / MillenniumCon. You may hit a snag trying to reserve your room by phone. The best method is to reserve on-line under the “rate applied” tab using the Group Code: “GCMC22”

Website for on-line reservations:

<https://www.wyndhamhotels.com/wingate/round-rock-texas/wingate-by-wyndham-round-rock/rooms-rates?&checkInDate=11/11/2022&checkOutDate=11/13/2022&groupCode=CGMC22>

Reservations: **512-341-7000**

Discounted Room Rate “CGMC22”

All Rooms (singles and doubles)

\$109.00

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



July 2022 membership report

Welcome to our newest members in LSHM



**Membership
Matters!**

Members 1,134+

New this month to LSHM

Randy	Burnett	San Antonio
Nick	Morrell	Houston
Matt	Blair	El Paso
Travis	Atnip	San Antonio
Jeff	Whitehead	DFW
Philip	Tan	Houston
Mike	Cady	
Mark	LoProto	
Fred	Stovall	DFW
Paul	Trupia	Buda, TX
Ethan	Jacobs	Katy, TX
Mo	Marberry	East Houston



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>



Middle FoWSA XIV

You are invited to the 2022 Mid-War Flames of War San Antonio Tournament, known as Middle FoWSA 14 and sponsored by Lone Star Historical Miniatures.

The tournament will be held on Saturday, **August 6th, 2022 in BattlePub Games, in the first floor of Rolling Oaks mall, San Antonio, Texas (6909 N. loop 1604 East, suite 1168).**

On the day of the event, doors open 11:00AM, registration opens at 11:30 AM, pairing at 12:00 noon. Expect play to continue until 11PM. We will try eating dinner from the food court; there will be no lunch break due to our noon start.

We will play 4th edition rules.

Entry to this Mid War Tournament will cost \$10.00. Tournament fees are payable on the day of event at the door.

LISTS: Please Email all lists to Ian Straus at ian.straus@att.net by noon July 30th 2022 for approval.

Send lists with subject line "Middle FoWSA 14 list", else they will be lost in the spam and you won't be registered.

For this Tournament, you will use a single list of 110 (one hundred and ten) 4th edition points. Armies must be built from the current 4th Ed. mid war army books and cards available as of May 20th 2022. Heroes will not be used.

NOTE the on-line guidance from Battlefront that you can mix troops from different list books to some extent: "Forces may include elements from any book also belonging to the same group as the base Formation in the form of an entire Allied Formation or a Compulsory Unit from an Allied Formation as a Support Unit."

If you have questions, email ian.straus@att.net with subject line "Middle FoWSA 14 list" or call 210-413-1995.

Lists must show the player's name, player's city, the book(s) on which they are based, the force's nationality, name and page number. Lists must list units, showing the number and types of stands in each platoon, as well as the point costs and upgrades; and special rules that apply.

Bring copies of your list for your opponent to look at, and bring the source book.

There will be 3 rounds played. Missions will be announced at sign-in.

Priorities in pairings in round 1: Pair Axis vs. Allied; pair opponents from different cities.

Priorities of pairings in rounds 2 & 3 will be: No repeats vs. the same opponent; pair Axis vs. Allied; Highest cumulative scores vs. highest.

Prizes will be awarded to best overall general, best Axis, and best Allied players. Terrain will be appreciated, and I will give a prize for the best table. (We provide the table, you provide everything on top of it, 4'x6'.) We will set up terrain on Saturday at 11:00AM. Please tell me if you intend to participate in the terrain table contest, so that I may send you table criteria and forms.

Ian Straus, tournament director.

For FoWSA tournament and San Antonio Flames of War events information the facebook page <https://www.facebook.com/groups/fowsa/>.

Or see the Lone Star Historical Miniatures Facebook page or newsletter.



The Battle of Midway June 1942

An adaptation of the Avalon Hill Classic boardgame



By Alan Spencer



On Sunday, June 5th, 80 years after the Battle of Midway, some of the Heart of Texas Wargamers got together to play through the old Avalon Hill game of Midway, with some changes for adding miniatures and 3 commanders to each side. Joe Shannessy, Byron Milsap, and Scott Clinton were the Japanese Fleet Admiral, Task Force Commander, and Air Boss respectively.





(L to R) Byron, Joe, and Scott in conference

On the US side, Greg Horner, David Fram, and Scott Price were the Fleet Admiral, Air Boss, and Task Force Commander.



(L to R) Scott P, Dave, and Greg

For those unfamiliar with the game, most movement is done in secret (hence the screens show above), so like the game "battleship", it is a bunch of "cat and mouse" moves. Who is the cat depends on who finds who first – and can track them.

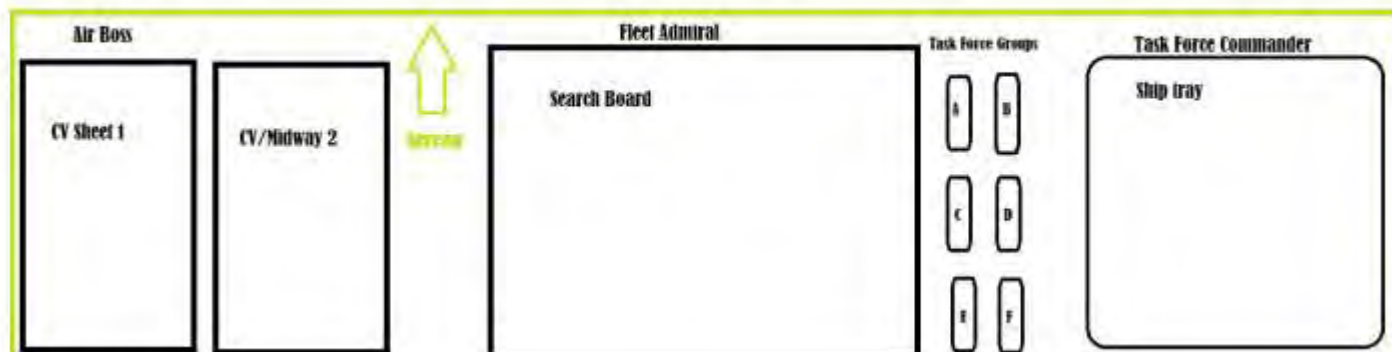
The rules for the playthrough were exactly as the original rules (PDF of the rules available for free from boardgamegeek.com) with the change of adding 3 players with different roles per side, and the addition of an additional Japanese ship to represent the invasion force. The roles are explained below:

Fleet Admiral: Moves the ships move on the Search Board, and marks which air search Areas/Zones will be using their search planes on the search board/map. For the IJN, they also order when to begin the invasion of Midway with their land forces.

Air Boss: Announces readying of aircraft (all types, and on what ship(s)), assigns CAP patrol (Number of aircraft and CAP location if not with strikeforce), assigns strike force aircraft (type and number) maintains the status of all air forces. Handles all air forces on the battleboard. Writes air attack orders.

Task Force Commander: Handles all ships on the battleboard, not aircraft. They determine the locations of the ships on the battleboard, all ship defensive and offensive fire (against aircraft and surface ships). They may coordinate with the Air Boss on defensive fire strategies. They also handle any surface searches. They also handle the time tracking and when additional forces (if any) arrive.

The layout of positions/boards behind the screen is noted below:



The Playthrough

July 3, 1942 0500



PBY Strawberry 5 on patrol

In early hours of June 3, a lone PBY spotted a Japanese force consisting of at least 1 carrier, 1 battleship, and 1 cruiser. (FYI – actual numbers of ships are NOT reported during the scouting phase). Since the American ships were outside of Japanese scout plane radius, the IJN did not start launching search planes until later in the day.

Players spent this time getting to understand their tasks and work out strategies. The American were content to monitor the Japanese force, while the Japanese spent most of the day in constant Combat Air Patrols (CAP) over their fleet and closing the distance to Midway.



American Search Board

The Americans were able to track the Japanese fleet all day but were unwilling to close the distance for an air strike that day. So as night fell, both fleets were able to break contact.

June 4, 0500

As dawn broke on June 4, both sides began readying strike aircraft. Scouts from both sides began searching for the opposing forces. Japanese air searches were inconclusive, so they separated out some cruiser forces that began doing surface searches as well.

The American PBVs were astonished to not find the Japanese force they had been tracking all of June 3. Somehow the Japanese fleet vanished. But screening vessels picked up Radio Direction finding noting the Japanese cruisers broadcasting in their surface search area.



Japanese Zeroes of Kido Butai in Combat Air Patrol

The Japanese then began running a rotating CAP over their main carrier fleet. If nothing else, the comforting presence of the Zeroes overhead gave the admirals some peace of mind.

0700 hours

The Americans were considering a strike against the Japanese cruisers when PBY Strawberry 4 reporting sighting a Japanese force including a carrier, battleship, and cruiser. The fleet admiral ordered the US ships to close the distance to launch a strike at 1300.



USN Admirals order fleet forward.

1300 hours – Air Strike!

Japanese forces had still not found the Americans when the full weight of the US carrier fleet hit them with planes on their decks.

The US fighter coverage was more than a match for the Zeroes, as they outnumbered the Japanese by a two to one margin. But the Zeroes did not go quietly, as a large number of American Wildcats never returned to their carriers.

The Dauntless dive bombers from all 3 American carriers hit first, with the Devastator torpedo bombers following up.



Dauntless dive bombers strike the Kaga

First to feel the brunt of the blows was the Kaga. She was hit by dive bombers, causing 2 hits, while the anti-aircraft fire destroyed 3 flights of Dauntless'. This was followed up by a torpedo attack from the port side by the Devastators. 2 of the torpedoes struck home, which, with all the planes on the deck, burst the Kaga into flames.

The Akagi was next, which took 1 hit from the dive bombers, and two torpedo hits. Yet she was still afloat and a force to be reckoned with.





Soryu hit!

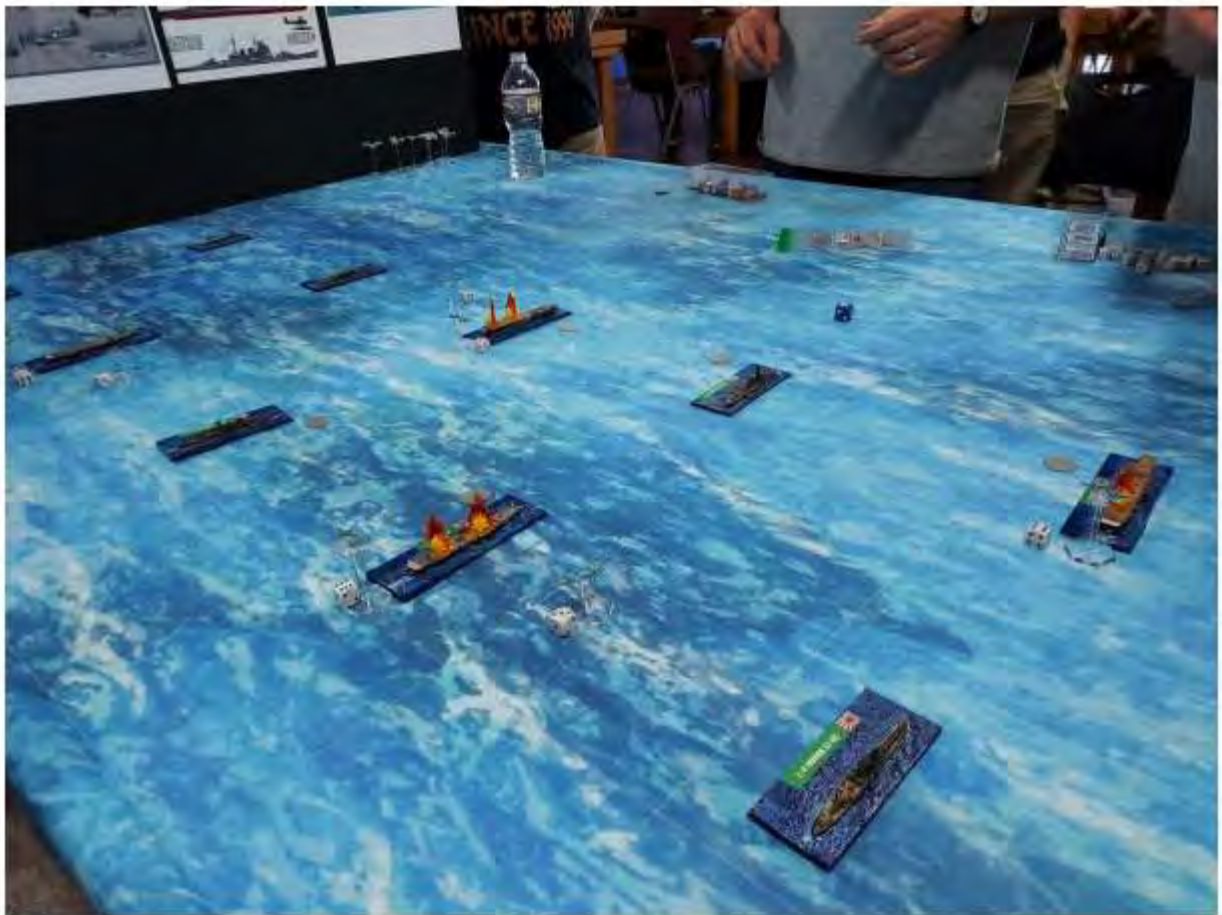
The damage kept coming in. Soryu took 3 hits, and the Hiryu 4 – bursting both carriers into flames and sinking below the waves.

In moments, all 4 Japanese carriers were hit, 3 of them burning and sinking, and one burning and severely damaged (the Akagi).

The Japanese players conceded the game at this point. This is a nail-biting game, in that it is a long time of searching, with moments of exciting decisive action.

The US aircraft headed home victorious, but not without their own losses. 1/3rd of the Navy aircraft did not return to their carriers.





Japanese carriers on fire

While there may be some small tweaks, this is very likely to show up at MCon – this year or next.

Before I get asked: Markers, ship bases, and aircraft stands are from Litko, ocean mat is from Cigarbox Battle Mats, and the 1/2400 ships and 1/900 planes are from 3dWargaming.com (look for their Midway Pack).

Thanks to everyone who came out to playtest this with me!! Have fun and come roll some dice with us.



Alan Spencer

Heart of Texas Wargamers

San Antonio Game Store

THE ARENA

TABLETOP GAMES



WHO WE ARE

A Family Friendly Gaming Store

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NOTLIST

Warhammer
Magic The Gathering
Pokemon
Redemption
Bolt Action
Malifaux
Dungeons & Dragons
Steve Jackson Games
Eccetera...

BENEFITING

Universal City
San Antonio
Schertz
Cibolo
Converse
All of MANKIND

Conventions and Events Calendar

Updated – 29 June 2022

Events are sorted by date

July 2022

9 Jul 2022

TOUGH 'OMBRES JULY EVENT - HISTORICON WARMUP - As Scheduled

Fat Ogre Games - The Woodlands, TX
Contact: Brian Koches - toughombres@outlook.com
<https://www.facebook.com/events/1145156119401671/>
Notes: FoW Late Tournament 105pts, \$20 fee



9 Jul 2022

MIDDLE EARTH SBG TOURNY - WAR IN THE NORTH - As Scheduled

Montag's Games - Pearland, TX
Contact: Benton Lee Day - bentonday@aol.com
<http://www.montags-games.com>
Notes: MESBG tournament



20-24 Jul 2022

HISTORICON 2022 - As Scheduled

Lancaster County Convention Center - Lancaster, PA
Contact: Joby Miller - director@historicon.org
<https://www.hmgs.org/mpage/HconHome>
Notes: HMGS national convention



22-24 Jul 2022

TWISTED-LORDS CON 2022 - As Scheduled

Sheraton Midwest City Hotel & Convention Center - Midwest City, OK
Contact: Jon Russell - jon.russell@warlordgames.com
<http://www.twistedlordscon.com>
Notes: Bolt Action tournament



August 2022

4-7 Aug 2022

GENCON 2022 - As Scheduled

Indiana Convention Center - Indianapolis, IN
Contact: -
<http://www.gencon.com/>
Notes: Largest game convention in US; FoW, BattleTech, Historicals



6 Aug 2022

FOWSA XIV - MID WAR - As Scheduled

BattlePub-Rolling Oaks Mall - San Antonio, TX
Contact: Ian Straus - ian.straus@att.net
<https://www.facebook.com/groups/fowsa>
Notes: Flames of War-San Antonio tourny; Mid 110pt, \$10

20 Aug 2022

TOUGH 'OMBRES AUGUST EVENT - TEAM YANKEE - As Scheduled

Ettin Games - Humble, TX
Contact: Brian Koches - toughombres@outlook.com

Notes: Team Yankee

20 Aug 2022

COWTOWN SHOWDOWN - As Scheduled

Military Museum of Fort Worth - Fort Worth, TX
Contact: Chris Reed - Creed1216@sbcglobal.net
<https://fb.me/e/3VRoO4nGc>
Notes: Bolt Action tournament; \$20 entry; 1000 pts



September 2022

1-4 Sep 2022

REAPERCON 2022 - As Scheduled

Embassy Suites - Denton Convention Center - Denton, TX

Contact: Reaper Minis -
questions@reapercon.com
<https://reapercon.com/>

Notes: MSP Painting competition; tabletop games



2-5 Sep 2022

ALAMO CITY GAME CON 2022 - As Scheduled

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

Contact: Andrew Hartwell - ajhartwell@acgamecon.net
<http://www.acgamecon.net>

Notes: New convention



10 Sep 2022

ZORCON 1 - As Scheduled

DOW Academic Center - Lake Jackson, TX

Contact: Richard Kropp - coachkropp@gmail.com

Notes: New convention

17 Sep 2022

TOUGH 'OMBRES SEPT. EVENT - TEAM YANKEE - As Scheduled

Goldmine Games - Richmond, TX

Contact: Brian Koches - toughombres@outlook.com

Notes: Team Yankee

30 Sep - 2 Oct 2022

LONE STAR GAME EXPO 2022 - As Scheduled

Grapevine Civic Center - Grapevine, TX

Contact: Jamie Matthews - lonestargameexpo@gmail.com
<http://lonestargameexpo.com>

Notes: RPGs; tabletop games



October 2022

29 Oct 2022

TOUGH 'OMBRES OCT. EVENT - LATE WAR - As Scheduled

The Adventure Begins - Conroe, TX

Contact: Brian Koches - toughombres@outlook.com

Notes: Flames of War tournament

November 2022

4-6 Nov 2022

FALL-IN 2022 - As Scheduled

Wyndham Resort and Convention Center - Lancaster, PA

Contact: HMGS - director@fall-in.org

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

Notes: HMGS autumn convention

10-13 Nov 2022

MILLENNIUMCON - 2022 - AS SCHEDULED

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charles Torok - torokc@hotmail.com

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

Notes: BIGGEST MINIATURES CONVENTION IN TEXAS!



December 2022

3 Dec

TEXAS BROADSIDES CHARITY EVENT - No Update

Location TBD - ,
Contact: Brian Koches - toughombres@outlook.com

Notes: Charity event for Battleship Texas

10 Dec 2022

TOUGH 'OMBRES TOYS FOR TOTS - LATE WAR EVENT - As Scheduled

Fat Ogre Games - The Woodlands, TX
Contact: Brian Koches - toughombres@outlook.com

Notes: Flames of War

No date - TBD

No Date

TEXAS BROADSIDE! 2022 - No Update

TBD - Houston, TX
Contact: Andy Broussard - texasbroadside@comcast.net
<http://www.txbroadside.com/>
Notes:

No Date

MAGCON 2022 - Postponed

TBD - New Caney, TX
Contact: - info@magcon.org
<http://www.magcon.org/>
Notes:

If you would like to add your event to this calendar, please send an email to mlierouxtx@gmail.com.

Please be aware, this newsletter is published at the beginning of each month.



10 - 13 November 2022

MILLENNIUMCON 2022

Texas' largest War-Gaming Convention

Round Rock, Texas

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



New game time slots for 2022

Time Block A: Thursday: 6-10pm

Time Block B: Friday: 9-12:30

Time Block C: Friday: 2-5:30

Time Block D: Friday: 7-10:30

Ball Room Game Times:

Time Block BR1: Friday: 9-1

Time Block BR2: Friday: 3-7

Time Block E: Saturday: 9-12:30

Time Block F: Saturday: 2-5:30

Time Block G: Saturday: 7-10:30

Ball Room Game Times:

Time Block BR3: Saturday: 9-1

Time Block BR4: Saturday: 3-7

Time Block H: Sunday: 9-1

We have changed up game times a little this year. We received a lot of input over the years that the first session each day was too early, so we have gone to the following time slots: Reduced the regular games to 3 1/2 hours as opposed to 4 hours - allows for a little later start time - gives GMs more time to setup in the morning. Those games that take 4+ hours to play can use the ball room game time slots.

For each time slot there are:

12 each 8'x5' tables

25 each 6'x5' tables

4 each 5'x4' tables

Ball Room Tables for each time slot:

5 each 8'x5' tables

NOTE: if you would like to reserve a Ball Room table or require a larger table than 8x5 contact me direct at: torokc@Hotmail.com



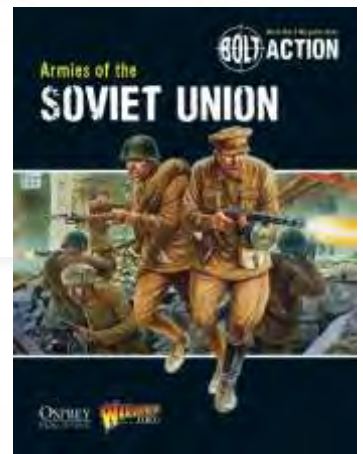
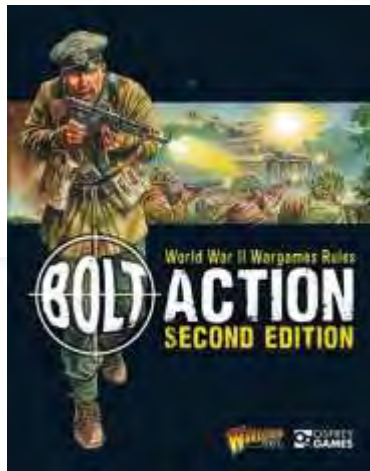
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SATURDAY, AUGUST 20, 2022 AT 10 AM

Cowtown Showdown

Military Museum of Fort Worth

- Event by Chris Reed
- Military Museum of Fort Worth
- Public - Anyone on or off Facebook



Bolt Action Tournament played in the fantastic Military Museum of Fort Worth in Ridgmar Mall.

1000 Points

EVERYONE has the option to bring a one person medic unit. This unit will not count against the 1000 points OR the maximum dice limit.

Two platoon maximum

12 Order Dice Maximum (Free Unit doesn't count towards maximum count)

Units Must count as Reinforced Platoons

One free unit per army if allowed by National Rules, not per platoon.

16 Player Maximum

\$20 Registration paid to Creed1216@sbcglobal.net using Friends and Family setting

Prize Support in no particular order. (updating as confirmed)

<https://sherwoodwargames.com>

<https://www.rubiconmodelsusa.com>

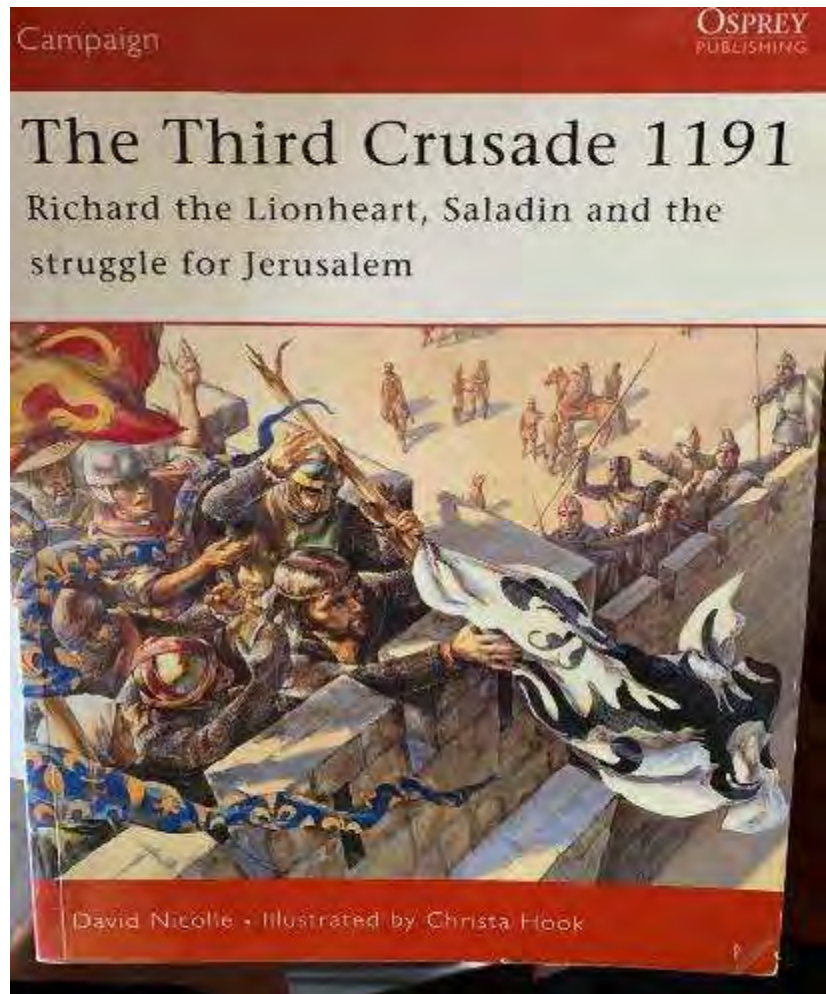
<https://store.warlordgames.com/>



Battle of Arsuf 1191

By Bruce Syvinski

On Saturday June 11th at the Printed Meeple we wargamed the Battle of Arsuf fought in September 1191 during the 3rd Crusade. Used Triumph! Rules - a fast play set of rules for miniature wargaming, covering the ancient and medieval periods. Both the armies, Ayyubid Egyptian/ Saladin's Army and the Later Crusader / Richard I of England (The Lion heart) Army were 10mm.



Historic Overview: The Battle of Arsuf was a battle during the Third Crusade which took place on 7 September 1191. The battle was a Crusader victory, with forces led by Richard I of England defeating a larger Ayyubid army led by Saladin. The battle occurred just outside the city of Arsuf, when Saladin met Richard's army as it was moving along the Mediterranean coast from Acre to Jaffa, following the capture of Acre. During their march from Acre, Saladin launched a series of harassing attacks on Richard's army, but the Christians successfully resisted these attempts to disrupt their cohesion. As the Crusaders crossed the plain to the north of Arsuf, Saladin committed the whole of his army to a pitched battle.

Participants: Sanders Marble and Martin Zamarripa played the Ayyubid Egyptian Army (aka Saladin's Army) . Bowen Marble and Rodney Castro played the Crusaders.





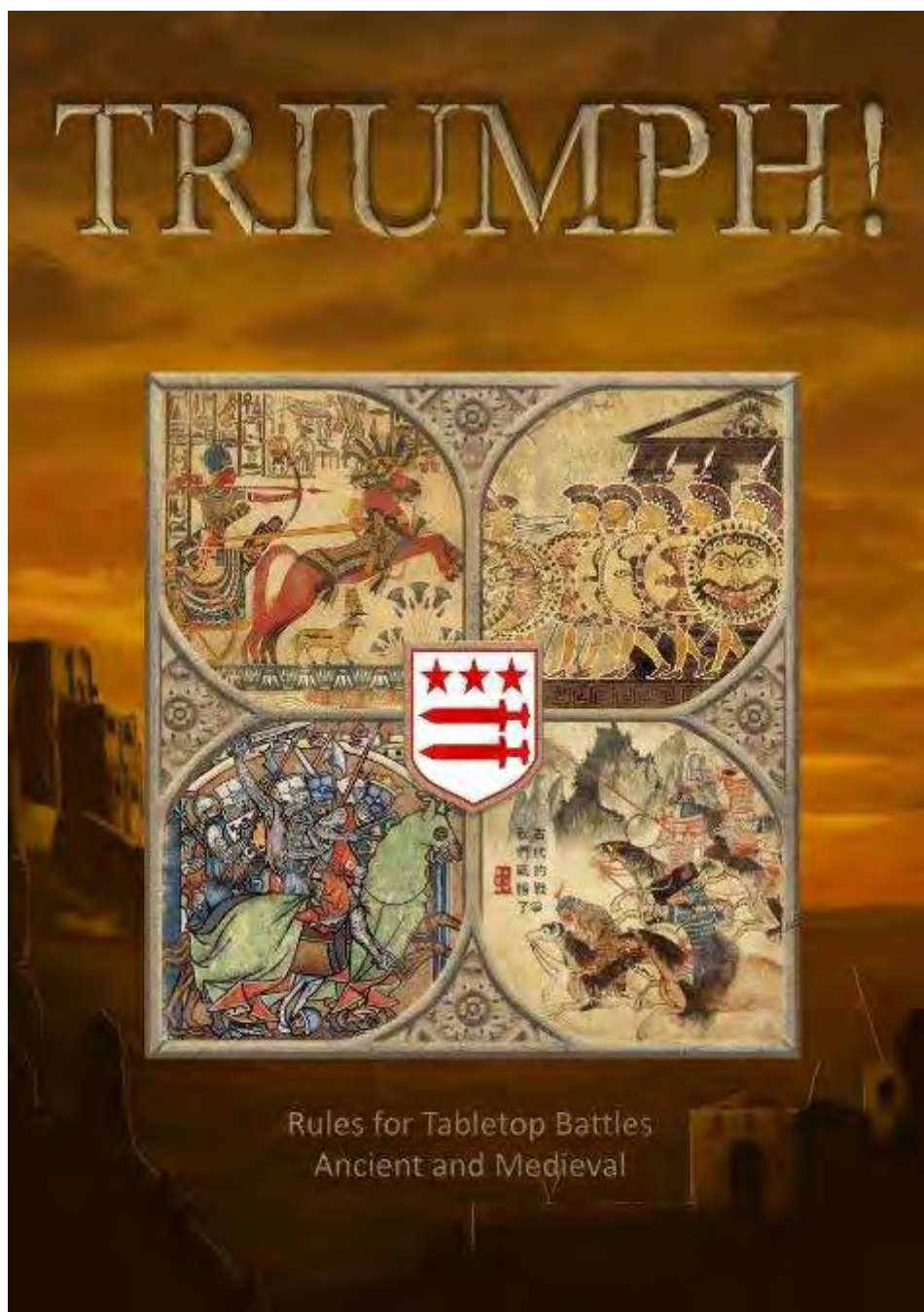
Summary of Wargame: The armies were deployed as they were historically during the battle. The game was a closely contested battle. Bowen and Rodney kept the Crusader Army units in formation and made progress moving toward the city of Arsuf. They had several Crusader units reach the outskirts of Arsuf and fought two Ayyubid Egyptian units defending the city. The Ayyubid Egyptians, under the Command of Sanders and Martin, attacked from three directions (North, East and South).



Saladin's Army ultimately prevailed during in this game, although their Army was attrited 17%, by holding Arsuf, seizing the Crusader Camp and attritting the Crusader Army by 30%.



Triumph! By the Washington Grand Company uses a variant of the standard ancients basing system. Most frequently this is 15mm figures on 40mm wide bases and 25mm figures on 60mm wide bases. However, the rules are base-width independent and work with bases of any width. Army Size - Triumph! uses a lightweight point system, so there is some variation in army size. For the standard game, most armies are in the range of 12 to 16 stands. Fresh approach to Troop Types - Triumph! troop classifications have been carefully considered from top to bottom, and designed to best represent what we know about the historical





GAME KASTLE

AUSTIN

[Contact Josh Atchley](#)

Or Game Kastle for more information

FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

OPEN PLAY

FRIDAYS
6 PM

NEW PLAYERS WELCOME



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

<http://www.acgamecon.net>

The Dork Shop Mansfield TX

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Shaun Wraley
Owner and Operator

Phone: 817-592-3203
[717 N. Holland Rd Suite 132, Mansfield, TX 76063](http://717.N.Holland.Rd.Suite.132.Mansfield.TX.76063)
Web: www.thedorkshop.net
Email: wraley@thedorkshop.net

**The Dork Shop
Is attending
MillenniumCon2022**



28mm Victrix plastics

Epic Scale Napoleonic



News from the Master Hobbyist:

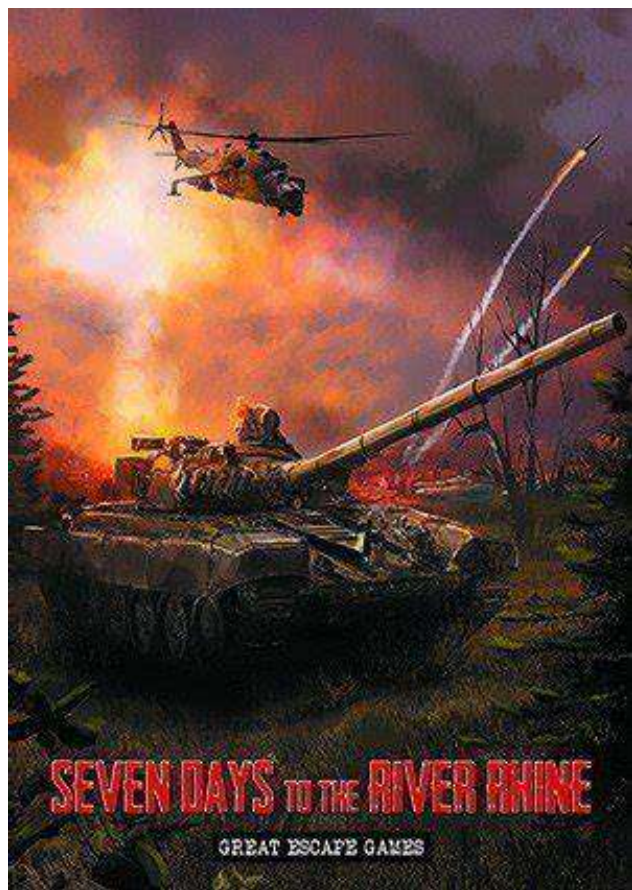
All Things Wargaming!

“The Rat Palace” Red Oak TX,

By Steve Miller

We played a super game of Seven Days to the River Rhine today.

Situation: Stop a regiment sized (estimated) push through the town of Bad Braunsweiger. It is a transpiration node on the route to the Weser River. Facing the Soviets were a reinforced British mech company and a strong West German armored mechanized company.





The aging Chieftains stood tall while the German Leopard 2s pressed the flank of the Soviets.



Losses were nominal for both sides but the Soviets withdrew after NATO pressure forced either a last push or a regrouping. As a result of the failure, the Soviet commander received a warning from Stavka and will repeat the attempt when regrouping is complete.





Seven Days is a fast paced, reaction based system that forces a player to make decisions from the first to the last turn of the game. It doesn't have a huge miniature footprint nor a Battlefront command distance that causes most Team Yankee games I have seen to look like armor parking lots.



If you like your games fast and furious with a very decisive outcome, Seven Days is just your "cuppa tea".

Thanks to David L Lee and Jamie Mott for playing on Father's Day. It was time well spent. Good Day, Good game, Good friends!



**By Steve Miller
Co-Winner of the
Biff Coon Memorial Trophy
For BEST GAME of MillenniumCon 2021**



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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:

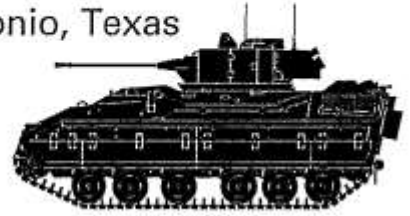
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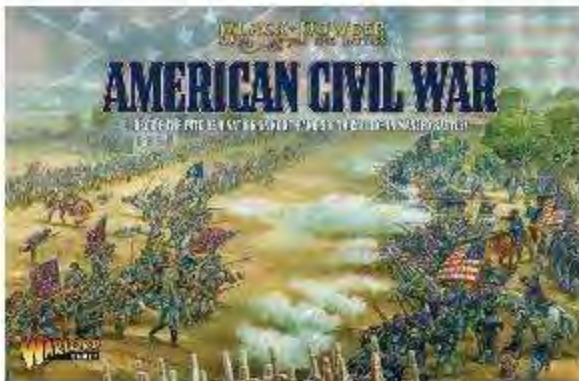
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Flames of War World War II

San Antonio, Texas

By Chris Lisanti



WW II Update. Last night, Nathanael (Soviet Medium SP Artillery Regiment with SU-100s and SU-85Ms) attacked Evan (US Battle Weary Armored Rifle and M36 Tank Destroyer Companies) in a mission from Bulge American book called Elastic Defense.



The mission is somewhat like No Retreat except that the objectives are back further, there are no minefields, and the defender can deploy in their tablehalf except for a band between 16-28 inches from the back.

The Americans deployed both their infantry close to the center line while keeping artillery and mortar support back. They elected for no ambush and put all 8 tank destroyers (4 Jacksons and 4 M10s) in reserve.



The Soviets pounded away at the infantry but they proved to be very difficult to hit let alone destroy. One platoon retreated into a wooded area while the other fell back a turn or two later. Although the Soviets were ranging in with both their 122 mm howitzers and Katyusha rocket launchers, it still took quite some time to start to wear the American infantry down.





Meanwhile, the tank destroyers came in rapidly from reserve and moved up into the two wooded areas trading deadly fire with the SU-100s and SU-85Ms who were mainly in the open although more difficult to hit than normal Soviets (4+ base to hit).





In the end, the Soviets were hard pressed to push forward within 8 inches of either objective by turn 6. Three SU-85Ms plus a few infantry stands made it on turn 6, but too many bazooka shots took their toll on the SU-85Ms (killed one and bailed one) prior to an assault which they ended up winning when the lone SU-85M had to break off. Again, large veteran infantry are hard to defeat when they are defending. Next week Team Yankee/WW III.



**Join Chris and the
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nights at Heroes
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See you next month

– *Chris Lisanti*



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Flames Of War Events Calendar



Contact Bryan Koches
bryan.koches@outlook.com

Calendar Key

Holiday	Out of State Tournament	In State Convention	In State Tournament	Past Events
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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	257 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
Nashcon	Sheraton Music City Hotel
Asian Team Championships	Singapore
Diecon	Gateway Convention Center, Collinsville, IL
Dallas Open	Dallasopen.org (Future Tournament?)
GenCon	Indiana Convention Center/Lucas Oil Field in Indianapolis, IN
Historicon	Hmgs.org (Lancaster County Convention Center)

Updated 1 June 2022

6/4/22	DieCon	TY	70	
6/5/22	DieCon	LW	110	
6/18/22	The Forge Hobbies & Games	LW	100	German Bulge Release
6/20/22	Juneteenth			
7/4/22	Independence Day			
7/9/22	Fat Ogre	LW	111	
7/22/22	Historicon	TY	TBD	Nationals
7/23/22 - 7/24/22	Historicon	TBD		Nationals
8/4/22 - 8/7/22	GenCon	MW, TY, LW (1 per day)	MW (70), TY (80), LW (108)	
8/20/22	Ettin Games	TY	TBD	
8/20/22	Nashcon	MW	105	
9/5/22	Labor Day			
9/17/22	Gold Mine Games	TY	TBD	
10/10/22	Columbus Day			
10/15/22	Red October @ Hard Knox Games	TBD		
10/15/22 - 10/16/22	Asian Team Championships	TY	100	
10/29/22	The Adventure Begins	LW	TBD	
10/31/22	Halloween			
11/11/22	Veterans Day			
11/13/22	MillenniumCon	LW	TBD	Toys for Tots
11/24/22	Thanksgiving			
12/3/22	Texas BroadSides Charity Event (TBD)	TBD		Potentially Chris Jacksons Place All proceeds go to USS Texas
12/10/22	Fat Ogre	LW	TBD	Toys for Tots
12/26/22	Christmas			



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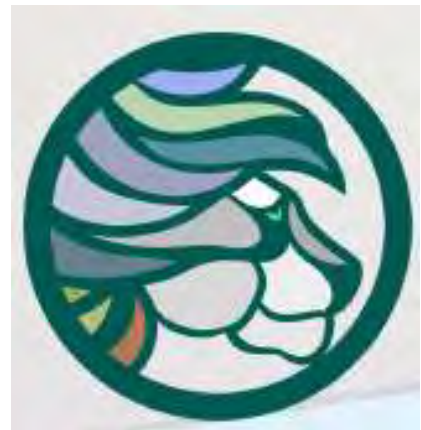
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Get current updates on new products and games, find out what events Warlord Games is attending and sponsoring. You can also ask questions and provide comments during the broadcast. Jon spends about 20-30 minutes discussing all things Warlord Games.

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See you there!!

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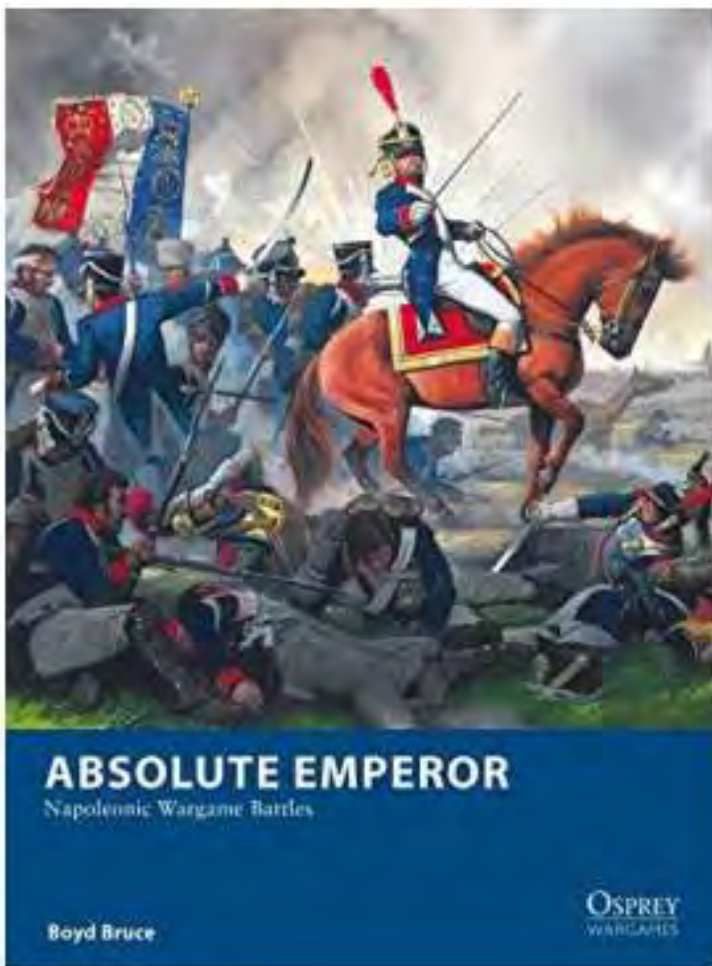
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**GRIPPING
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Absolute Emperor

A Review By
Alan Spencer

Absolute Emperor (AE), by Boyd Bruce, is a wargames rules set for the Napoleonic Wars published by Osprey Wargames. It is part of Osprey's "blue book" rule sets, so it is inexpensive, quick, and easy for a gamer to digest. The rules, as written, are geared toward each player fielding an army with the smallest unit as a division.

My review, which is just my opinion, will be honest in three ways: Rules as written, using the "optional level" of play of these rules as written, and my "optimal level" as not written. I ask you, dear reader, to read to the end. It will be worth it.

FYI, the pictures included with this article are from a test game I played using my optimal level game. All figures are Irregular Miniatures or Heroics and Ros 6mm.



Typical 4x4 table size for AE in 6mm

As Written

The rules as written depict the players as wing/army commanders, with the smallest unit (4 stands) being an entire division grouped under corps commanders, and a single stand of artillery being an entire corps artillery park. The author emphasizes you should NOT rebase your army for this. There are some suggested sizes, but if the opposing forces are close in base size, rebasing is not necessary.

Divisions can be in line, attack column or march column, (and infantry only) squares, with different movement and combat qualities depending on the formation.

Corps commanders have the “elan” (aka ability) to change orders or make some rerolls (which removes elan) based on the situation they find themselves in. Elan can increase (with elimination of enemy units) or decrease (based on lose of units, using it to try to affect tactical actions). Elan may never drop to “0” voluntarily.

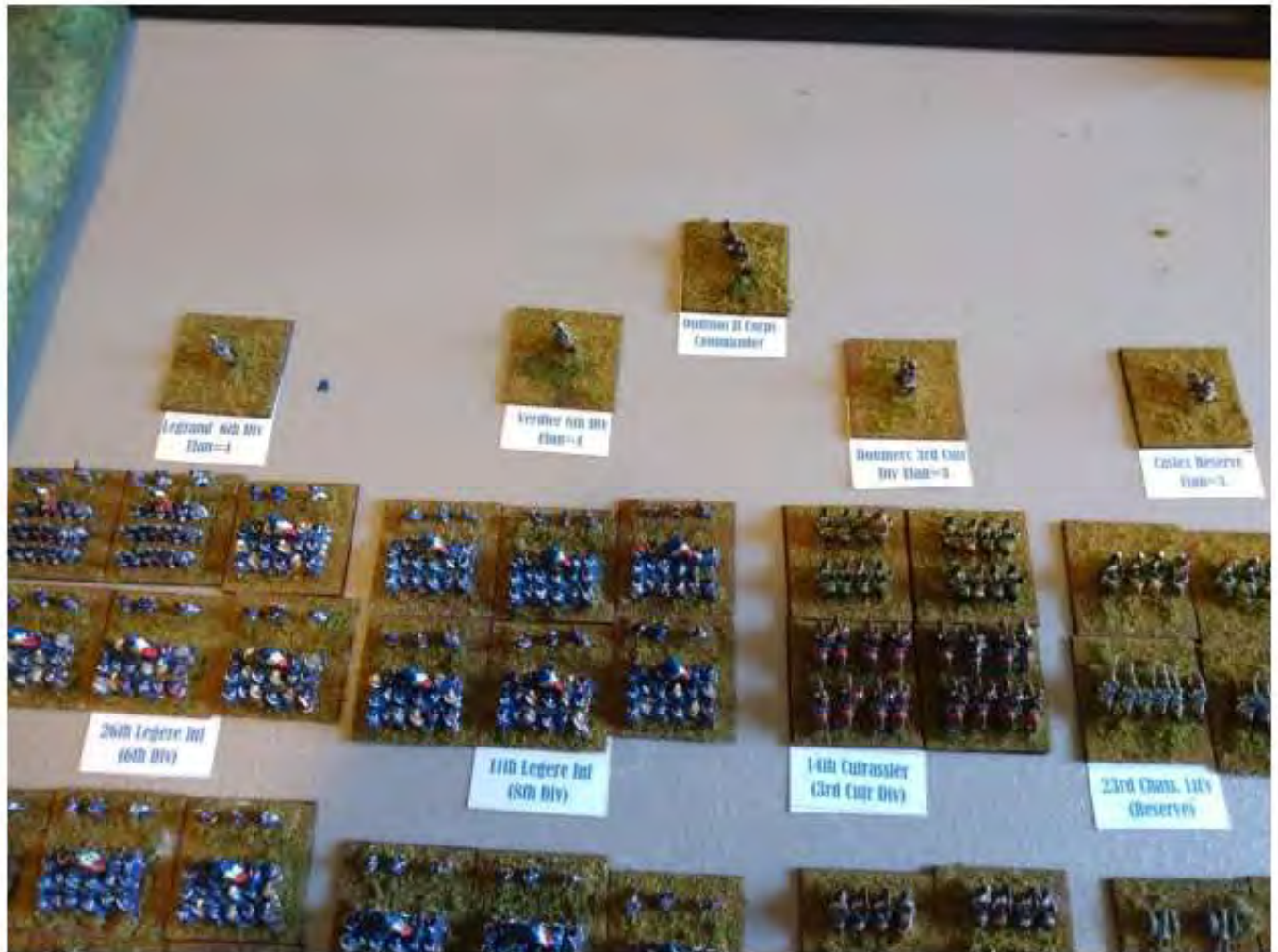


Different Formations depicted above

All movement, shooting, and combat is simultaneous!! The side with the most "elan" on the table moves their formations first. An interesting point about movement - while it is all simultaneous, each corps has an order chit (examples in the rules) they must obey.

Orders are issued prior to battle to each corps and may only be changed based on circumstances (i.e. moving from hold to attack after X number of turns) or by the use of a corps commander's elan to change the order. Using elan to change an order lowers the elan of the commander. Commanders move first, toward their objectives, then their units follow them.

There are rules that adjust maneuver and combat variables based on the division's formation. But the "Army Leader" has no function other than to allow units outside of the command control radius of the corps commander to "proceed as normal" as if they were in command radius.



Leaders with their Elan Ratings (Depicted at my optional gaming level)

The rules are easy to understand yet need some tighter editing. Things are a bit spread out and could do with a good dose of centering information. There are a few Quick Reference Sheets (QRS) out there, official and not, but even they are somewhat lacking.

All checks for morale, combat, etc. is simply based on the unit rating: Conscript (5+), Seasoned (4+), Veteran (3+). While the rules do not

specifically state so (nor the QRS), if you fail a morale check (per shooting or combat), your unit breaks. (Confirmed with author on that).

In my opinion – these rules are too detailed in the minutia of unit formation for the written “intended” level of play/command. BUT again, I ask you, please read on ... through BOTH sets of Optional Rules review below.



Russian Cavalry in Line, a battery of horse artillery, and Russians in assault columns.

In AE, there is an option to reduce the level of command and units down to where a single unit is a battalion instead of a division. This brings in skirmishers as an option to absorb musketry and artillery fire and makes the formation changes in the main rules more practical.

These are easy to understand and implement. Yet at this level, the training, equipment, and national “eccentricities” are very light in the rules. Yet, with more rules, the more complex and lengthiness of the game. Bit of a trade off depending on your tastes.

In my opinion, there are other rule sets that do this level of command (division) better, but AE plays better at this level than the Army level.

Alan’s Optimal Rules Adjustment – the Regimental/Brigade Level



Russian forces collide with French near town of Jacobovo, Russia.

Considering all the above, you would think I dislike these rules. Quite the contrary. I think they are great – at a different level of command/interpretation.

At the regimental/brigade level, these become quite good! So why do I think they are good at this level?

I have been “tinkering” with my own set of Napoleonic rules (like what wargamer hasn’t over the years) that could help introduce players to the Napoleonic Wars era. AE is an easy set of rules to digest. The “building blocks” are there in AE and provide an easy format for movement, combat resolution, with a “Napoleonic Wars” feel.

What got me excited was putting this at the regimental/brigade level. Now the tactical formations in the rules make sense.



French Regiments in 6 stand assault columns

Adjustments due to differences in size of regiments/brigades to each opponent’s army are easily accommodated by using larger regiments of 6 stands instead of 4. In my game (pictured above), the French regiments were typically a third larger than their Russian counterparts

historically. The larger unit shoots, moves, and attacks with the same numbers, but is harder to disorder and has more “hit points” (10 vs the normal 8) per regiment.

The combat at this level is very straight forward all using d6's. Units in line get 4d6, in attack column 2d6, march column 1d6. Squares are either 3d6 vs cav, or 1d6 vs anything else (and cavalry are 1d6 vs square infantry, 3d6 if they are not). Charging adds 1d6 in the first round.

Artillery at long range roll 2d6 (highest roll counts) and at close range both d6's count (5-6s on 1d6 hits for artillery). If you form a 3 unit “grand battery” you roll 6d6.

There are no massive tables to search for the to-hit factors, they are the same as the base rules. If you have any elites (another optional rule in AE), they get to reroll misses and automatically form square if charged.



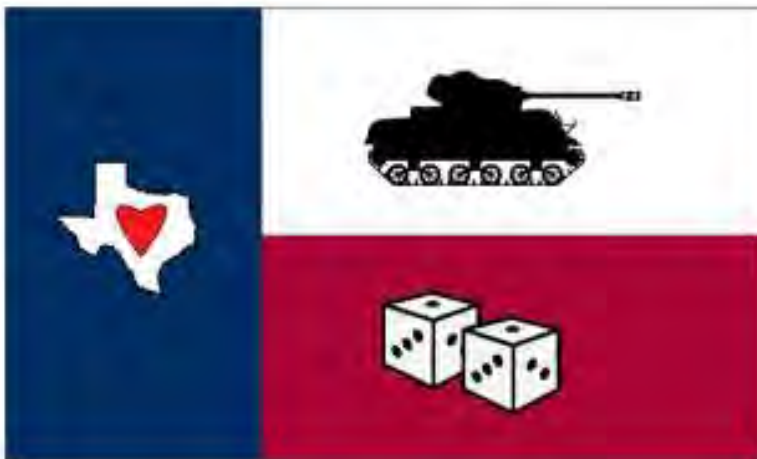
2 Russian Regiments assault a French regiment in line on the hilltop

The only “special” rules I would add are:

- Corps Commander command radius reduced to 18”.
 - o Serves as a means to actually move them.
- Units within 4” of the Corps or division commander get +1d6 for combat (not shooting)
 - o Just one officer counts, not both.
- Commanders within that 4” range are “at risk”. Roll 1d6
 - o 1-3, no effect.
 - o 4=captured (only if in melee and lost)
 - o 5=wounded (replaced next turn) No lost elan
 - o 6= killed (being a corps or division commander in the Napoleonic Wars was a risky business). All elan for that division lost.
- Commanders lost are replaced next turn by a commander with only 1 Elan.
- Use the 25/28mm ranges as per the rules for all scales of miniatures for movement and firing.
 - o Makes the game move faster for this level of gaming, and much more action.

Again – this is not my favorite set of Napoleonic rules (Blucher forever!!!). BUT ... they can be a lot of fun. There is enough detail and enough abstraction to make it easy to learn and fun to play.

Come roll dice with us! (Heart of Texas Wargamers (HoTW))



By
Alan Spencer



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[by Josh Atchley](#)

Editors Note: Josh has been building a nice group of Flames Of War players at Game Kastle in Austin. The group meets every Friday night – contact Josh if you are interested in trying out this fun game.

We had another great set of games at Flames of War in Austin last Friday night. We had two games running! The first pitted my Hero T-34/85 company against Brian's veteran Volksgrenadiers and Brigade Panthers. The second set Mike's US Armored Rifles against Andrew's SS Panzergrenadiers.



The first game featured a lot of maneuvering for position, with the T-34s trying to stay out of sight of the Panthers and their large guns while trying to find their flanks for some shots against the weaker side armor. Brian skillfully maneuvered them away from the mass of Soviet armor, picking them off from long range and shrugging off most of the return fire. A mad dash flank attack on the German right drew away some of the Panthers pressing the Soviet right, allowing for the forces on that front who had taken heavy losses to withdraw to hold the objective.



With IS-2s coming on from reserve, the Soviets finally managed to get the heavy guns and armor needed to go toe-to-toe with the Panthers, and destroyed the formation commander then assaulted the infantry holding the objective. With support from SMG troops, the Soviet horde was able to push the Germans off, only just barely securing the objective before the German flame tanks and infantry overran the right flank. A great game that was a nail-biter until the end!

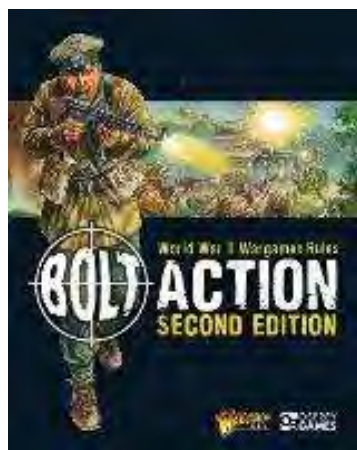


In the second game, Mike's Americans dug in like ticks in the woods, staying out of sight of Andrew's more mobile forces. With Mike's two strongly held positions, Andrew had to marshal all of his forces to put constant pressure on, slowly whittling the Americans down to try to force a decision, but with the ever-present threat of the Jackson tank destroyers, a headlong assault was out of the question. This one was called for time, but it was great to see Mike's Americans on the board for the first time. We had a great time, and our group is steadily growing! We had 5 players show up this time and a couple of interested observers. Flames of War is alive and well in Austin, come down and say hi next Friday!



Join Josh and the Friday Night FOW players at Game Kastle Austin Texas!

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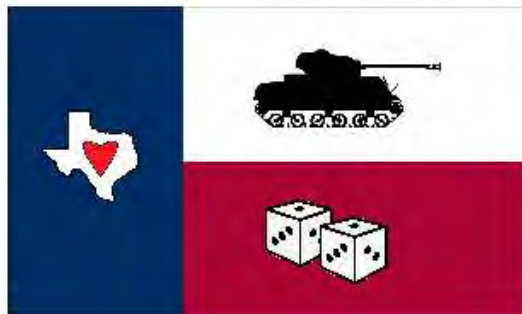


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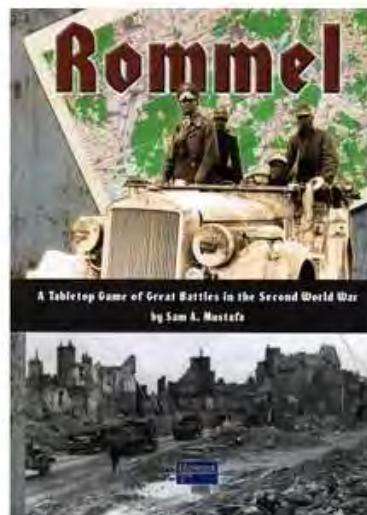
Games of the Year

Below is a list of the games the club will be running at least once a month. Look for event notices on our Facebook page for dates, times and locations!

**Bolt Action
28mm
WWII**



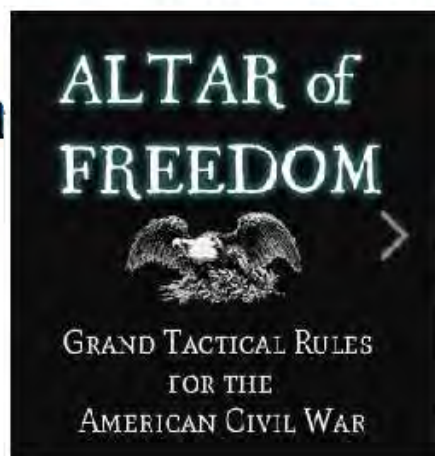
**Rommel
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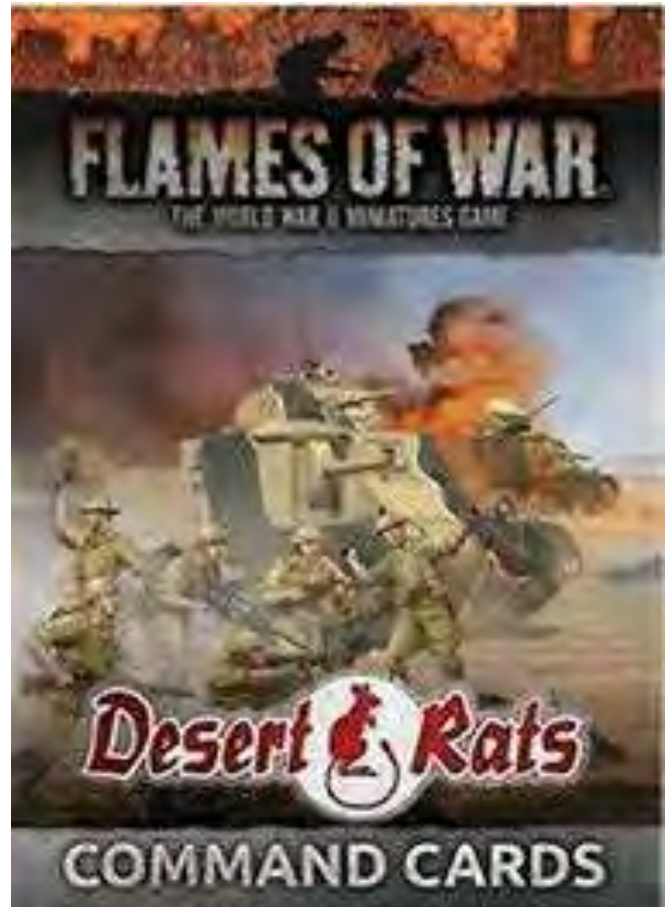


Flames of War Gaming Group

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



WW II Late Wrap Up. Chris (British Desert Rats Infantry + British Sherman company) attacked Tony (German SS Panzergrenadiers) in the Breakthrough mission.



The Germans had four Pak43s and HMGs in nests and two units of SS Panzergrenadiers on the table with four SS Tigers in reserve. The British had three Crocodile and three WASP flame throwers along with three Fireflies, eight 75 mm Shermans, mortars and Vickers machine guns. The WASPs went right to work taking out an HMG nest on the first turn.

The Germans hemmed in the British a bit, but the dense town terrain provided ample areas to hide from the Pak43s. The WASPs then turned the corner and poured down fire on a grenadier unit who failed a blitz and was caught out between two buildings resulting in several casualties.



The mortars laid smoke down which allowed the Crocodiles to get in on the action and they took out another HMG nest. However, the WASPs were unable to take out a Pak43 nest despite two turns of pouring flame on it. The tigers came on from reserve on turn 2 and although they hit both Shermans at the HQ failed both fire powers resulting in bails.



The Crocodiles then went after another Pak43 nest resulting in its destruction while the Shermans were going around the church keeping the Tigers occupied. The fireflys got two hits on the Tigers, but they saved both. The Tigers and one Pak43 nest killed two fireflys and bailed the third, but the crocodiles and the last WASP were pouring in flame by the buckets into the grenadier formation commander and the last stand from a platoon.



The flames were too much for the grandiers killing all three stands and breaking the German formation while capturing the central objective. There was just too much flame for the Germans today.



**Join Chris and the
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See you next month

– *Chris Lisanti*



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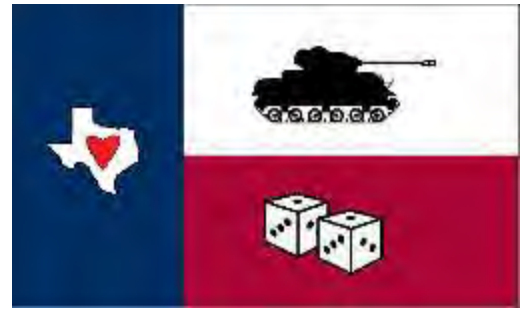


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DRAGON'S LAIR
COMICS & FANTASY

San Antonio Bolt Action

By Charlie Torok

Bolt Action - Friday at Dragon's Lair San Antonio - Medical Center - 1 July:

Rob Gravener and I met up at Dragon's Lair for a Friday afternoon game - I took the day off work, and of course Mr. Rob is now retired. This was a 1940 1250 point French vs Italian matchup. Below is the battlefield:





Rob's beautifully painted 1250 point 1940 French Army



Viva IL DUCE – 1940 Italian 1230 point Army

We played our standard 3 objectives (equal distance in the center of the board) Six turn game. Winner holds the most objectives at the end of the game. The board had two destroyed villages on either flank of the table with the center open.



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Both sides brought their forces on the first turn. The French used their superior mobility (tank, two trucks, motorcycle squad, 2xmotorcycle LMGs and 1xmotorcycle ATG) to full advantage. The Italians were swatting at motorcycles the whole game!!







Both sides suffered heavy infantry losses but in the end the French held two objectives and the Italians only one. As always a very fun game. My Italians ended the month of June (counting this game) with 1 win and 2 losses - not bad for the Italians!!! Hope to make Friday's a regular game night at Dragon's Lair – come on out and join us!!! New players welcome.

Charlie Torok

Join now!

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Austin, and College Station**

Middle Earth Strategy Battle Game Communities



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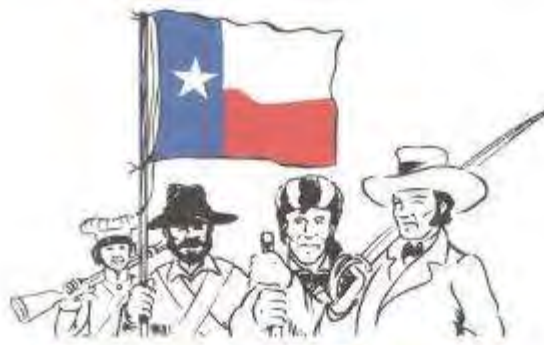
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**Contact Charlie Torok:
torokc@hotmail.com**





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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.



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:
torok@hotmail.com



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

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



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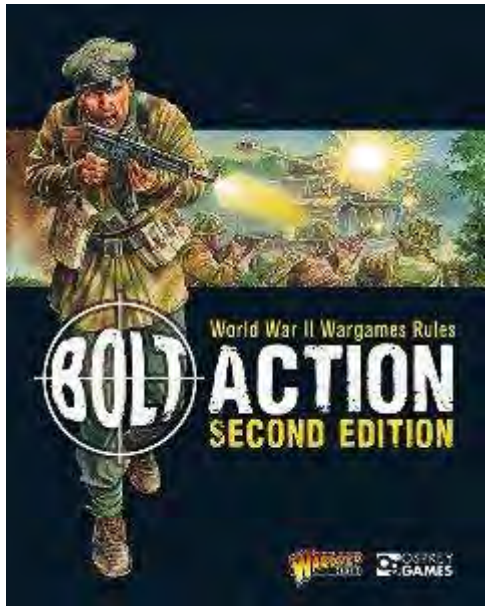
The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



Membership Matters!



Texas Bolt Action





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