

Winter is over and its time for spring!!
Welcome to the April edition of the Dispatch.
This month we have a number of gaming
events coming up around Texas. There are
events in DFW, San Antonio, Austin and New
Caney – so get those miniatures out and do
some gaming.

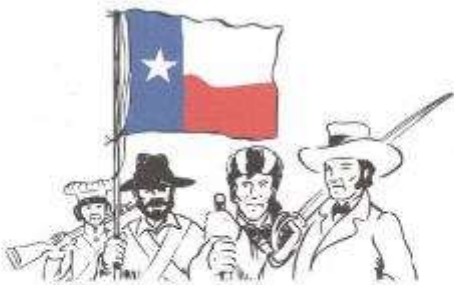
We are starting to work on the San Antonio
Muster coming up 29 June. We are planning
something different this year so watch for
news and information. This year we are
expanding the Muster to two gaming
sessions and some mini-tournaments.

A special thanks to Mark Leroux and fellow
LSHM GMs who came out to support
GamExpo this year. See inside this issue for a
full report from Mark.

Don't forget to support our great vendors –
without them supporting us and our hobby
we would not have the “toys” to play with.

Please continue to send in articles on games
and projects. See you at the gaming table.

Charlie Torok



**Lone Star
Historical Miniatures**

The Lone Star Dispatch

April 2019



2019 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	mlierouxtx@gmail.com	
Oscar Barela	oscar_barela@hotmail.com	
Mark Sanchez	msanchez387@satx.rr.com	

Inside this issue:

Welcome & BOD update
Upcoming Events
Past Games played
Future Events planned
Bolt Action Games
Gamers Workbench
Flames of War – WWII
Flames of War – Team Yankee
SAGA Games
Battle Reports
Product Review
Sponsors and Advertisers
Discounts to Members

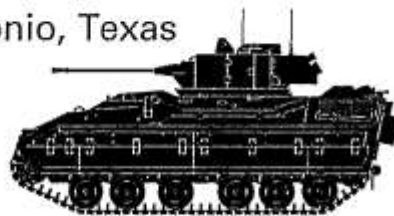
The Lone Star Historical Miniatures (LSHM).
We promote miniatures wargaming in primarily
historical periods but also fantasy/sci-fi. We are not
dedicated to one rule set or scale. We promote
miniatures wargaming by running events, helping local
conventions, and assisting with tournaments, financial
backing 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.



Dibble's Hobbies

1029 Donaldson Ave, San Antonio, Texas

**Serving San Antonio
Since 1905**



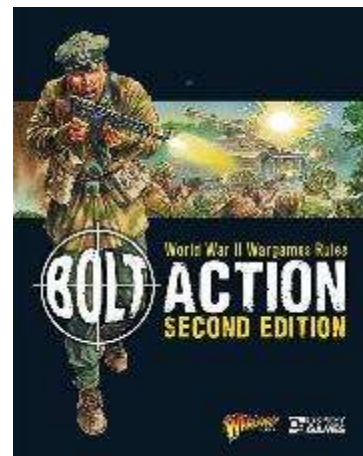
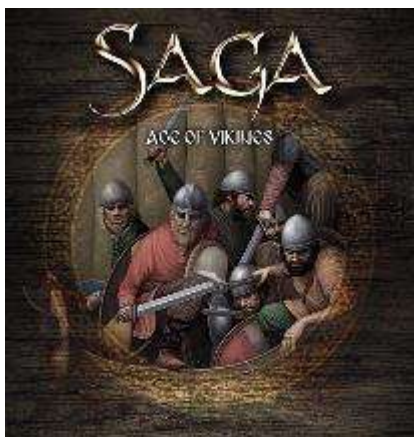
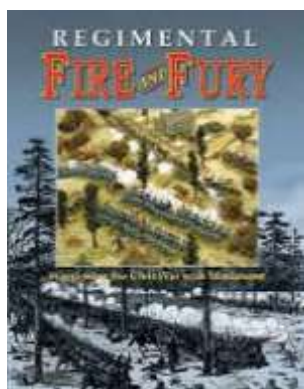
Our product lines are focused toward:

- the serious gamer (historical, fantasy, miniature, trading card)
- the discriminating modeler (aircraft, armor, display figures, cars, ships)
- the model railroader (HO, N, O, G, Z, Marklin, LGB)
- the resources, supplies, and tools to do YOUR hobby right!

We specialize in taking care of our customers - that is YOU!
Special order and mail orders are welcome.

(210)735-7721

Dibbles carries a full range of games, rules, miniatures and can order direct for you.



2019 - Texas Region - Conventions and Events

BLUCHER CAMPAIGN
The Game Closet, Waco TX
Contact Alan Spencer



FNORD CON
4/6/2019 - 4/7/2019
TCEA Conference Center, Building B - Austin, TX
Contact: ,00
<http://www.sjgames.com/fnordcon/>

MAGCON 11
4/6/2019 - 4/7/2019
LA QUINTA Inn & Suites - New Caney - New Caney, TX
Contact: David Donohoo,
<https://www.magcon.org/>

DALLAS OPEN GT
4/12/2019 - 4/14/2019
Grapevine Convention Center - DFW, TX
Contact: Matthew O. Porter, DALLASOPENGT@GMAIL.COM
<https://www.dallasopengt.com/>

FOWSA - EARLY WAR VI
4/20/2019 -
Dragon's Lair-Medical Ctr - San Antonio, TX
Contact: Ian Straus, ian.straus@att.net
<http://fowsa.blogspot.com/>

BAYOU WARS 27

6/7/2019 - 6/9/2019

D'Iberville Civic Center - D'Iberville,MS

Contact: Chris Johnston,bayouwars@gmail.com

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



CARNECON

6/29/2019 - 6/30/2019

Mansfield Activities Center - Mansfield,TX

Contact: Philip Medick,

<http://www.meatshank.com>

San Antonio MUSTER VI

6/29/2019

Dragons Lair SA (Medical Center)

Contact Charlie Torok: torokc@hotmail.com

BAYOU BATTLES XVI

8/9/2019 - 8/11/2019

Wyndham Houston West - Energy Corridor - Houston,TX

Contact: Rick Hoy,bayoubattles@gmail.com

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

WARGAMES CON XI

8/16/2019 - 8/18/2019

DoubleTree by Hilton Hotel - Austin,TX

Contact: ,wgc@wargamescon.com

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

REAPERCON

8/30/2019 - 9/2/2019

Embassy Suites - Denton Convention Center - Denton,TX

Contact: ,questions@reapercon.com

<https://reapercon.com/>



LONE STAR GAME EXPO

9/6/2019 - 9/9/2019

Grapevine Civic Center - Grapevine, TX

Contact: Jamie Matthews, info@lonestargameexpo.com

<http://lonestargameexpo.com>

TEXAS BROADSIDE!

10/18/2019 - 10/20/2019

Battleship Texas State Historical Park - La Porte, TX

Contact: Andy Broussard, texasbroadside@comcast.net

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

7 – 10 November 2019

MILLENNIUMCON XXII

Texas' largest War-Gaming Convention

MILLENNIUMCON XXII

11/7/2019 - 11/10/2019

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charles Torok, torokc@hotmail.com

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

GamExpo 2019 – After Action Report

By Mark Leroux

GamExpo is a local convention in San Antonio. This convention is best described as a celebration of tabletop games and "Geek" culture.

LSHM has hosted game events at GamExpo in previous years. This year, we wanted to make a strong showing. We presented seven different tabletop miniatures games over the weekend. Spectre Operations, Middle Earth Strategy Battle Game, Ogre Miniatures, Sharp Practice, Blood and Plunder, Blitzkrieg Commander, and Fallout: Wasteland Warfare. This year, our club goal was to encourage the hobby and try to introduce the game to new players. We setup a recruitment table in the main hall and we signed up four new LSHM members!

Friday night we ran Spectre and ME-SBG. The Spectre game involved a bank heist scenario centered around an excellent 28mm bank building model with textured interior and exterior. The Middle Earth game featured Legolas and a host of Wood Elves vs. a warband of Mordor Orcs, an armoured Troll and Warg riders from Isengard. The elves fired a hail-storm of arrows into the troll as it charged the ranks. The troll was cut down before it could ever get into close combat. The Wargs made a fast charge at the elves and nearly broke their ranks. Ultimately, the elf archers were able to score more hits at a faster rate and forced the Orc warband to rout.





On Saturday, Ian Straus ran a land-based Blood-n-Plunder game. It was an introductory game since the attendees had no experience with the game.

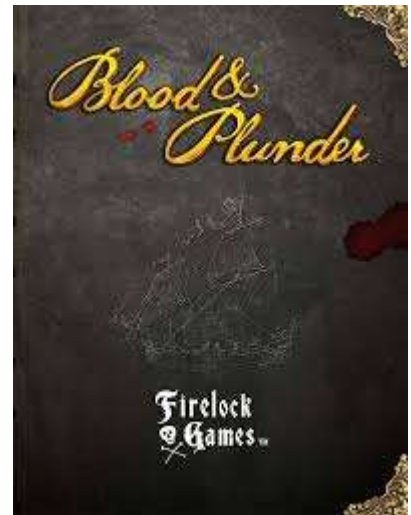
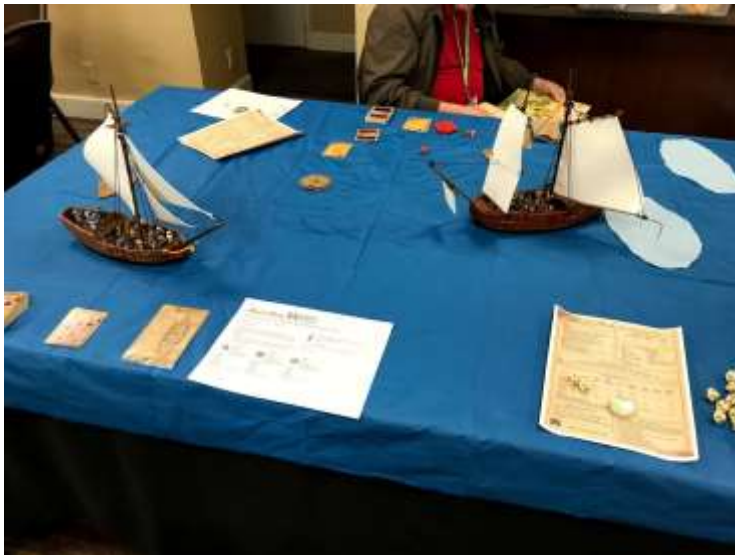
Dan Warner ran a game of Sharp Practice in which the French troops were protecting a local bakery from the enemy rifleman.

Rob, who had just joined LSHM at this convention, ran a super hero skirmish game using heroes from the DC comics universe.



On Sunday, Ian ran another Blood-n-Plunder game. This time it was a ship-to-ship battle. One ship was a Dutch merchantman and the other was a group of Spanish pirates attempting to capture the Dutch cargo. The two ships circled around each other in an attempt line up a good shot with the cannons. The ships didn't close the distance fast enough and only rifle fire was exchanged.

Although the convention was lightly attended, all participants had a good time



DAWN AT THE ALAMO

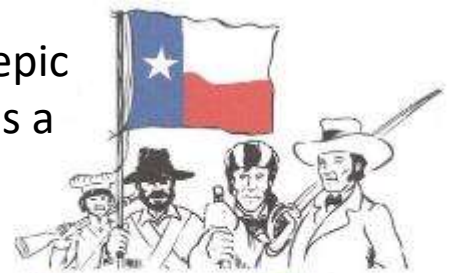
5 March 2019 – 183rd anniversary

The Battle of the Alamo was a pivotal event in the Texas Revolution. Following a 13-day siege, Mexican troops under President General Antonio López de Santa Anna reclaimed the Alamo Mission near San Antonio de Béxar, killing the Texian and immigrant occupiers



Come on out to the Dragon's Lair - Medical Center - San Antonio and participate in this epic battle on the anniversary of the fight. Play as a Texan defender or one of the Mexican attackers. The game will begin around 6pm.

Contact: Dennis Castillo at:
dennis.lee.Castillo@gmail.com



Lone Star
Historical Miniatures



The start of the battle. The model was saved from the trash heap when the Fort Sam Houston museum moved its location in 2014, they planned to trash the model so a few of us saved it. It is a very nice piece of terrain.

A few of the participants:
(L-R) Joe,
Bob and
Mark.

Dennis
Castillo and
Johnny
Rodriguez ran
the game.





More of the players:
(L-R) Mark again,
Johnny.

The Alamo as seen
from the south wall.
Mexican troops are
prepared to assault



The battle rages as the Mexicans penetrate multiple points along the Alamo defenses. The defenders were spread too thin to hold the entire perimeter of the compound (just as in real life).



★
●————○
LSHM



Support LSHM Hobby shops:



DRAGON'S LAIR[®]

COMICS & FANTASY



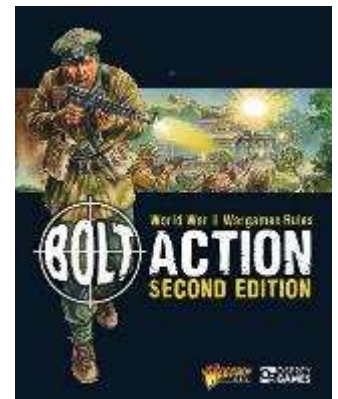
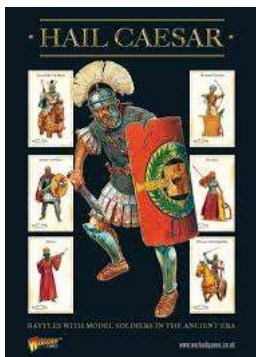
Dragon's Lair Comics and Fantasy[®]
7959 Fredricksburg Rd. Suite 129
San Antonio, TX 78229

Ph. #: (210) 615-1229

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



Here is another great local store supporting LSHM





The stockade is held by ELITE Texas longhorns!

Santa Anna watches his troops advance and take the Alamo.





Dawn at the Alamo is a game the Lone Star Historical Miniatures (LSHM) club fights every year to honor the battle. 28mm figures are from Dennis's collection.

The LSHM club is located around Texas and holds many events throughout the year. Our annual War-Gaming convention is held every Veteran's Day weekend in Austin Texas: MILLENNIUMCON. This year will be our 22nd year.





Crocket and his troops try to hold the palisades from the advancing Mexican column.

Where are Fes Parker, John Wayne and Billy Bob Thorton??

The Mexican troops overwhelm the north wall and force the defenders back.

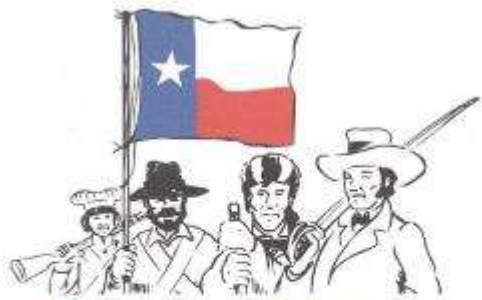




The last stand of the Teixican's holding the middle of the Alamo against overwhelming odds.

The game ended just like the actual battle. The Lone Star Historical Miniatures (LSHM) club enjoyed refighting the battle during the actual dates of the siege.





Lone Star

Historical Miniatures

When: 29 June 2019

Where: Dragon's Lair SA



Time: 10am – 6pm

Cost: Free

This event is open to all interested in Historical Miniatures War Gaming

San Antonio Muster VI

Historical Miniatures Games Day

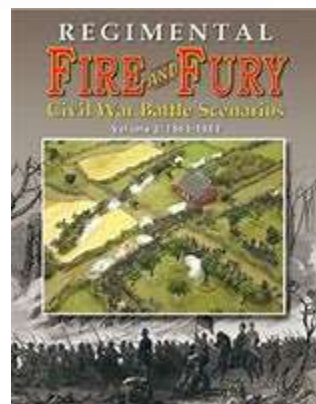
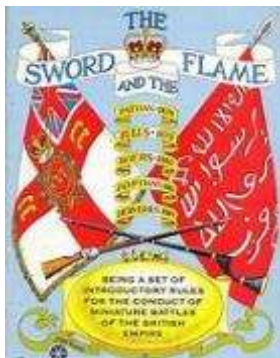
Contact: Charlie Torok for more information

torokc@hotmail.com

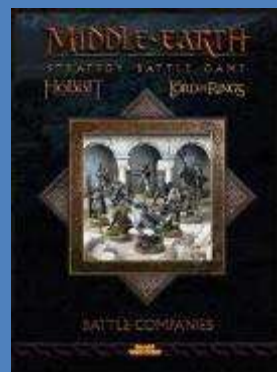
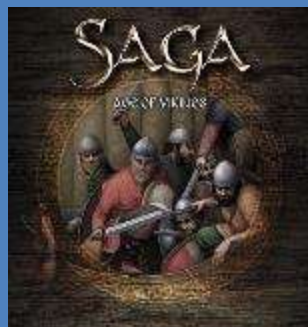
Game Sessions:

#1 10am – 1pm

#2 2pm – 5pm



Featuring 4 mini-tournaments of 4 players each:



20% OFF SALE! AND OTHER SPECIALS

FRONTLINE

GAMES

WWW.FRONTLINE-GAMES.COM

**Thanks Frontline Games for attending
MillenniumCon 2018**





On **April 13-14th**, the Dallas Open will be hosting their first Bolt Action GT. Warlord Games has been working diligently to create their international tournament circuit, and Dallas Open is proud to be one of the first wargaming conventions to be sanctioned as an official GT event. The tournament will feature 5 rounds, 3 on Saturday and 2 on Sunday. Taking care to ensure we have the best judges, we have teamed up with Warlord and Tony Meyers, who is running the Las Vegas Open Bolt Action Tournament this year. In addition to the standard Warlord prize package, the winner of this 32 player tournament will win a FAT Mat as well as a 3D printed and professionally painted WWII era pistol. All attendees get what we consider the best swag bag in the state. Dallas Open objective markers, magnets, bits, discount cards, and even a free beer at the local microbrew that everyone is planning on meeting up at **Saturday** night to chat about all the crazy things that happened in game that day. But even though this is a competitive tournament, we still value the artistic element of the game. The best painted army will win a plaque and voucher card graciously donated by Kromlech. Join in the excitement of playing one of the best tabletop wargames, and join in the hunt for the Bolt Action International Tournament Circuit 2019 Champion.

Go to dallasopengt.com to purchase your tickets.



The Battle of Bismarck Sea

By Ray Mitchell

Ares Games Wings of Glory WW2 Scenario:
Battle of the Bismarck Sea



This scenario is a simulation of the actual battle of the same name during 2-3 March 1943; a devastating air attack by the US and Australia on a Japanese convoy reinforcing the Japanese Army garrison at Lae, New Guinea.



The scenario is designed for up to 9 players "flying" 1/200th scale B-17, Bristol Beaufighter, B-25, P-40, and Ki-61 Ares miniatures (Picture 1). I modified the B-25 miniatures with "gun noses" (Picture 2) as B-25s were actually field modified in the SWPA during WW2.



I built the convoy ships from balsa wood specifically for this scenario based on line drawings downloaded from the internet. With much help from Dave Morgenthaler, I developed rules for mast-height bombing for the B-25s, ship movement, and ship damage tracking.

We also developed and used status and damage tracking sheets for the aircraft instead of the cardboard tokens furnished in the game set. We adapted the game rules for antiaircraft gunfire to the ships. This is the second year I have run this scenario. Ares Games generously provided aircraft miniatures for prizes for the event MVPs. We ran the scenario twice this convention. We did not have a full table for either event, 5 and 4 players respectively.



The game master plays the convoy commodore. We downsized the scenario to match the number of players present and maintain balance between the sides. This downsizing eliminated the B-17s, most of the Allied and Japanese fighter aircraft, and 50% of the convoy (Picture 3).

Each air attack developed rapidly, with several aircraft damaged, convoy escorts damaged, and all transports sunk, major Allied victory for each event (Pictures 4 and 5).

10 turns of game play fit nicely into the 4-hour event block. All players remarked the scenario was interesting and fun. Support from the LSHM convention staff was excellent. We had the space and tables we needed for the scenario and really appreciated the LSHM dice provided for prizes.

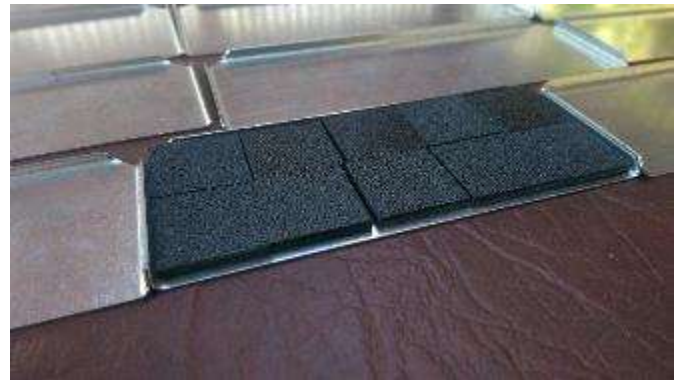


SHOGUN

Miniatures

<http://shogunminiatures.com/>

Shogun Miniatures supplies a wide variety of magnetic bases and movement trays for Wargamers



**Thanks Shogun Miniatures for attending
MillenniumCon 2018**





Lessons learned:

- 1- Based on apparent reduced interest and participation in 2018 compared to 2017, we need to shelve this scenario for a couple of years.
- 2- The air collision penalty is not severe enough. After receiving light damage from a collision, 2 B-25 pilots continued attacking the same target, and continued to collide for multiple turns, neither one breaking off - very unrealistic. Will increase the collision penalty in future scenarios.
- 3- Ship anti-aircraft gunfire damage potential is under-gunned. Destroyer main battery (5in) damage potential needs to be doubled, and 13mm machine guns/25mm cannons need to be treated as twin mounts. Will fix this for the next ship attack scenario.

Ray Mitchell

LSHM Products for 2019

Be the first to own one of the new LSHM Tape Measures. These highly rugged tape measures are 20 footers that can be used for the gaming table or work / home. Many will be provided as prizes throughout the year, but you can get one for \$5 at LSHM events and of course MillenniumCon.



We will also have LSHM dice again this year – in Red and Green colors, a pack of 6 for \$3 at MillenniumCon. Many will also be given out as prizes – so watch for them.



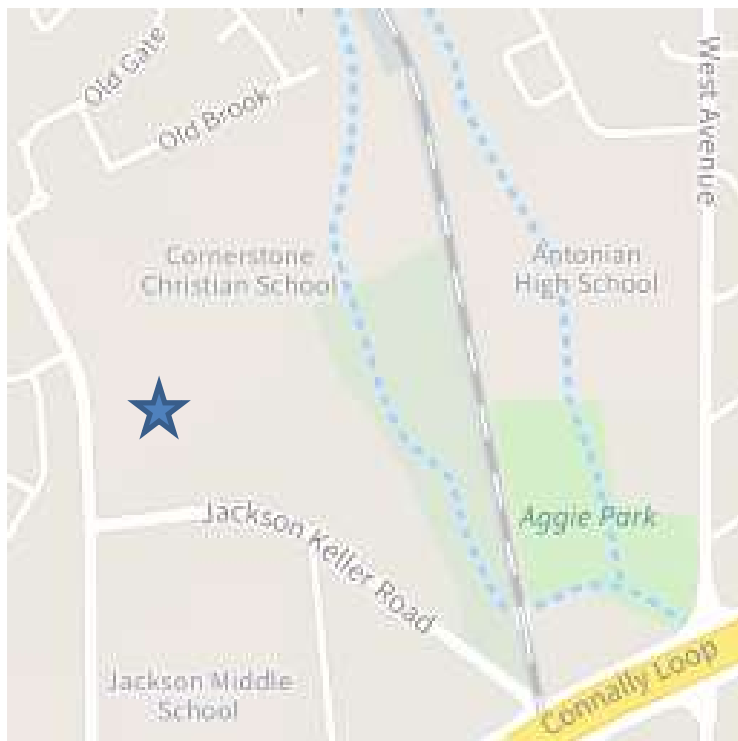


New Game Store in San Antonio Texas

TABLETOP GENERALS

2543 Jackson Keller Road
San Antonio, Texas 78230

(210) 908-9945



TableTopGenerals, started in 2012, is a Brick and Mortar and convention retailer. We also host pop-up gaming events, corporate Dungeons & Dragons sessions, and occasionally open a "Game Store Speakeasy". Feel free to message us if you are interested in joining one of our ongoing games, or would like to start a new one!



WWW.THETABLETOPGENERALS.COM

WWIII on the Czech Border



By Herb Flather



The roar of Russian engines was heard.

The Sunday Game Group that meets in East Dallas, has been learning to play with Fist Full of TOWs 3. This game was set in West Germany in 1980 with a fictional invasion by the Warsaw Pact. The general location is along the Pilsen/14 approach to Nuremburg, representing an attack by elements of Central Group of Forces, against the 4th Jager Division, supported by the 4th Canadian Mechanized Battle Group. We played over 2 weekends, using 15mm troops, mostly Battleground but also QRF, some Butler's Printed and a few odd ones, collected over many months. We are always in search of other players, if you are in town or interested contact Lloyd at DucDallas@aol.com.

Two Soviet reinforced tank battalions moved into view, forcing their way down the road.



In a surprise move a regiment of Hind helicopters inserted an infantry battalion beside the town with the critical bridge.



The Soviet tanks began to move forward, pushing the lightly armored Canadians aside.



But the Germans began to move forward too, preparing to counter attack and hold their country.



And the Canadians with German tank and helicopter gun ship support stopped one Soviet battalion.



As the Russians formed up to continue the attack



NATO forces set up to receive the assault.



The critical town remains heavily contested



The Soviet attack has begun to slow down.



So the Commander commits his 2nd echelon, to relieve the force holding part of the town on the river



The airmobile troops have partly repelled an attack and hold half of the town.



But the Germans have brought up more infantry and attack again.



This attack is successful and although they lost their infantry , the German armor moves in on the Soviets.



Supporting the defense, the Soviet Hinds return to the German rear.



The 3rd battalion pushes forward but



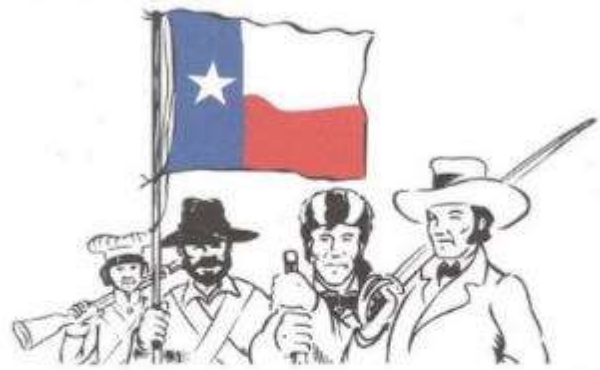
Is held in check by the Cobras on the flank and their deadly TOW missiles.



A Fistful of TOWs 3



Miniature Wargame Rules
Modern Mechanized Warfare
1915-2015



Lone Star Historical Miniatures

As this attack slowly grinds down and then halts, the troops in the town see that they are not going to be relieved and the USSR will have to find another way across this river.



TWISTED LORDS.COM

TWISTERCON & WARLORD GAMES

WWW.TWISTEDLORDS.COM

JULY 19-21 2019

THE SHERATON MIDWEST CITY HOTEL at the Reed Conference Center - 2ND Floor

**5750 Will Rogers Road Midwest City, OK 73110
(SE of downtown Oklahoma City near Tinker AFB)
- 1 (405) 455-1800**



RESERVATIONS

Room Rate Cutoff Date 07/05/19 by 5:00 pm
Room Rate \$94.00 for a King/Single room
Mention "Twister Lords" to get this rate and the room includes a Hot Breakfast coupons; delivered at Check In.
Call +1 (405) 455-1800 for Reservations

Food: Close to every gamer's heart; Food. We have arranged with the hotel to setup a snack bar food service just outside of our convention room. Hotdogs, Nachos, Boxed Lunches, Chips, Candy and Soft-Drinks, all of the things gamers need to keep on playing

CONVENTION **F**EE

Game Masters	No charge for the convention
Game Players	\$12/day or \$20/Entire Convention(pre-register on website)
Dealers	Each 6' table \$25/day or \$50/Entire Convention
Flea Market	Each 6' table \$5

PLAYERS & GM REGISTRATION OPEN FOR 2019

Players Registration is open so make your plans and come play a game at Twisted Lords 2019. Simply fill out the online form and send it in, we will be in contact with you shortly.

Game Masters GM Registration deadline is May 1st 2019

Switch over to the GM Registration page and register your game(s) there. By registering your games you are also registering yourself. We can process PayPal, MC, Visa, Amex, and Discover by mail and at the door. Checks or MO need to be made Payable to Jeff Lawrence or Jon Russell, Treasurers.

GAMEMASTERS

GMs - Free convention entry with pre-registered game/s.

Easy registration of your game(s) can happen on the website. All games must use painted miniatures, be a board game you supply, or be an approved RPG. The site is now open for Game Master Registration. GMs for Twisted Lords do not pay to enter and run their games. Game masters, when you arrive @ registration see a staff member for table assignments.

Game Masters July 1st, 2019 is the deadline to have your game in the program book. So book your game ASAP!



Blucher Spring 1813 Campaign Report

By Alan Spencer

Blucher Historical Scenario Battle of Loubino, Russia August 19, 1812

After the Battle/Siege of Smolensk, the Russian army, under the command of General Barclay de Tolly, is retreating toward Moscow in three columns. One of the columns passes through the small village of Loubino, which has a single bridge over which thousands of wagons, artillery, and men must pass.

French Marshals Ney and Murat are able to see the opportunity to choke off the Russian retreat and are quick to seize the initiative. Barclay must scramble to put up some sort of resistance – or thousands will all be captured and a great stock of Russian munitions, artillery, and food will in the hands of their foe.

Can the Russians hold off the advancing French forces until they can complete their crossing? The historical outcome is listed at the end.

Deployment:

Some forces will begin on table (noted on the map for their locations), others will come on as noted in the chart below.

Turns	1	2	3	4	5	6	7	8	9
Time	4:30	5:00	5:30	6:00	6:30	7:00	7:30	8:00	8:30
French			VIII Corps		I Corps				
Russian		IV Corps		1 st Div		II Corps			

Terrain:

The streams and Jarovina River are all difficult going. Artillery may only cross them at bridges. The marshy area to the south is difficult ground for cavalry and artillery.

Victory Conditions:

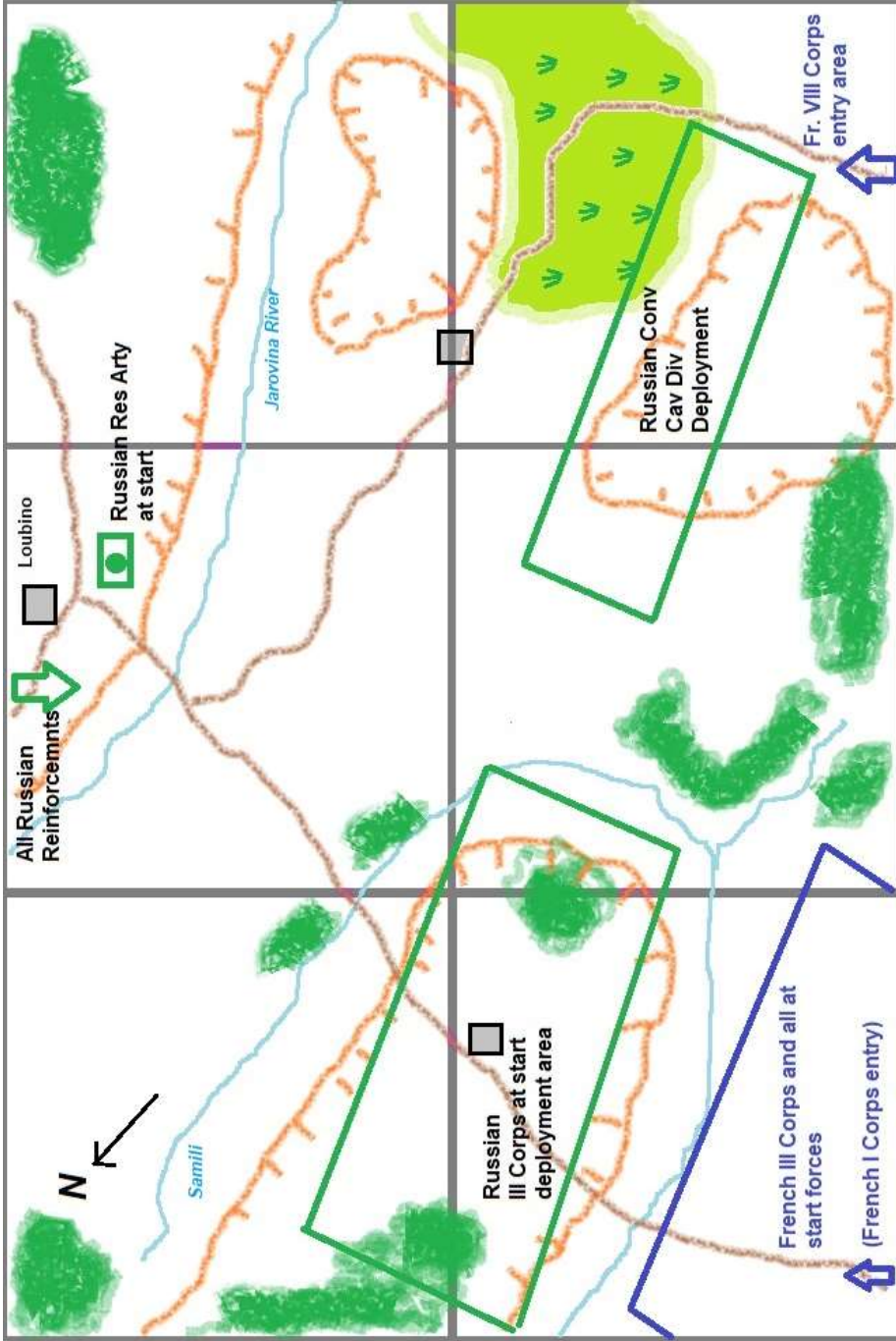
Russian army morale must not break, and they must keep the French at least 2 base widths from Loubino until nightfall (end of turn 9). Any other result is a French victory.

Blucher Unit Cards:

I have not made cards for this pdf, as the information for making them can be taken from the rosters on the following pages. However, you are welcome to contact me for a copy of my cards that I will be making for this scenario shortly.

Map

**Battle of
Loubino
19 Aug, 1812**





*Your home for games in Central Texas!
4000 square feet of gaming space!*

Official affiliation with:



and much more!

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

Gaming for all ages and groups!!



Proud to support LSHM gaming!



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

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



Infantry and Cavalry Units

Card #	Unit Name	Corps	III	Elan					1	Traits	Unit Points	
	Marshal Ney	III								1	III Corps starts on table	
	10th Division (Ledru)	III								1		
	Brigade: Gengoult Line Infantry	III			6	5	4	3	2	1	Skirmish, attached Artillery	
	Brigade: Morion Line Infantry	III			6	5	4	3	2	1	Skirmish	
	Brigade: Bruny Line Infantry	III			6	5	4	3	2	1	Skirmish	
	11th Division (Razout)	III								1		
	Brigade: Joubert Line Infantry	III			6	5	4	3	2	1	Skirmish, attached Artillery	
	Brigade: Compere Line Infantry	III			6	5	4	3	2	1	Skirmish	
	Brigade: d'Henin Line Infantry	III			6	5	4	3	2	1	Skirmish	
	25th Division (Marchand) Wurttemberger	III								1		
	Brigade: von Hugel Line Infantry (Wurt.)	III			6	5	4	3	2	1		
	Brigade: Koch Line Infantry (Wurt.)	III			6	5	4	3	2	1		
	Brigade: Bruzelles Line Infantry (Wurt.)	III			6	5	4	3	2	1		
	Cav Division (Wollwrath)	III								1		
	Brigade: Mouriez Mixed Light Cav	III			6	5	4	3	2	1		
	Brigade: Beurman Light Cav (Chevauxleger)	III			6	5	4	3	2	1		
	Gen de Div Junot	VIII								1	VIII Corps arrives Turn 3	
	23rd Division (Tharreau)	VIII								1		
	Brigade: Damas Line Infantry	VIII			6	5	4	3	2	1	Skirmish	
	Brigade: Wickenberg Line Infantry	VIII			6	5	4	3	2	1	Skirmish	
	24th Division (Ochs)	VIII								1		
	Brigade: Legras Line Infantry	VIII			6	5	4	3	2	1	Skirmish, attached Artillery	
	Brigade: Borstel Line Infantry	VIII			6	5	4	3	2	1	Skirmish	
	Brigade: Hammerstein Light Cavalry (Hussars)	VIII			6	5	4	3	2	1		

Russian OOBs

Army Name

Russian Army Battle of Loubino Aug 19, 1812

CinC Personality

Barclay de Tolly N/A

Points



Corps Subcommander Personality

III Tuchkov I N/A

II Baggovout N/A

IV Ostermann N/A



Army Special Rules

1. Only grenadier brigades may self-rally.
2. Victory Conditions:
Russian army morale must not break, and must keep the French 2 Base Widths (2BW) from Loubino until nightfall (end of turn 9).
3. Turns: 9 (French move first)
4. Barclay starts on table with the reserve artillery 12" from Loubino.

**Total Number of
INF & CAV units** 15

Army Morale 5

Retired Units

Broken Units

Artillery Units

Artillery Unit

Corps

Ammo Numbers

Traits

Unit
Points

Reserve Artillery

III

6 5 5 4 3 3

Heavy - starts on
table 12" fm Loubino



Infantry and Cavalry Units

Card #	Unit Name	Corps	Elan							Traits	Unit Points	
	General Tuchkov I	III								1	See below for arrival time.	
	3rd Division (Konovnitzin)	III								1	3rd Div starts on table	
	Brigade: Tuchkov III Line Infantry	III			6	5	4	3	2	1	Steady, attached artillery	
	Brigade: Voeikov Line Infantry	III			6	5	4	3	2	1	Steady	
	Brigade: Chakoffski Jager Infantry	III			6	5	4	3	2	1	Steady	
	Brigade: Tornov Conv. Grenadiers	III		7	6	5	4	3	2	1	Steady, Shock	
	1st Division (Strogonoff)	III								1	1st Div arrives turn 4	
	Brigade: Tsvilenev Grenadiers	III		7	6	5	4	3	2	1	Steady, Shock	
	Brigade: Geltoukhin Grenadiers	III		7	6	5	4	3	2	1	Steady, Shock	
	Maj.Gen. Baggovout	II								1	II Corps arrives on Turn 6	
	17th Division (Olsoufiev)	II								1		
	Brigade: Tehouvarov Line Infantry	II			6	5	4	3	2	1	Steady, attached artillery	
	Brigade: Tuchkov II Line Infantry	II			6	5	4	3	2	1	Steady	
	4th Division (Eugene)	II								1		
	Brigade: Pyshnitskoi Line Infantry	II			6	5	4	3	2	1	Steady	
	Brigade: Rossi Line Infantry	II			6	5	4	3	2	1	Steady	
	General Ostermann	IV								1	IV Corps arrives on Turn 2	
	11th Division (Choglokov)	IV								1		
	Brigade: Philissov Line Infantry	IV			6	5	4	3	2	1	Steady, attached artillery	
	Brigade: Pernov Line Infantry	IV			6	5	4	3	2	1	Steady	
	Conv. Cav Div (Orlov)									1	Conv Cav start on the table	
	Brigade: Karpov Cossacks						4	3	2	1		
	Brigade: Tchalikov Light Cav (Hussars)				6	5	4	3	2	1		
	Brigade: Tchernich Light Cav (Hussars)				6	5	4	3	2	1		



Historical Outcome

The French had real chance to hamstring the Russian army, with loads of wagons and artillery being forced through a single bridge bottleneck at Loubino. Ney was making slow but steady progress. All that was needed was for the Junot's VIII Corps to slam the door shut, and the Russians would be trapped.

Yet, despite Murat pleading in person to Junot to attack in force, Junot refused without a direct order from Napoleon. Junot did eventually send a small portion of his force forward into the marshy area in a probing action, but no further.

The Russians were not sitting idle during all this. Units not directed to the battlefield were ordered to strip wood from some of the houses in Loubino to form makeshift bridges to alleviate the traffic jam at the bridge in Loubino.

(Scenario Note: The bridge mentioned above is actually just off the map to the north of Loubino, not the bridge seen coming into Loubino from the west).

By the time Napoleon finally appeared on the battlefield to take direct command, the Russian baggage train and artillery had passed the bottleneck and the Russians escaped to fight another day. Some 50,000 French were on the field (with about 35,000 engage). Russian forces numbered around 35,000. Loses were heavy on both sides,



Asan Spencer

WARLORD GAMES



Thanks Warlord Games for attending
MillenniumCon 2018

CIGAR BOX
BATTLE
MATS

PLAY FAST. LOOK GOOD.

NEWEST DESIGNS!



WORLDWIDE BESTSELLERS!

TOP LINE: Caribbean Island #700, Caribbean Beachhead #690, NEW Europe 2-Just Fields #680,
NEW Europe 2 #660 & #670, **MIDDLE LINE:** Redwood Conflict #650, Ice Planet #640,
Desert Waste Race #630, Alien Planet #530, **BOTTOM LINE:** Pacific Island #710
Marshlands #580, Barren Lands #540, Moon Battle #720

HIGHEST QUALITY!
BEST SERVICE!

www.cigarboxbattlestore.bigcartel.com

Europe and UK orders can be made through North Star Military Figures

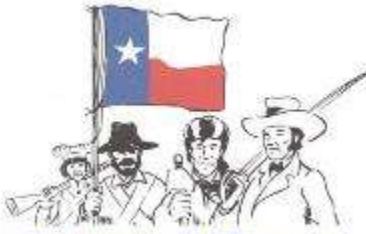
7 – 10 November 2019

MILLENNIUMCON XXII

Texas' largest War-Gaming Convention

Round Rock, Texas

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



Lone Star

Historical Miniatures

Vendors

**FRONTLINE
GAMES**
"As real as it gets."

**WARLORD
GAMES**



Portsmouth
Miniatures and Games

**RAVEN
BANNER
GAMES**

DRAGON'S LAIR
COMICS & FANTASY

Featuring:
350 + attendees
21 vendors
100+ games



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

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

Reservations: **512-341-7000**

Room Rate \$90 MillenniumCon





Sherwood

Wargames

Perry Miniatures Warlord Games

Gripping Beast Frostgrave

Conquest Miniatures Fireforge Games

sherwoodwargames.com

A note from Sherwood Wargames:

Our website address www.sherwoodwargames.com and you can text or phone us on 225 590 3499.

Phil
Sherwood Wargames

**Thanks Sherwood Wargames for attending
MillenniumCon 2018**



DRAGON'S LAIR[®]
COMICS & FANTASY

AUSTIN

DRAGON'S LAIR[®]
COMICS & FANTASY

**AUSTIN'S ONE STOP
GAME SHOP!**



**Dragon's Lair Austin is coming to
MillenniumCon 2018**



Located in: [West Anderson Plaza](#)

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

[Contact Chris Fedor for more](#)

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

Thanks NeWay Designes for attending
MillenniumCon 2018

COMING to
KICKSTARTER
NOVEMBER 15, 2018



**PORTABLE™
WARFARE**
The Sergeant

The new and improved
portable miniatures bag
that everyone loves is
back, better than ever.

- 🔧 Improved design
- 🔧 Improved materials
- 🔧 Improved zippers



NEW v2.0

portablewarfare.com

WARGAMING IN THE CLASSROOM



By Coach Blake Radetsky

LSHM's very own, Coach Blake's Wargaming Summer Classes for 2019.

Coach Blake Radetsky has been teaching wargaming summer classes every summer since 1996. These classes introduce young gamers to military history, model making, painting and rules for playing. Many great gaming companies support the effort each year – a special thank you appears at the end of the article.

He currently holds classes on two campuses, Alamo Heights ISD and St. Mary's Hall.



All classes run from Monday to Friday, the AM classes are 9am-11:30am and the PM classes are 12:30pm-3pm; they are open for kids ranging in age from 9 years old to 18 years old.



This summer schedule,
Alamo Heights ISD

June 3 - 7 AM - Girls Lacrosse Clinic

June 3 - 7 PM - Auto-Destruct-O-Rama (hot wheels demolition derby)

June 10 - 14 AM - Star Wars X-Wing (pre-painted spaceship combat)

June 10 - 14 PM - Cruel Seas (WW2 PT Boat style naval actions)





SMH

- June 17 - 21 AM&PM - SAGA a Viking Age (28mm Viking Age Skirmish)
- June 24 - 29 AM - Beyond the Gates of Antares (28mm Sci-Fi Skirmish)
- June 24 - 29 PM - Hordes of the Empire (10mm Colonial Era battles)
- July 2 - 6 AM&PM - Wings of Glory WW1 (pre-painted WW1 aerial combat)
- July 9 - 13 AM - Test of Honour (28mm Samurai Skirmish)
- July 9 - 13 PM - Auto-Destruct-O-Rama (hot wheels demolition derby)
- July 16 - 20 AM - Bolt Action WW2 Pacific (28mm Skirmish to mid battle WW2 Island battles)





Join LSHM

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!

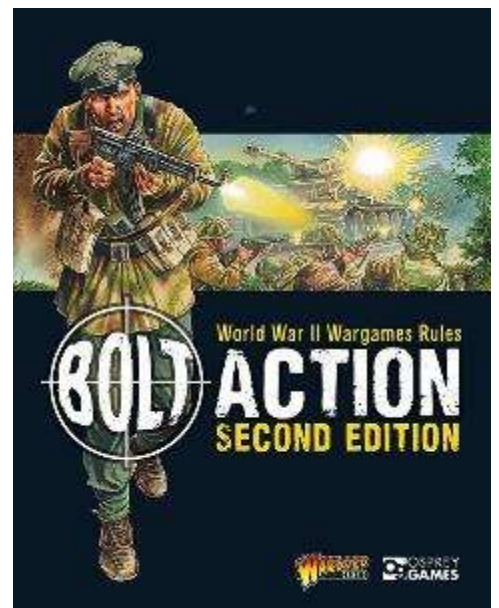
The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



Membership Matters!

Friday Night is Bolt Action Night *At Dragon's Lair San Antonio!!* **Texas Bolt Action**

Come out to Dragon's Lair just about every Friday Night for some Bolt Action – both regulars and new Players welcome! We usually start around 5/6pm





July 16 - 20 PM - A Fantastic SAGA (15mm Fantasy skirmish version of SAGA)

July 23 - 27 AM - Gangs of Rome (28mm Roman Street Gang Skirmish)

July 23 - 27 PM - Starship Troopers (28mm Sci-Fi huge battle of Mobile Infantry vs Arachnids)

July 30 - August 3 AM - Mortal Gods (28mm Ancient Skirmish set in the Greek Peloponnesian War Era)

July 30 - August 3 PM - Dreadball (28mm Futuristic smash mouth football-basketball game)



The kids pay a tuition to take a class and they learn to clean, paint and play with a warband, flotilla, team, cars, planes or ships. Then they take home what they painted. Except the Starship Troopers class, that class is a 5 day long big battle using Coach Blake's extensive personal collection.



A special thanks to the sponsors of these classes:

Cigar Box Mats, Gripping Beast, Kraken Skulls, Mantic Games, Pendraken Miniatures, Warlord Games, and Ares Games for the planes Wings of Glory WW1.



Coach Blake



Raven Banner Games: 28mm ACW Miniatures

<http://shop.acwgamer.com/>



10% discount code: LSHM18



**Thanks Raven Banner Games for attending
MillenniumCon 2018**

News from the Master Hobbyist: All Things Wargaming!

Dallas TX,

By Mr. Steve Miller

Battle of Stratton-Victory without Quarter! Five player game. 8x6 table. You should be playing at the Rat Palace!



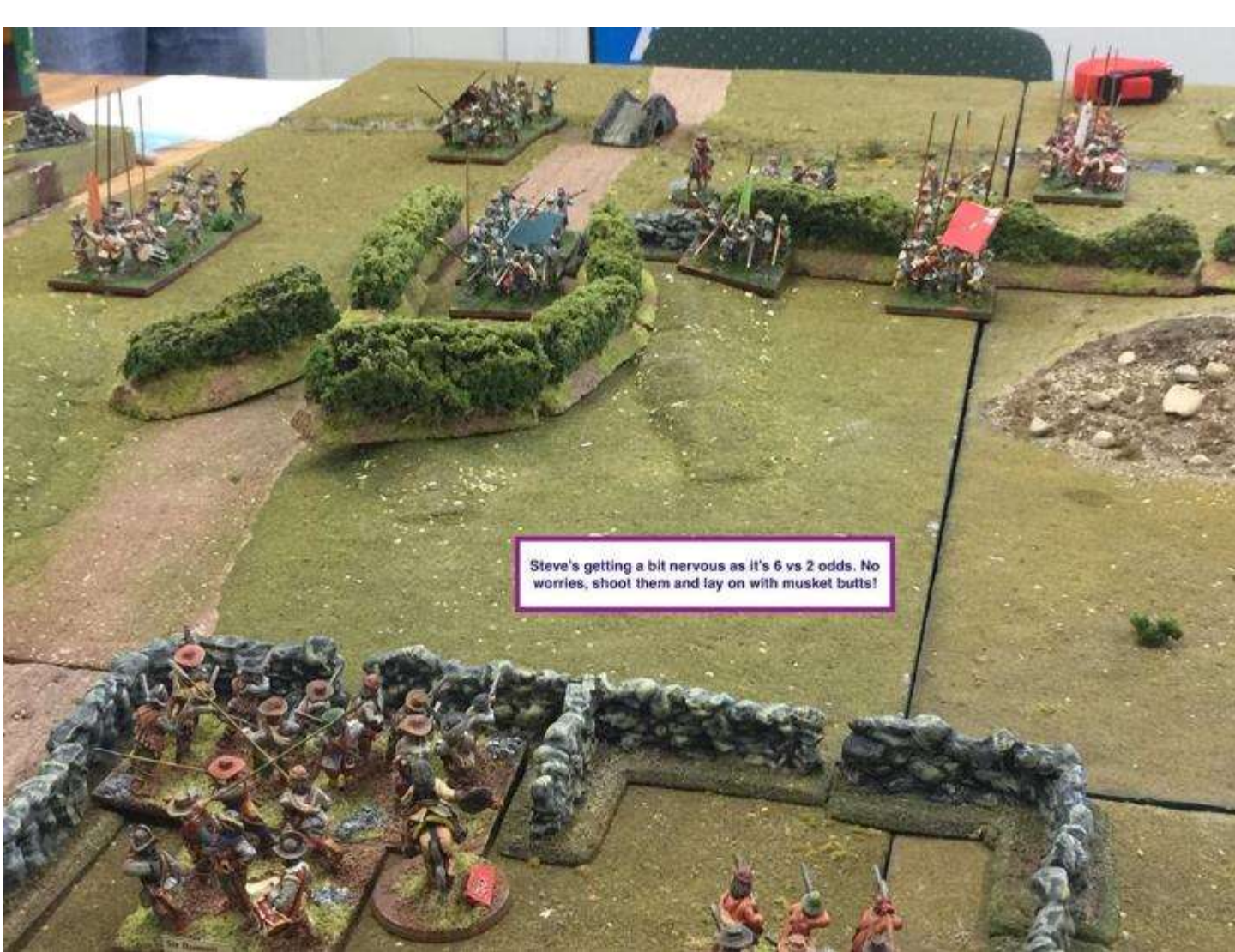
Modern war runs on POL, but ours ran on brewed and distilled alcoholic beverages. This is a great view showing the situation in the center, especially the regiment manning the hedge line and the significant forces, not all visible, in the wall enclosed area.



Steve now has his reserves, two full regiments, on line and with their general. By the time I finally was able to begin to create a battle formation, Steve was already in a formidable position. Note how much of my force is effectively out of the fight.

Too funny! This is at the beginning of the battle. In fairness to him, though, my expressions of dismay to discover not only that the ground was unfavorable, but that the foe was not back on his side of the board but forward deployed halfway toward us weren't well received by him, either. It's ever fascinating to see how radically differently two different commanders perceive a tactical situation.





Steve's getting a bit nervous as it's 6 vs 2 odds. No worries, shoot them and lay on with musket butts!

Steve's face was pretty long and his statements downhearted for several turns when seeing my on paper formidable force advance, but potential combat power isn't necessarily the same as fighting power. In truth, try as I might, I could never properly mass for battle, resulting in the dread fighting in penny packets, with much depending on the performance of but a few units. Works sometimes, but usually results in defeat in detail.





Completion of the Parliamentary killing box leads to Royal(ist) consternation

Behold Steve's welcoming party--in all its terrifying glory! After standing on my head, I finally have a whole two regiments (out of 6) more or less ready to fight. Am already under artillery fire, though have so far escaped losses. The real odds here are Steve's artillery park and two well protected regiments vs two of mine, no artillery, fully exposed once at musket range. A third is still in column in the green hell and will debouch and try to form line practically under musket fire.

Steve Miller

Support LSHM Vendors and Sponsors:

NWS WARGAMING STORE



www.nswargaming.net

Christopher Dean
NWS Wargaming Store
<http://www.nswargaming.net>
nws-online@nws-online.net

**Don't forget to mention
LSHM when ordering!!

NWS WARGAMING STORE

Website: <http://www.nswargaming.net>

Email: contact@nswargaming.net or store@nswargaming.net

All Categories



SEARCH



San Antonio Blood & Plunder Group

<https://www.facebook.com/groups/2008908972654821/>



Texas Bolt Action

San Antonio, Texas

By Joe Wicker

Texas Bolt Action Warlords SARGE



Mediterranean Madness Tournament summary

Josef Goebbels proudly announces that the Axis forces have defeated allied armies throughout North Africa to the shores of Sevastopol. The battles were hard fought but the tenacity of the Desert Afrika Korps (DAK) under Nate Brakel , Brian Farrens Bulgarians, and Oscar Barela with elements from the 22 INF division narrowly defeated the allied forces. Russian forces such as Leytenant Jacob Mayer's platoon, heavily consisting of cavalry, and 1LT Dan Warner of the French 2d Dragoon Regiment was not able hold the onslaught.



The victory point totals were 187 for the axis and 127 for the allied; a clear victory for the axis forces. Best axis platoon went to platoon leader (PLT LDR) Oscar Barela (31 points) followed by Brian Farrens (27 points), and the best allied PLT LDR went to Jacob Mayer (29 points), and Dan Warner (28 points).



The terrain was based off of several recorded accounts to include the open desert, desert ruins, rolling fields, and inner city fighting. The ruins provided PLT LDRs a unique challenge of open ground with hills in all 4 corners of the map.



1LT Dan Warner (French) fought Oberleutnant Silliman (German) in bloody fight amongst the ruins of the ancient Egyptians. OBRLT Silliman simply stated, "It's tough." 1LT Elliot Selle (American), commanding elements from the 2d armored Div, and 1LT Brandon Escalera (Japanese) fought to a stalemate in the first round. Casualties were relatively light as their conflict came to a draw (one of VERY few in Bolt Action), and 1LT Selle stated after the battle, ".....it was hard to get anything done. He [1LT Escalera] is tough."



No new Lieutenants this battle as all participants had fought in a San Antonio tournament before. Several PLT LDRs stated they couldn't make it this time, and one had to bow out at the last minute, leaving 9 (and your favorite Sarge) to slug it out. The axis forces with Oscar, Nate, Warren, Brandon, and Brian proved their tactical skill and calmness under fire by beating the allied forces by 60 points.



Not the largest margin in San Antonio tournament history but still impressive for a two round tournament. Allied forces with Jacob, Marcelino, Elliot, Dan and Joe didn't rollover though. Jacob smashed axis platoons with cavalry flanking attacks and three dog teams.

Everyone learned something including myself. Everyone seemed pretty comfortable with the V2 rules now. Still in HOT debate is the validity of Tiger Fear on a MV IV tank. I don't know how the rest of the BA community feels about this unique rule but here in San Antonio it is not well liked. When I "house rule" the core rules it is based on several facts: historical knowledge, 1st hand discussions with WWII veterans, hands on experience, players consensus in the community, and game enjoyment. One comment was made that a PLT LDR won't play in a tournament "...with morphing house rules....". I will say that no rule set is perfect (contrary to popular belief game designers DON'T always get it right),





in 4 years I have made 1 (ONE) standing house rule, and as a Sarge I don't make changes carefree, w/o thorough discussion, and w/o a majority of consensus. There has never been a complaint about house rules to date. HE verse infantry in building is strict, tough, and little ridiculous in my opinion. The game designers wanted fewer people hiding their squads in buildings and, boy, did their wishes come true! What's your opinion of the HE vs INF in a building rule? Talk it up on the Texas Bolt Action Facebook page.





In conclusion, I want to thank Dragons Lair for hosting and sponsoring this tournament. A special thanks to Lone Star Historical Miniatures for sponsoring this tournament! W/o both of their support, these events would not happen or be as enjoyable as they are. If you are ever in San Antonio, you would do well to stop by Dragon's Lair and introduce yourself to Cliff and his staff while shopping the wonders of his store. The next tournament at Dragons Lair, SA is TBD (May or June) but will be early war '40 –'41; more info to follow shortly on Facebook.



Three
refights of Western
Theater battles!

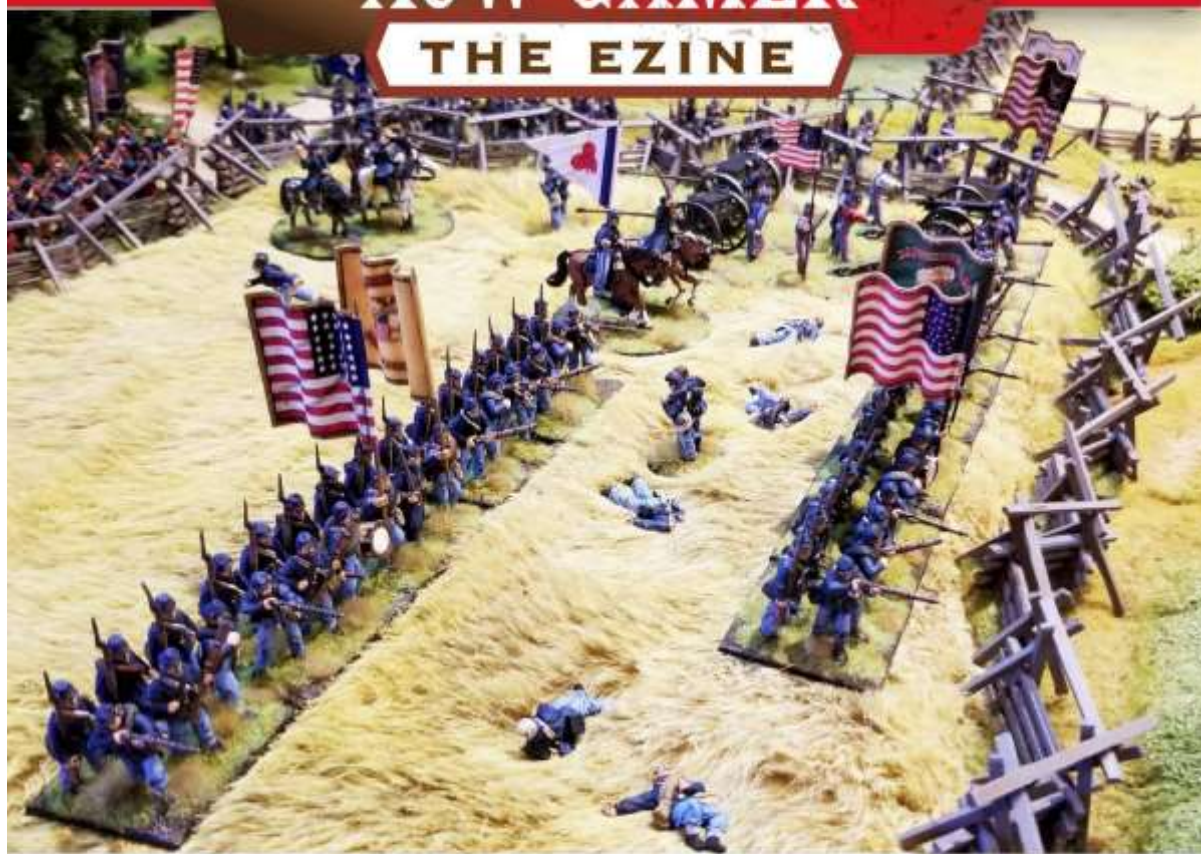
ISSUE #18

A Review of
A Terrible Roar
Chickamauga Scenarios



ACW GAMER

THE EZINE



THE ELECTRONIC MAGAZINE FOR
GAMERS OF THE AMERICAN CIVIL WAR

Summer 2018

'A must subscribe for anyone gaming the ACW'

www.acwgamer.com

San Antonio, Texas

By Chris Lisanti



Third World War Thursday Update.

Evan and Eric (Soviet T-72 Battalion) took on Chris and Rob (W. German Leopard I and Marder Companies) in the Capture the Flag mission.





The W. Germans moved up sharply to begin contesting their objective and the middle objective. The Soviets countered moving up their large infantry unit with T-72s supporting on the flanks.

The strong Soviet left flank took a big hit on Turn 2 when combined fire from Leopard Is and Helos forced a morale check on the T-72s that the Soviets failed.



Counter fire the next turn by the Soviets took its toll on the offending Leopard I platoon eliminating them while also taking out a Marder and two infantry stands.



A full platoon of Marders stayed on the battlefield after receiving 10 hits from the guns of the BMPs with the BMPs failing all firepower checks and all 3 Marders staying on the battlefield.



The next turn saw the large BMP unit either all killed or bailed out while effective Jaguar and Milan shooting took its toll on the right flank T-72 unit.

The Soviets conceded after such good shooting (or really great die rolls!). See you next time.



Support LSHM Vendors and Sponsors:



We need your gaming store here and products listed here!!!

We need your gaming news here!!!

Contact Charlie Torok at: torokc@Hotmail.com to place your advertisement here, no cost to LSHM supporters!!!